WELCOME to WORD BLAST

WORD BLAST is an educational program designed to help children enhance their vocabulary and spelling skills in a fun computer game setting (adults enjoy the game also). In WORD BLAST, the player tries to guess a word letter-by-letter, like in the game of 'hangman'. When a letter is correctly guessed, it is displayed in its position(s) in the word. However, if a letter is chosen which does not belong in the word, then a segment of a fuse leading to a bundle of dynamite 'burns'. If the word is completed before 10 incorrect letter guesses have occurred, then the player receives an audio complement on a job well done. Otherwise, the dynamite 'explodes'. In either case, the word and its definition are displayed. However, children rarely lose the game since the definition of the word may be displayed before the fuse burns all the way down.

The game may be played either in the *blast* mode, which involves the picture of the dynamite, or in the *vocabulary-builder* mode, in which the definition of the word is displayed at the outset. The latter playing mode makes the game easier for younger children, and makes WORD BLAST an ideal medium for helping to teach children the meanings of the words on their weekly vocabulary lists.

New words and their definitions may be added to the database in WORD BLAST via easy-to-use menus for the creation and editing of word lists, and for transferring words between lists. In addition, points are awarded for correctly guessing words, and the names of players with the top 10 high scores appear on a scoreboard with trophies.

With WORD BLAST, learning vocabulary and spelling is both literally and figuratively a *blast*!

How to Play WORD BLAST

Blast Mode
Vocabulary-Builder Mode

See Also:

Word List Included with WORD BLAST

Playing WORD BLAST in the *Blast* Mode

WORD BLAST can be played in the blast mode, or in the <u>vocabulary-builder</u> mode.

In the *blast* mode, a bundle of *dynamite* appears in the main window. When the user chooses a letter which is contained in the word to be guessed, then that letter is displayed in the letter boxes at the bottom of the screen. Otherwise, a segment of the fuse leading to the dynamite burns. After 10 incorrect guesses, the spark reaches the bundle, and an *explosion* occurs (it will be audible if you have a multimedia system with a sound card and your speakers are turned on).

How to Play

At the start of a game, WORD BLAST randomly selects a word from the current word list (this list can be specified using the <u>open</u> command). Initially, there are a number of empty boxes at the bottom of the screen, under the *Word to Guess* label. Each box is a container for one letter of the word to guess.

Start by left-clicking on any of the letter buttons (A-Z). Alternatively, you can press the corresponding key on your keyboard. If the letter that you chose is contained in the word, then it will be displayed in the corresponding letter boxes for the word. The letter button for the letter which you chose will temporarily disappear from the screen to indicate that you have already used that letter (it will reappear at the start of the next game). If the selected letter is not part of the word to be guessed, then the number of remaining guesses will be decreased by one, and a segment of the fuse leading to the bundle of dynamite burns.

Winning a Game

When all the letters of the word have been guessed, a window containing *happy faces* pops up which displays the *definition* of the word, and an auditory compliment follows.

Losing a Game

If 10 letters are selected which do not appear in the word to be guessed, then the game is lost. In this case, a window with the word definition still pops up, but it contains *sad faces*. In addition, the dynamite 'blows up', and an audible 'blast' is heard.

The *Show Hint* Button

Rarely will a game be lost with this feature. When the number of remaining guesses is fewer than 3, then a push button becomes visible which affords the player the opportunity to see the definition of the word. If the word to be guessed is contained in the definition, then it will be blanked-out when the definition is displayed. Accordingly, the definition can contain sentences which illustrate the *usage* of the word.

See Also: <u>Setting the Playing Mode</u>

Playing WORD BLAST in the *Vocabulary-Builder* Mode

WORD BLAST can be played in the blast mode, or in the vocabulary-builder mode.

In the *vocabulary-builder* mode, the bundle of dynamite which appears in the blast mode is replaced by the *definition* of the word to be guessed. This makes WORD BLAST ideal for teaching children vocabulary words, and specifically, for teaching them the meanings and usage of the words in their weekly vocabulary lists from school.

How to Play

At the start of a game, WORD BLAST randomly selects a word from the current word list (this list can be specified using the open command). Initially, there are a number of empty boxes at the bottom of the screen, under the *Word to Guess* label. Each box is a container for one letter of the word to guess.

Start by left-clicking on any of the letter buttons (A-Z). Alternatively, you can press the corresponding key on your keyboard. If the letter that you chose is contained in the word, then it will be displayed in the corresponding letter boxes for the word. The letter button for the letter which you chose will temporarily disappear from the screen to indicate that you have already used that letter (it will reappear at the start of the next game). If the selected letter is not part of the word to be guessed, then the number of remaining guesses will be decreased by one.

Winning a Game

When all the letters of the word have been guessed, a window containing *happy faces* pops up and an auditory compliment follows.

Losing a Game

If 10 letters are selected which do not appear in the word to be guessed, then the game is lost. In this case, a window with *sad faces* pops up.

See Also: Setting the Playing Mode

Word List Menu

The *Word List* menu offers the following commands:

Create   Create a word list.

Open   Open a word list for use in the game.

Edit   Edit a word list (add and delete words, and modify
            word definitions).

Transfer   Transfer (or copy) words between two word lists.
Words

Copy   Copy a word list.

Delete   Delete a word list.

Rename   Rename a word list.

Word List Included with WORD BLAST

WORD BLAST comes complete with a word list which contains over 1700 words and their definitions. The words have been carefully selected to help children in elementary and middle schools enhance their vocabulary. About one-third of the words are fairly easy, and children will immediately recognize them and know their meaning. Another one-third of the words are such that most children in elementary school will have heard them, but probably won't be able to accurately define them. The remaining third of the words will be new to most children, and are words which they can use in everyday life.

The word list which comes with WORD BLAST is named 'Words.wds', and is automatically loaded into WORD BLAST when you start up the program.

If you have opened another word list using the open command in the *Word List* menu, then that word list will be automatically loaded when you start WORD BLAST.

Create a Word List

Use the *Create* command to create a new word list.

Activating the Command

Menu Command: Word List / Create

Toolbar Button 📄

The *Create* Menu

The *Create* command invokes a dialog box for creating a word list. The dialog box contains the following items:

- *Word* field (an edit box)
- *Word Definition* box (an edit box)
- *Word List* (a list box)
- *Filename* box (for display of the name of the word list)
- *Add*, *Modify*, *Delete, Save, and Cancel* buttons

The word list is initially empty and untitled (i.e. it has not been named and saved to disk yet). You may begin adding words to the list right away. You will be asked to specify a name for the list when you first save it.

Functions in the Create Menu:

Add a Word

- Enter the word into the *Word* edit box.

- Enter the definition of the word into the *Word Definition* edit box.

  You may include any number of lines of text in the definition, and are encouraged to use sentences which illustrate the use of the word.

- Press the *Add* button to enter the word into the list. The words in the list are displayed in alphabetical order.

Modify the Definition of a Word

- Select from the word list the word to modify.

  There are two ways to select the word. You can scroll through the word list until the word is found, and then left-click on it to select it, or you can type the word directly into the Word field. If the latter method is used, as you type, the word in the list which most closely matches what has been typed so far will be highlighted. Left-click on the highlighted word to select it. When the word is selected from the list, its definition, if one exists, will be displayed in the Word Definition box.

- Modify the definition of the word in the Word Definition box.

- Press the *Modify* button.

Delete a Word

- Select from the word list the word to delete.

  There are two ways to select the word. You can scroll through the word list until the word is found, and then left-click on it to select it, or you can type the word directly into the Word field. If the latter method is used, as you type, the word in the list which most closely matches what has been typed so far will be highlighted. Left-click on the highlighted word to select it. When the word is selected from the list, its definition, if one exists, will be displayed in the Word Definition box.

- Press the *Delete* button.

Save the Word List

- Press the *Save* button.

  If the list is being saved for the first time, a file dialog box will appear. Enter a name for the word list, without any file extension, in the *Filename* field in the file dialog box (not in the *Filename* field in the *Create* menu). Then, press the *Save* button in the file dialog.

  If the word list has previously been saved, then the file dialog box will not appear. The word list will be saved under its current name.

Cancel

- Press the *Cancel* button to exit the word list creation menu.

Edit a Word List

Use the *Edit* command to make changes to an existing word list.

You may use this menu to add new words and their definitions, delete existing words, and to modify the definitions of existing words.

Activating the Command

Menu Command: Word List / Edit
Toolbar Button   E

The *Edit* Menu

The *Edit* command invokes a dialog box for editing a word list. The dialog box contains the following items:

- *Browse button*
- *Word* field (an edit box)
- *Word Definition* box (an edit box)
- *Word List* (a list box)
- *Filename* field (for display of the name of the word list being edited)
- *Add*, *Modify*, *Delete*, *Save*, and *Cancel* buttons

Select a Word List to Edit: *Browse* Button

You must select a word list in order to make changes to it. Press the *Browse* button. This invokes a file dialog box from which you can select the word list to edit. When you have selected the word list which you want to edit, press the *Open* button in the file dialog. The words from the selected word list will be loaded into the list box.

Typically, a word list is selected in the file dialog by left-clicking on the name of the word list. However, if you type the name directly into the *Filename* field in the file dialog box, do not include the file extension (i.e. type *Words* to specify the file *Words.wds*).

Note that loading a word list in this manner does *not* make the list the *current* word list (i.e. the word list from which words will be selected during WORD BLAST games). Use the open command to specify which word list will be used in the WORD BLAST games.

Functions in the Edit Menu:

Add a Word

- Enter the word into the *Word* field.

- Enter the definition of the word into the *Word Definition* edit box.

  You may include any   number of lines of text in the definition, and are encouraged to use sentences which illustrate the use of the word.

- Press the *Add* button to add the word to the list. The words in the list are displayed in alphabetical order.

Modify the Definition of a Word

- Select from the word list the word to modify.

  There are two ways to select the word. You can scroll through the word list until the word is found, and then left-click on it to select it, or you can type the word directly into the Word field. If the latter method is used, as you type, the word in the list which most closely matches what has been typed so far will be highlighted. Left-click on the highlighted word to select it. When the word is selected from the list, its definition, if one exists, will be displayed in the *Word Definition* box.

- Modify the definition of the word in the *Word Definition* box.

- Press the *Modify* button.

Delete a Word

- Select from the word list the word to delete.

  There are two ways to select the word. You can scroll through the word list until the word is found, and then left-click on it to select it, or you can type the word directly into the Word field. If the latter method is used, as you type, the word in the list which most closely matches what has been typed so far will be highlighted. Left-click on the highlighted word to select it. When the word is selected from the list, its definition, if one exists, will be displayed in the *Word Definition* box.

- Press the *Delete* button.

Save the Word List

- Press the *Save* button.

  The list will be saved under its current name.

Cancel

- Press the *Cancel* button to exit the word list *Edit* menu.

Open a Word List

Use the *Open* command to change the current word list.

The *current word list* is the word list from which the words are chosen during a game.

Activating the Command

Menu Command: Word List / Open
Toolbar Button

How to Open a Word List

Left-click on the *Open* command in the *Word List* menu, or left-click on the toolbar button shown above. This invokes a file dialog box from which you can select the word list to open. When you have selected the word list which you want to open, press the *Open* button in the file dialog. The words in the selected list will now be used when playing a game in WORD BLAST.

Transfer Words between Two Word Lists

Use the *Transfer Words* command to transfer words from one word list to another, or to copy words from one word list to another. Words can also be deleted from word lists using this command.

Activating the Command

Menu Command: Word List / Transfer Words
Toolbar Button

The *Transfer Words* Menu

The *Transfer Words* command invokes a dialog box for transferring or copying words from one list to another. The dialog box contains the following items:

- Two *Browse* buttons (one for each word list).
- Two *List Boxes* (for display of the words in each list).
- *Arrow Buttons* (which indicate the direction of transfer or copying).
- *Delete, Save, and Cancel* buttons.
- A radio box for specifying the mode: *transfer* or *copy*.

Load the Word Lists to Modify

You must load two word lists, which are referred to as word lists A and B. First, click the *browse* button at the end of the filename field for word list A to invoke a file dialog box for selecting and loading word list A. Select the name of the word list in the file dialog box, then press the *Open* button in the file dialog. This loads the selected word list as word list A. Load word list B in the same manner, using the *browse* button at the end of the filename field for word list B.

Transfer Selected Words between Word Lists

First, set the mode to *transfer* by left-clicking on the *transfer* label in the mode radio box.

Select any number of words from *one* of the list boxes by left-clicking on the words to highlight them. A highlighted word indicates that it has been selected. If the words were selected from word list A, and are to be transferred to word list B, left-click on the -> button. The words, and their definitions, will be removed from word list A and placed into word list B. Conversely, if the words were selected from word list B and are to be transferred to word list A, left-click on the <- button.

Copy Selected Words between Word Lists

First, set the mode to *copy* by left-clicking on the *copy* label in the mode radio box.

Follow the steps listed above for transferring words between word lists. However, in this case, the selected words and their definitions will be copied from one list to the other, so that they will appear in both lists after the copying operation is complete.

Transfer All Words in a Word List to the Other Word List

First, set the mode to *transfer* by left-clicking on the *transfer* label in the mode radio box.

It is not necessary to select the words. Simply press the -> **All** button to transfer all words from word list A to word list B, or the **All** <- button to transfer all words from word list B to word list A.

Copy All Words in a Word List to the Other Word List

First, set the mode to *copy* by left-clicking on the *copy* label in the mode radio box.

It is not necessary to select the words. Simply press the -> **All** button to copy all words from word list A to word list B, or the **All** <- button to copy all words from word list B to word list A.

Transferring Words which Already Appear in the Receiving List

WORD BLAST will not transfer a word from one word list to the other if the word already exists in the receiving list. You will be notified about any words which are not transferred for this reason.

Deleting Words from the Word Lists

Select any number of words from one or both of the list boxes by left-clicking on the words to highlight them. A highlighted word indicates that it has been selected. Then press *Delete* to remove the words, and their definitions, from the word lists.

Creating a Word List in the *Transfer Words* Menu

One of the word lists (A or B) may be created so that words from an existing list may be transferred or copied into it. To create a word list, enter the name of a new word list in the filename field in the file dialog box, then press the Open button in the file dialog. The word list will be created and will be ready to receive words upon exit from the file dialog box.

Transferring (or Copying) from More than One Word List

If you wish to transfer (or copy) selected words from a number of word lists to one receiving list, simply load in another word list for word selection after you have finished processing the words in the current list. Generally, word list B is used as the receiving word list, and words are transferred (or copied) from a number of word lists loaded in as word list A.

Copy a Word List

Use the *Copy* command to make a copy of a word list (i.e. duplicate the word list and save it under a different file name).

Activating the Command

Menu Command: Word List / Copy
Toolbar Button

How to Copy a Word List

The *Copy* command invokes two file dialog boxes.

The first file dialog box is for specifying the name of the word list which you want to copy. Select the word list, and press the *Open* button in the file dialog.

The second file dialog box will appear *after* you have selected the word list to copy. In the second file dialog box, enter the new name for the copied word list in the *Filename* field, then press the *Save* button in the file dialog.

The original word list is unaffected by this operation.

Note that you can also make a copy of a word list using any of the standard Windows methods for copying a file.

Rename a Word List

Use the *Rename* command to change the name of a word list.

Activating the Command

Menu Command: Word List / Rename

Toolbar Button

How to Rename a Word List

The *Rename* command invokes two file dialog boxes.

The first file dialog box is for specifying the name of the word list which you want to rename. Select the word list, and press the *Open* button in the file dialog.

The second file dialog box will appear *after* you have selected the word list to rename. In the second file dialog box, enter the new name for the word list in the *Filename* field, then press the *Save* button in the file dialog.

Note that you can also rename a word list using any of the standard Windows methods for renaming a file.

Delete a Word List

Use the *Delete* command to delete a word list.

Activating the Command

Menu Command: Word List / Delete
Toolbar Button

How to Delete a Word List

The *Delete* command invokes a file dialog box. Select the name of the word list which you wish to delete, and press the *Open* button in the file dialog.

If the word list contains any words, then you will be prompted to confirm the deletion before the word list is actually deleted.

Note that you can also delete a word list using any of the standard Windows methods for deleting a file.

Options Menu

The *Options* menu offers the following commands:

<u>Blast Mode</u>	Set the playing mode to *blast* mode.
<u>Vocabulary-Builder Mode</u>	Set the playing mode to *vocabulary-builder* mode.
<u>Sound</u>	Activate or deactivate sound.
<u>Show First Letter</u>	Display the first letter of the word to guess at the beginning of each game.
<u>Letters to Automatically Try</u>	Specify letters to automatically try at the beginning of a game.
<u>Save Window Size</u>	Record the size of the view window and use it in future WORD BLAST sessions.
<u>Use Default Window Size</u>	Use the default window size (now and in future WORD BLAST sessions).

Setting the Playing Mode

WORD BLAST can be played in the <u>blast</u> mode, or in the <u>vocabulary-builder</u> mode.

Default Playing Mode

When you first start WORD BLAST, the playing mode is set to *blast.*

Setting the Mode to *Blast*

Menu Command: Options / Blast Mode
Toolbar Button

Set the mode to *Blast* either by left-clicking on the *Blast Mode* command in the *Options* menu, or by pressing the following toolbar button:

Setting the Mode to *Vocabulary-Builder*

Menu Command: Options / Vocabulary-Builder Mode
Toolbar Button

Set the mode to *Vocabulary-Builder* either by left-clicking on the *Vocabulary-Builder Mode* command in the *Options* menu, or by pressing the following toolbar button:

Playing Mode is Saved

Any time that you change the playing mode, the change will be automatically saved, and will be in effect the next time you start up WORD BLAST.

Activating and Deactivating Sound

Menu Command: Options / Sound

Toolbar Button

WORD BLAST can be played with sound activated or deactivated.

When a game is won, an auditory compliment is played. When a game is lost, the sound of an explosion occurs.

In a classroom setting, WORD BLAST is typically played with sound turned off in order to avoid disturbing others.

Deactivating Sound

To deactivate sound without turning off your speakers, either left-click on the *Sound* command in the *Options* menu so that it is unchecked, or press the following toolbar button shown above so that it appears in a 'depressed' state.

Activating Sound

To activate sound, either left-click on the *Sound* command in the *Options* menu so that it becomes checked, or press the toolbar button shown above so that it appears to be 'popped out'.

Letters to Automatically Try

The *Letters to Automatically Try* command may be used to specify one or more letters that you want WORD BLAST to try at the beginning of a game, i.e. to see if they are part of the word to be guessed.

Activating the Command

Menu Command: Options / Letters to Automatically Try
Toolbar Button

Example

Suppose, for example, that at the start of each game in WORD BLAST, you *always* select the letters 'A', 'E', and 'R' to see if they are in the word to be guessed. You can use the *Letters to Automatically Try* feature to tell WORD BLAST to always try those letters at the start of a game. Of course, if one or more of the letters are not part of the word to be guessed, then they count as incorrect guesses, and a segment of the fuse leading to the bundle of dynamite will burn for each of them.

How to Specify the Letters to Automatically Try

Left-click on the *Letters to Automatically Try* command in the *Options* menu, or left-click on the toolbar button shown above. This invokes a menu which contains 26 buttons, one for each letter of the alphabet. Left-click on the letters which you want WORD BLAST to try at the start of each game. The letters which appear in **bold-face** in the menu are the ones which will be automatically tried.

A maximum of **5** letters may be selected to be automatically processed at the beginning of a game.

The selections which you make in this menu will be saved, and will still be in effect the next time that you play WORD BLAST.

WORD BLAST Menu Bar

The *menu bar* in the main window provides access to the various commands which can be executed within WORD BLAST.

The following menus are available in WORD BLAST. Each item on the menu bar produces a pull-down menu of commands when it is clicked on using the left mouse button.

WORD BLAST Menus

Player Menu	Commands for changing the player name, and viewing game statistics and the scoreboard.
Word List Menu	Commands for creating and modifying word lists.
Options Menu	WORD BLAST options and settings.
Register Menu	Information on how to register WORD BLAST.
Help Menu	Provides access to the help facility.
Exit	Exit WORD BLAST.

The WORD BLAST commands may also be accessed via a graphical toolbar

WORD BLAST Toolbar

The *toolbar* in the main window provides a convenient and graphical way to activate commands.

Toolbar:

Create		Create a word list.
Open		Open a word list (choose a word list to use in the game).
Edit		Edit a word list (add words and modify word definitions).
Transfer Words		Transfer (or copy) words between two word lists.
Copy		Make a copy of a word list.
Delete		Delete a word list.
Rename		Change the name of a word list.
Blast Mode		Set the game to play in the *blast* mode.
Vocabulary-Builder Mode		Set the game to play in the *vocabulary-builder* mode.
Show First Letter		Display the first letter of the word to guess at the beginning of each game.
Letters to Automatically Try		Specify letters which should be automatically tried at the beginning of each game.
Sound		Activate or deactivate sound.
Register		Information on how to register WORD BLAST.

<u>Game Statistics</u>	WON LOST	Display game statistics – number of games played, won, and lost.
<u>Show High Scores</u>		Display the scoreboard showing the names and scores for the players with the 10 highest scores.
Help	?	WORD BLAST help facility.

Player Menu

The *Player* menu offers the following commands:

<u>Change Player Name</u>	Change the name of the player.
<u>Statistics</u>	Display game statistics (number of games played, won, and lost).
<u>Show High Scores</u>	Display a score board which shows the names of the players with the 10 highest scores.

Change Player Name

When WORD BLAST starts up, a menu appears which prompts the player for his or her name. The name of the player may be changed at any time during a WORD BLAST session. However, when the player name is changed, the current score is reset to zero.

Activating the Command

Menu Command: Player / Change Player Name

This command will pop-up the same menu for entering the name of the player that appeared at the start of the game. Either type the player name into the text field in the menu, or select an existing player name from the drop-down list (left-click on the down-arrow located at the right end of the text field in order to invoke the list of player names). In either case, press the *OK* button to register the name change and continue playing.

Game Statistics

The *Game Statistics* command pops up a window which shows you the following information:

- Number of Games Played
- Number of Games Won
- Number of Games Lost
- Average Number of Incorrect Guesses Per Word

Activating the Command

Menu Command: Options / Game Statistics

Toolbar Button

Reset

Press the *Reset* button to re-initialize (to zero) counters for the number of games played, won, and lost.

The game statistics are not saved, and therefore are not available at the start of a new WORD BLAST session.

Show High Scores

The *Show High Scores* command pops up a *scoreboard* which displays the names and scores of the WORD BLAST players with the 10 highest scores.

Activating the Command

Menu Command: Player / Show High Scores

Toolbar Button

Scoring

If a word is correctly guessed, the player is awarded 50 points, with 5 points deducted for each incorrect letter guess. Accordingly, the number of points awarded when a word is correctly guessed will be between 5 and 50.

If the player is unable to guess the word, the player's score is not changed.

The Scoreboard

The scoreboard shows the names and scores of the WORD BLAST players with the 10 highest scores.

The scoreboard is updated each time a player correctly guesses a word and is awarded points. The player will be informed if his or her score has changed position on the scoreboard (i.e. advanced from 5th place to 4th place).

Show First Letter

The *Show First Letter* feature causes the first letter of each word to be displayed at the start of each game. This makes the game a little easier for young children.

Activating the Command

Menu Command: Options / Show First Letter

Toolbar Button

Both the menu command and the toolbar button may be selected to *toggle* the current state of the *Show First Letter* feature (i.e. if the feature is activated, selecting the menu item or pressing the toolbar button deactivates the feature, and vice-versa).

Save Window Size

The *Save Window Size* feature causes the current width and height of the main window to be saved for use in future WORD BLAST sessions.

Activating the Command

Menu Command: Options / Save Window Size

If the feature is checked in the pull-down menu, then it is active. To deactivate it, select the Use Default Window Size command.

Use Default Window Size

The *Use Default Window Size* feature causes the width and height of the main window to be automatically computed at the start of each WORD BLAST session. The computed values should cause the window to occupy a large portion of your video monitor's screen. WORD BLAST generally computes a width that is narrower than the width of your monitor so that the 26 push buttons which are used to select the letters are approximately square in shape. This is done as a matter of aesthetics only. The main window may be maximized, but those buttons will be more rectangular in that case. When this command is executed, any width and height of the main window previously saved using the <u>Save Window Size</u> command are lost.

Activating the Command

Menu Command: Options / Use Default Window Size

If the feature is checked in the pull-down menu, then it is active. To save the current size of the main window for use in future WORD BLAST sessions, select the <u>Save Window Size</u> command.

Registration Information

The *Registration Information* command invokes a menu which provides all the necessary information for how to register WORD BLAST: what does registration involve, the registration fee, where to mail it, and provisions for entering the registration code.

Activating the Command

Menu Command: Register / Registration Information
Toolbar Button $

COPYRIGHT NOTICE

WORD BLAST is protected by copyright law; it is not public domain software.

SHAREWARE VERSION of WORD BLAST

If you are using the shareware version of WORD BLAST, LeMonds Software is happy to grant you a limited license to use the program for a period of up to 30 days in order to evaluate the program before purchasing it. The shareware version is a fully functional version of the program, in which all features are operational. However, the shareware version of WORD BLAST will run on your computer for only 30 days following installation.

REGISTER WORD BLAST

Your *shareware* copy of WORD BLAST may be registered by obtaining a registration code and entering it via the *Registration Information* command in the Register menu.

Registration of WORD BLAST affords you continued, unlimited use of the program beyond the 30-day evaluation period on the computer(s) on which you register the program. Please submit payment for the appropriate registration fee for WORD BLAST to LeMonds Software (the cost for registering WORD BLAST is listed below). Upon receipt of the registration fee, LeMonds Software will promptly send you a *registration code* which will enable WORD BLAST to run beyond the 30-day evaluation period on your computer(s).

To register WORD BLAST, press the *Enter Registration Code* button in the *Registration Information* menu, enter the registration code in the text field in the menu, the press *Enter*. Your copy of WORD BLAST will then be registered and will work beyond the 30-day evaluation period.

SINGLE COMPUTER LICENSE

A *single computer license* grants the licensee the right to install and use the program on a single computer. The license may be transferred to another computer at any time as long as the WORD BLAST program is completely uninstalled from the computer on which it was previously licensed.

The cost of a *single computer license* is:

        $10.00 for a registration code via U.S. mail or e-mail
        $12.00 for a 3.5" diskette sent via U.S. mail

SCHOOL LICENSE

A *school license* grants a single school the right to use WORD BLAST on any of the computers in the school, as long as the school is part of a local school district, as opposed to a statewide or nationwide group of schools.

The cost of a *school license* is $50.00.

SCHOOL DISTRICT LICENSE

A special license may be obtained for a *school district*. That license permits WORD BLAST to be used on any computer in any school within the school district. A representative of a school district should contact LeMonds Software at the address shown below to negotiate a fee for such a license. The fee, which will depend on the size of the district, provides a low-cost method for using WORD BLAST in all of the schools throughout the district.

HOW to REGISTER WORD BLAST

Please send a check or money order for the appropriate amount for the type(s) of license(s) which you request to LeMonds Software at:

> LeMonds Software
> 1 Fox Glen Ct.
> Clifton Park, NY   12065

Upon receipt of your remittance, LeMonds Software will send a registration code for each license type, and any diskettes ordered.

DISTRIBUTION of WORD BLAST

Please feel free to distribute your shareware copy of WORD BLAST for the purpose of EVALUATION only, as long as you have not changed any of the WORD BLAST files in any way. You may NOT pass on your registration code to any other party (to do so would infringe on the WORD BLAST copyright).

LEGAL NOTICE

LeMonds Software has gone to great lengths to design WORD BLAST so that it will operate in a proper, safe, and robust manner on the computer(s) on which it is intended to operate. However, LeMonds Software is not responsible for any damage which the WORD BLAST program may do to any software or hardware on any computer system.

LeMonds Software disclaims all warranties relating to this software whether express or implied, including but not limited to any implied warranties of merchantability and fitness for a particular purpose, and all such warranties are expressly and specifically disclaimed. Neither LeMonds Software nor anyone else who has been involved in the creation, production, or delivery of this software shall be liable for any indirect, consequential, or incidental damages arising out of the use or inability to use such software even if the author has been advised of the possibility of such damages or claims.   In no event shall the author's liability for any damages ever exceed the price paid for the license to use the software, regardless of the form of claim, the person using the software bears all risks as to the quality and performance of the software. Some states do not allow the exclusion of the limit of liability for consequential or incidental damages, so the above limitation may not apply to you.

Use of this product for any period of time constitutes your acceptance of this agreement and subjects you to its contents.