CCI Kanji Guess

Welcome to CCI Kanji Guess.

This program is shareware. If after a reasonable amount of time, you find this program to be useful and have not yet registered, please help support further upgrades and other similar programs by doing so.

To learn how to use help, press the F1 function key.

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Note: This program contains on-line context-sensitive help.   To activate this feature use the F1 function key while the object is selected.

What is Kanji?

The Japanese writing system is made up of two syllabic scripts, called Hiragana and Katakana (which are often referred to as Kana), and thousands of Chinese characters called Kanji.   Each of these three scripts have different functions.

Hiragana (one type of Kana) is used mostly to write grammatical elements such as verb endings (i.e., Bob is going to the park) and particles (i.e. Bob is going to the park).   It is also sometimes used to write native Japanese words, and is the first writing system introduced to school children in Japan.

Katakana (the other type of Kana) is used mostly to write English loan-words and proper nouns (i.e., people's names, with the exception of Japanese, Chinese, and Korean ones   --   Bob is going to the park).   This writing system is introduced to school children only after they have mastered Hiragana.

Kanji are used to write the core meaning of the Japanese vocabulary (i.e., Bob is going to the park). Kanji were adopted from China around the 15th century and have in some cases, been modified from their Chinese counterpart (referred to as askokuji or national characters).   The official Kanji list approved in 1981 (called the Joyo Kanji) consists of 1945 characters.   School children learn 1006 of these characters by the time they have finished their 6th year of schooling.

Kanji Dictionaries:

There are a number of ways to classify and identify Kanji characters.

The Radical System
The most common way is by using the radical system that was first introduced during the first century in the classical Chinese dictionary called the shuowen jiezi (Chinese pronunciation) or setsumon kaiji (Japanese pronunciation).   As such, Chinese characters were classified under 540 subheadings (radicals).   Later in 1716 the kangxi zidian (kouki jiten, in Japanese) reduced the number of subheadings to 214.   Current day dictionaries use this 214-radical system, which is known as the standard or parent form of a kanji character.

The problem with using this system is that the Joyo kanji list contains simplified kanji (from the Chinese counter parts).   The formation of this list has resulted in disappearance of some radicals from their characters.   Thus, a special radical Index is needed to determine the abbreviated form of these radicals. Another problem is that a single character can contain more than one element that looks a radical.   So which one do you choose?

Yin and Yang System
This system is a relatively unknown. Yet it is an effective one created by Dr. XXXX XXXX, who dedicated his life to find a simplified method for classifying Japanese.   The uniqueness of this system is that by identifying the upper-left and lower-right parts of a kanji character and comparing them in a simple table, the character can be located instantaneously.

The On/Kun Reading
This method is similar to romanized dictionaries (i.e. English).   Yet, each character can have more than one sound.   Also, a single sound can have more than one character.   This is further complicated by the fact that the On reading (the Chinese, or phonetic reading) can further be classified into 4 more readings (Han reading or kan'on, Wu reading or goon, Tang reading or touon, and the Popular reading or kan'youon).   The Kun reading is the Japanese (or explanatory) reading.

The Core Reading (used in this game)
This is perhaps the simplest way to classify kanji for non-Japanese and Chinese speakers.   A core reading is usually a single word that grasps the fundamental concept of the kanji character. The advantage of this system is 4 fold. (1), it gives the character's most important meaning; (2), a single concise meaning is easier to memorize than many abstract meanings;   (3), it helps the student understand the similarities and differences between kanji synonyms; and (4), this meaning helps link the meaning of compounded kanji together.

CCI Kanji Guess uses the core reading of the kanji character to help students learn and remember kanji efficiently and effectively.

Kanji List

To view a list of kanji for a particular module, select the appropriate button:

Grade one: **Grade two:**   **Grade three:**

◆ module 1

◆ module 2

◆ module 4

                         ◆ module 3

◆ module 5

                                                  ◆ module 6

Grade four: **Grade five:**   **Grade six:**

◆ module 6

◆ module 9

◆ module 11

◆ module 7

◆ module 10

◆ module 12

◆ module 8

◆ module 11

◆ module 13

Selecting modules

Menu bar	Options:module selection...
Accelerator keys	(Alt+O,M)
Function key	F4

Selecting this option opens up a dialogue box that shows the available modules for the game.   Each module contains 80 kanji and are divided into grades which correspond to the <u>Japanese educational system</u>.   Some modules overlap grades, while the last module contains an additional 37 characters above the standard 1006 <u>educational kanji</u>.

Only one module can be selected at a time.

Modules are activated only if the corresponded True Type font is installed in Windows.

see also:

<u>Adding True Type Fonts</u>

!	sea shell	<	down	W	right, correct
"	tree, wood	=	fire	X	life
#	letter	>	flower	Y	blue, green
$	bamboo	?	dog	Z	evening
%	town	@	see	[	stone
&	in, middle	A	gas	\	red
'	insect	B	gold, money	]	thousand
(	big	C	mouth	^	river
)	man	D	school	_	front, ahead
*	rice field	E	sky, air	`	vehicle, wheel
+	soil	F	nine	a	child
,	yen, circle	G	rest	b	four
-	study	H	name	c	thread
.	moon, month	I	eye, item	d	seven
/	five	J	year	e	thick woods
0	gem, pearl	K	two	f	small
1	eight	L	day, sun	g	hand
2	white	M	enter, put in	h	go in, put in
3	book	N	king	i	early, quick
4	hundred	O	sound	j	grass
5	one	P	forest	k	foot, suffice
6	character	Q	stand	l	village
7	ear	R	six	m	water
8	human	S	power	n	heaven
9	woman	T	left	o	right (direction)
:	up	U	three	p	rain
;	ten	V	mountain		

Objective

The object of the game is to match all the kanji with their respective <u>core readings</u> within the shortest possible time. A best time will be shown only when the same number of kanji are to be used by pressing the ¡¢ button or selecting *Start* from the menu bar.   Using the <u>index</u> will cause the best time to be reset.

This is achieved by:

(1)   removing the outer buttons to expose the kanji and core readings underneath.
(2)   matching the kanji character to its core reading.

see also:

<u>Selecting Modules</u>
<u>Using the Index</u>
<u>Playing the Game</u>
<u>Practice Mode</u>

Using the Index

The index contains 80 kanji characters.   The type of characters depend on which module has been selected (see: selecting modules).   The name of the module appears in the caption of the index window.

To select or remove kanji from the game, simply click on the corresponding character. Characters included on the game will appear red.

When a character gets the focus (either by clicking or using the tab key), it is shown on the right side of the index screen along with its core reading.

start button   (Alt+S or Enter)
This button will use the current selection and start the game. A minimum of 10 kanji are required to play the game.

all/none button   (Alt+A)
Using this button has three effects...

First click   - removes all kanji from the game
Second click   - adds all kanji to the game
Third click   - will restore the kanji that were used (if less than 80) on the previous game

cancel button   (Alt+C or Esc)
This button will cancel any selections made while in the index and return to the game screen.

Playing the Game

To play the game, follow these steps.

        (1)   Go to the index.
        (2)   Choose the game characters.
        (4)   Click on the *start game* button to go back to the game screen.
        (5)   Click on the ¡¢ button or select *Start* from the menu bar.
        (6)   Remove buttons on the grid by selecting them to expose the characters and core readings underneath.
        (7)   Match the kanji to their respective core readings.
        (8)   Once all matches have been made the game will end.

For more information, choose one of the following topics:

        How to start
        Selecting grid buttons
        Matching kanji with core readings
        How to quit

How to start

Click on the ¡¢ button (upper right corner) or select *Start* from the menu bar.

If less than 10 kanji have been selected for the game, a dialog box will indicate that you must select a minimum of 10 kanji. Select the *OK* button to show the game index (see: <u>using the index</u>).

Once the game has started, the following changes occur:

The timer shows the elapsed time into the game.
The *Start* menu item on the menu bar is replaced with a *Practice* menu.
The *index* button and menu bar item will be disabled.
The *all kana* button and menu bar item will be disabled.
The module selection menu item will be disabled.
The ¡¢ button is disabled.
The £¤¥ button is activated.

£¤¥ button

Using this button as time during the game will stop the game and show all characters and <u>core readings</u> under the button grid. This action sets the game into <u>practice mode</u>.

Selecting grid buttons

The grid consists of 36 buttons with under lying squares.

Though a mouse or pointing device is not required for the outer game grid, it is required to select the kanji and core readings underneath.

To remove a grid button, simply select it.   A maximum of three grid buttons can be removed at any one time.   Selected a fourth will reset the previous grid buttons and cancel any active kanji or core readings. If a match has been attempted, grid buttons are replaced automatically.

see also:

        matching kanji with core readings.

Matching kanji with core readings

A mouse or some other pointing device is required to play this part of the game.

Once a grid button has been removed, the underlying square will be visible.   These squares contain either a blank box, kanji character, or core reading.   A match occurs when an activated kanji character correctly matches its activated core reading (see: kanji List).   There is only one correct match for each character in the game.

Activating kanji characters and core readings is achieved by selecting the character with the pointer. Activated boxes turn yellow.
To deactivate a box, select another box of the same type (i.e. either a kanji character or core reading) or re-select the activated box.

Correctly matching a kanji character with its core reading results in the two active boxes turning green.   If an additional square is exposed then it will be replaced by its respective grid button.   The number of kanji left to be matched will change in the kanji left box.

If all the kanji characters have been matched correctly then a dialog box will show the time it took to complete the current number of paired characters.   If no previous time was indicated, or if the current game time was faster than previous games, then the best time will be placed in the panel below the current time.   This time appears red.

How to quit

To stop the game, click on the   £¤¥ button or select *Practice* from the menu bar.
To exit the game, click on the ¦§¨© button or select *Exit* from the menu bar.

The first choice will stop the game, show all characters and <u>core readings</u> under the button grid, and place the game into <u>practice mode</u>.

The second choice with exit the game.

Practice Mode

To enter practice mode click on the £¤¥ button or select *Practice* from the menu bar.

This will stop the game, show all characters and <u>core readings</u> under the button grid, and place the game into practice mode.

Once practice starts, the following changes occur:

The caption bar of the game window will indicate that the game is now in practice mode.
The *Practice* menu item on the menu bar is replaced with the *Start* menu.
The *index* button and menu bar item will be enabled.
The *all kana* button and menu bar item will be enabled.
The *module selection* menu item will be enabled.
The ¡¢ button is enabled.
The £¤¥ button is disabled.
The timer stops.

Practice mode works exactly the same as game mode with the exception that all the outer grid buttons will be removed to help facilitate the matching of kanji with their <u>core readings</u>.

Adding True Type Fonts

The grade one True Type character set must be installed before running CCI Kanji Guess.
All other KWKanji fonts can be loaded as desired.

The name of the grade one font file is KANJI1.TTF and should be located in the same directory as this help file and the main program file; CCIKANJI.EXE.

To install this font, do the following:

(1)   Open up the Windows control panel and select *Fonts*.
(2)   Select *Add...*   (Alt+A)
(3)   Change to the directory where the KANJI1.TTF file is located (i.e. "C:\CCI\")
(4)   Select KWKanji_1   (True Type) from the *List of Fonts* box
(5)   Select *OK*

This procedure will make a copy of the font in your Windows directory and install it into the system.

Note:
KWKanji Fonts are copy protected.   Registration of CCI Kanji Guess grants you permission to use these fonts for your personal use only.   You are not permitted to distribute these fonts to other individuals.   In the case of KWKanji_1 (True Type), it may be distributed only as long as it is accompanied with the CCI Kanji Guess program.

Adding Sound

Menu bar   Options:sound
Accelerator keys   (Alt+O,S)
Function key   F7

Selecting the above option adds or removes sound from the game.

To play the sound, a sound board/device or PC-Speaker must be installed.
If you are having trouble with accessing sounds, check other programs that have sound capability.   If you are unable to produce any sound (with any product) consult the documentation found with PC-Speaker or your sound device.

Registration

Select one of following topics:

What is shareware?
Disclaimer agreement
How to register
Other products
Order form

What is Shareware?

Shareware distribution gives users a chance to try software before buying it.   If you try a Shareware program and continue using it, you are expected to register.   Individual programs differ on details -- some request registration while others require it, some specify a maximum trial period.   With registration, you get anything from the simple right to continue using the software to an updated program with printed manual.

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Shareware is a distribution method, not a type of software.   You should find software that suits your needs and pocketbook, whether it's commercial or Shareware. The Shareware system makes fitting your needs easier, because you can try before you buy.   And because the overhead is low, prices are low also.   Shareware has the ultimate money-back guarantee -- if you don't use the product, you don't pay for it.

Disclaimer agreement

Users of CCI Kanji Guess must accept this disclaimer of warranty:

"CCI Kanji Guess" is supplied as is.   The author disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchant ability and of fitness for any purpose.   The author assumes no liability for damages, direct or consequential, which may result from the use of CCI Kanji Guess."

CCI Kanji Guess is a "shareware program" and is provided at no charge to the user for evaluation.   Feel free to share it with your friends, but please do not give it away altered or as part of another system.   The essence of "user-supported" software is to provide personal computer users with quality software without high prices, and yet to provide incentive for programmers to continue to develop new products.   If you find this program useful and find that you are using CCI Kanji Guess and continue to use CCI Kanji Guess after a reasonable trial period, you must make a registration payment of $10.00 (US funds) to ComCul International.   The $10.00 (US funds) registration fee will license one copy for use on any one computer at any one time.   You must treat this software just like a book.   An example is that this software may be used by any number of people and may be freely moved from one computer location to another, so long as there is no possibility of it being used at one location while it's being used at another.   Just as a book cannot be read by two different people at the same time.

Commercial users of CCI Kanji Guess must register and pay for their copies of CCI Kanji Guess within 30 days of first use or their license is withdrawn.   Site-License arrangements may be made by contacting ComCul International.

Anyone distributing CCI Kanji Guess for any kind of remuneration must first contact ComCul International.   This authorization will be automatically granted to distributors recognized by the ASP as adhering to its guidelines for shareware distributors, and such distributors may begin offering CCI Kanji Guess immediately (However ComCul International must still be advised so that the distributor can be kept up-to-date with the latest version of CCI Kanji Guess.).

You are encouraged to pass a copy of CCI Kanji Guess along to your friends for evaluation.   Please encourage them to register their copy if they find that they can use it.

How to register *see registration advantages below...*

Information
If you would like more information on how to register this product in your country, please contact <u>ComCul International</u> at the location below.   Messages may also be left at 73730,761 (Compuserve) or 73730.761 @compuserve.com (Internet).

Direct Ordering
You may also register directly from <u>ComCul International</u> by filling out the order form and mailing it back to us along with an enclosed check or money order (Sorry, credit cards cannot be honored at this time). Checks and money orders should be made out to:

ComCul International

Currency
United States:
The registration cost of this shareware product is $10.00 US funds.

Canadian residents:
Registration is $14.00 Canadian funds (this includes all applicable taxes).

All other countries:
<u>ComCul International</u> is a global organization, and as such we also honor a number of currencies.   Other currencies can be used by calculating the current US dollar exchange bank rate in your country + 2%. However, to speed-up registration costs, US funds are recommended.

Address
ComCul International   *1 (514) 695-2195*
119 Arrowhead Cr.
Pointe-Claire, Québec
Canada   H9R 3V4

After registering
Once your registration form and fee have been accepted, you will be issued a registration number.   Enter this agreement number into the space provided on the registration dialog box (F9).   You should also enter your name and, if applicable, your company name.

Registration Advantages

(1)   **Special Offer**

(2)   You will also receive a special Registration Bonus Certificate (limited supply - so hurry!) which will entitle you to receive one issue (or additional issue if already a subscriber) of the JCSM Shareware Collection™ CD-ROM for only $9.95 US funds + shipping and handling ($2.00 - USA, $3.00 - Canada, $5.00 - other country).   This certificate will be sent to you after registering.

(3)   Registration allows you to purchase additional modules for <u>CCI Kanji Guess</u>.   Grade 2 modules are available from mid-November 1993.   Other modules will be released consecutively

(4)   You will be informed of upgrades and other upcoming products.

Other Products...

Kana for Windows v2.0   (released)
Learn kana within just hours! It's is a fast, fun-filled program.

Learn all the kana (hiragana, katakana, voiced kana, compound kana...   it's all there!).

Use the space bar to see the stroke order of each kana character and use the kana drawing pad to practice with the mouse! Wave files are used to give the pronunciation of all the kana characters.

Kana for Windows has personal/built-in descriptions (add notes to characters to help you remember them easier and faster), tests (5 tests - each designed depending on your level of expertise) and a game (similar to CCI Kanji Guess).

There are also many options: Include/remove kana to and from tests and the game, turn sound on/off, show/remove the kana drawing pad, show/remove the toolbar, practice reading and translating katakana, etc....

Kana Guess v1.0   (released)
A shareware product like CCI Kanji Guess.   It contains the 46 basic characters for the hiragana and katakana character sets. Only $5.00 to register. Now on CD-ROM.

Kanji for Windows v1.0   (coming up)
Similar to Kana for Windows. A program that teaches you a fast and effective method for learning up to 2,000 Kanji characters.   This is an essential guide to quickly learning Kanji. It contains an extensive cross-reference list for using common Kanji dictionaries and study charts.   It contains meanings, On and Kun readings.   It even has tests and the game is similar to CCI Kanji Guess.

Order form

To print this form, use the *File:Print topic* menu item on the help menu bar.
Please send this order form along with payment to ComCul International.

Please find enclosed my payment of _____ made out to ComCul International.
(see below for pricing)

Customer Information:

Name:_____Title:_____

Company Name:_____-

Address: _____

_____

_____

Country: _____ Postal code:_____-

Telephone:_____   Fax:_____

Comments:_____

Registration:	cost/item	# of items	sub-total of items
CCI Kanji Guess	($10.00 US)	_____	_____
Holiday special	($10.00 US)	_____	_____
Individual modules	($ 5.00/each - please circle)		
2 3 4 5 6 7 8 9 10 11 12 13		_____	_____
Grades	($10.00/each - please circle)		
2 3 4 5 6		_____	_____

Other products:

Kana for Windows v2.0 demonstration diskette	($ 5.00)	_____
Kana for Windows v2.0 program	($44.95)	_____
Kana Guess v1.0 registration	($ 5.00)	_____

Total:

_____

shipping and handling: **+ $5.00 US**

Grand total: _____

compounded kanji - two kanji together that give a single meaning

elements - groups of strokes which are located in a single kanji character.

Kanji List - a list of kanji with the respective <u>core readings</u>. Use the File:*Print Topic* command in the menu bar to make a hard copy for study. **Note:** you must have the proper True-Type font installed to print the kanji characters correctly.   See <u>adding True Type Fonts</u> for additional information.

PC-Speaker - a freeware program available on most BBSs that permits Windows 3.1 to play wave files through the PC's internal speaker.

Special Offer - For the holiday season, if you register before 19-December-1993 you will receive the <u>2nd module</u> for free! See the <u>order form</u> for details.

ASP - Association of Shareware Professionals

shipping and handling: - This is required for all orders that require the shipping of diskettes (Canadian S+H fees are $5.00 Canadian funds).   The exceptions are:

(1) Registration of CCI Kanji Guess only - no other modules

(2) Ordering only the Kana for Windows demonstration diskette (the cost is $5.00 and includes shipping and handling - just cross off the S+H charge on the order form).

(3) If you wish to receive the CCI Kanji Guess module or grade updates through Compuserve.   The S+H charge is waived in this case.   Contact ComCul International your leave an E-mail message for additional information.

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core readings - are the concise English readings for each kanji character.   See <u>Kanji dictionaries</u> for additional information.

Japanese educational system - a list of 1006 kanji that are taught during the first six years of schooling in Japan.   This list is constantly undergoing change. However, <u>CCI Kanji Guess</u> makes reference to the list released on 15 March 1989.

kanji left box - a panel located on the right side of the game screen which indicates the number of unmatched kanji left in the game .