Kana Guess

Welcome to Kana 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 use the F1 function key.

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

🔴What is Kana

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.

Kana Syllabary

Each Kana character represents one sound or syllable. The basic (46) Kana syllables are arranged in a table called the gojuonzu or table of 50 sounds.   This is the table found in the game index.

Over a period of time, a few of these characters became obsolete and were removed.   Later, the nasal consonant "n" was added to permit the proper pronunciation of some words coming from China.   Today, the table consists of 46 distinct symbols and sounds.

romaji is the romanization of these sounds so that people versed in romanized languages can study and pronounce Kana and Kanji.   Japanese word-processors and computers can be switched between Kana and romanized keys for inputting Kana and Kanji characters.   As a matter of fact, most Japanese people prefer to use the romaji-form of input.

💡Object of the Game

The object of the game is to match all the Kana with in the shortest amount of time.

This is achieved by:

(1)   removing the outer buttons to expose the Kana characters underneath.
(2)   matching the romaji reading to the Kana character

The game is completed by either...

        matching all the Kana
        selecting Again
        selecting Quit

see also: Playing the game
            Practice Mode

Using the Index

Hotkey F5

✗ This feature is not available while playing the game.

The index contains the romaji readings for the gojou Kana list.   After selecting the game Kana click on the Play Game button or use the Enter key.   Selecting cancel will not save your current changes.

Conditions:

A minimum of 10 Kana must be selected for the game.

A maximum of 24 Kana can be used in a single game.   If more than 24 Kana have been selected, then 23 to 24 randomly chosen Kana will be used.

On occasion, a single Kana will be randomly removed from the selection before the game begins.   This will be apparent in the Kana Remaining information box (i.e. if 10 Kana have been selected then the Kana Remaining box may only show 9 Kana at the start of the game).
Try to figure out which Kana is missing.

see also: selecting and removing Kana
switching between Hiragana and Katakana

Selecting and Removing Kana

Selecting Kana:

Kana my be selected by one of two methods.

(1) Clicking on an individual reading will add that character to the game.

(2) Clicking on the All Kana button will select all the Kana.   The All Kana button will then change to a Reset button.

Activated Kana will have their button inverted and the text will appear in a Red Bold format.

Removing Kana:

Kana may be removed by one of two methods.

(1) Clicking on an individual reading which has been activated will be removed from the game.

(2) Clicking on the Reset button (if shown) will remove all the Kana from the game.
The Reset button will then change to an All Kana button.   You must then select a minimum of 10 Kana to play the game.

see also: using the index
switching between Hiragana and Katakana
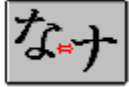
Switching Between   Kana

(registered version only)

Hot key: (F3 = Hiragana : F4 = Katakana)
✗ This feature is not available while playing the game.

To switch between Hiragana and Katakana use either the Hiragana/Katakana button in the index, hot key, or the menu bar (Options menu).

The information bar at the lower part of the game screen will show which writing (Hiragana or Katakana) is currently selected.

see also: using the index
                selecting and removing Kana

🔲 Playing the Game

To play the game, follow these steps.

    (1)   Go to the Kana index
    (2)   Choose the game Kana
    (3)   Select either Hiragana of Katakana
    (4)   Click on the OK button to go back to the game screen
    (5)   Click on the Start button
    (6)   Remove buttons on the grid to expose the characters underneath
    (7)   Match the Kana character with its romaji reading
    (8)   Once all the Kana have been matched, the game will end

For more information, choose one of the following topics:

    How to start
    Selecting squares
    Matching Kana
    How to quit

🖐How to Start

To start the game use the start button located at the upper right side of the game screen.

If no Kana (or less than 10 Kana) have been selected for the game, a dialog box will indicate that you must select a minimum of 10 Kana.   Clicking on the OK button will show the game index (see selecting Kana for additional information).

Start	⇨	Again

Once Kana have been selected for a game and the game is started, the Start button will change to an Again button.   This button has the following properties:

(1)   Clicking on this button during the game will reshuffle the current set of characters and start the game over.   If more than 24 Kana were selected for the game, the same random characters will used again.

(2)   Clicking on this button after completing the game will have the same effect as mentioned in (1).   However at the completion of a game, you may also select between the Hiragana and Katakana character sets.

Note: Selecting the Again button will always use the same set of Kana.   To use a new set a random characters, go to the Game index and select the OK button.

☞ Selecting Squares

The grid consists of 48 squares (buttons, boxes).

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

To remove a button, simply click on it.   A maximum of three buttons can be removed at any one time. Clicking on a fourth button will reset the previous buttons and cancel any active Kana.   Any additional buttons are replaced after a match is made (see Matching Kana for additional information).

Matching Kana

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

Once the outer button has been removed, a square will be shown displaying either a blank box, Kana character, or romaji spelling.   A match occurs when an activated Kana character correctly matches its activated romaji reading.   There is only one correct match for each character in the game.

Activating Kana is achieved by clicking on the character with the pointer.   Activated boxes turn yellow. To deactivate a box, click on another box of the same type (i.e. either a Kana or romaji character) or click the activated box.

Matching Kana correctly results in the two active boxes turning green.   If an additional square is exposed then it will be replaced by the upper button.   The Kana Remaining information box will then show one less Kana set remaining on the grid.

If all the Kana have been matched correctly then a dialog box will show the time it took for you to complete the current number of paired characters and the best time for that number of Kana set characters (to date).

How to Quit

To quit the game use the Quit button located at the lower right side of the game screen.
This will stop the timer and remove all the remaining boxes that cover the Kana and enter you into practice mode.   The quit button will then switch to an Exit button.

🎏 Practice Mode

If you are not entirely familiar with all the readings for each set of <u>Kana</u>, the practice mode can be used. The practice mode allows you to see all the available <u>romaji</u> and <u>Kana</u> by removing the overlaying boxes (buttons).   You can then practice matching the <u>Kana</u> to their respective readings without playing the "concentration" part of the game.

To enter the practice mode:

(1)	<u>Select the Kana</u> you wish to use and <u>start the game</u>
(2)	Click on the <u>Quit button</u>

The timer will stop and you have access to the index menu.   You can also switch between <u>Hiragana</u> and <u>Katakana</u>, but the changes will not take effect until you start a new game.

Note:	Practice mode allows you to continually practice the current set of selected <u>Kana</u> (i.e. If more than 24 <u>Kana</u> were chosen, the same 24 <u>Kana</u> used in the first practice will be used again). In order to chance the set a <u>Kana</u> used in the practice, go to the game index and select the OK button. This will select a new set of 24 <u>Kana</u>.

Registration

Select one of the topics below.

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 Kana Guess must accept this disclaimer of warranty:

"Kana 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 Kana Guess."

Kana 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 Kana Guess and continue to use Kana Guess after a reasonable trial period, you must make a registration payment of $5.00 (US funds) to Blaine Leckett. The $5.00 (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 Kana Guess must register and pay for their copies of Kana Guess within 30 days of first use or their license is withdrawn.   Site-License arrangements may be made by contacting Blaine Leckett.

Anyone distributing Kana Guess for any kind of remuneration must first contact Blaine Leckett at the address listed in the registration section.   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 Kana Guess immediately (However Blaine Leckett must still be advised so that the distributor can be kept up-to-date with the latest version of Kana Guess.).

You are encouraged to pass a copy of Kana 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

To register your copy of <u>Kana Guess</u> please file out the <u>order form</u> and send it along with $5.00 (US funds) to:

Blaine Leckett
119 Arrowhead Cres.
Pointe Claire, Québec
CANADA   H9R 3V4

(514) 695-5092   voice

Currently, personal checks and money orders made out to **BLAINE LECKETT** will be accepted.

Once your registration form and fee have been accepted, you will be issued a licensing agreement number.   Enter this agreement number into the space provided on the registration dialog box.   You should also enter your name and, if applicable, your company name.
The registered version will allow you to switch between Hiragana and Katakana.   As a result, you will be able to use Katakana in the game.

As a registered user, you will be informed of upgrades and other upcoming products.

Support:

Support for this product is available for registered users only.   If you have a question, please call or submit it in writing to the above address.   Mail may also be submitted through Compuserve (E-mail address: 73730,761).

see also: <u>order form</u>

📦 Other Products

Japanese Kana for WIndows:

Kana Guess is the shareware version of the game found in Japanese Kana for Windows.
Kana for Windows is an educational tool to teach the complete Hiragana and Katakana character sets
with in a few hours.   This is made possible by incorporating word and object association for each Kana
character.

Some of the features of Japanese Kana for WIndows are as follows:

* 256-gray scale Kana characters that can be copied to the clipboard and used in other applications

* a toolbar to access Japanese Kana's main features

* Windows multimedia standards are supported so that you can hear the pronunciation of each character

* 3 types of tests (including a sound test) to check your knowledge of the Kana characters that you have studied

For more information or a demonstration diskette ($5.00 US for shipping and handling), please make your request on the order form.

Upcoming products:

Kanji Guess:

> Similar to Kana Guess, this will be a series of games, each with a different level of Kanji.
> The Kanji will be matched to their English core meaning.

Kanji 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 readings, and kun readings.   It even has tests and a game.   This program will
> be similar to Kana for Windows, and is expected to be released in the last quarter of 1993.

Order Form

To print this order form, select File.PrintTopic

Please find enclosed the amount of _____ (US Funds) in the form of a check or money order made out to Blaine Leckett.

Please check which apply:

O Registration of Kana Guess   (1) at $5.00   _____

O Demonstration Diskette of Kana for Windows*   (1) at $5.00 (S&H)   _____

O Kana for Windows   (S&H included)   (   ) at $49.99 each   _____

                                                    Total amount: _____

* Only one copy of the demonstration disk may be purchased.   The $5.00 cost will be used towards shipping and handling fees only.

O Keep me informed of the upcoming products Kanji Guess and Kanji for Windows.
O Keep me informed of other Windows educational language products.

O 3.5" High density format   **O** 5.25" High density format

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                  _____

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Home Phone   _____

Work   Phone _____

Fax   _____

_____   **On-line service name and mailbox address**
                                     (i.e. Compuserve, Internet, etc.)

Send to: Blaine Leckett
                  119 Arrowhead Cres., Pointe Claire, Québec
                  CANADA   H9R 3V4

Kana Guess - Written by Blaine Leckett (Hikawa Town Board of Eduction; Shimane -- JAPAN)

ASP - Association of Shareware Professionals

Gojou kana list - This is a list which contains the basic (46) kana syllables.   These kana are arranged in a table called the *gojuonzu* or table of 50 sounds

Exit button - Use this button to exit the program (you can also exit the program from the file menu).

Kana Remaining information box - an information box located at the lower left side of the game screen.

kana set - consists of one (1) kana character and one (1) romaji reading square

on readings - Chinese-derived readings of Kanji.

kun readings - Native Japanese reading of Kanji.