

Hangman Jr (Hebrew Edition)

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User Guide

I. Introduction

Hangman Jr is a Hebrew spelling game for children ranging from 5 - 12 years old. It features the ability to present a picture and a sound to give the child a hint rather than a sentence, which may be confusing, considering that this is a game designed to help them learn to read in a language that may not be native to them.

Essentially, Hangman Jr presents a graphics image (which can range from a clip art picture to a photo of a relative) and the child can choose letters from the alphabet (presented at the top of the window) until the name of the image is correctly spelled. At this point the child is rewarded with a graphic and sound proclaiming that he or she is a good speller.

Unlike conventional Hangman styled spelling games, there is no penalty for not getting a letter correct. Indeed, there is NO NEGATIVE REINFORCEMENT at all in this game, so there is no undue pressure for your child to "get it right." If the child chooses a "wrong" letter, for instance, it simply migrates over to the on-screen TrashCan and 'dumps' itself. As with conventional Hangman styled games, the letters already chosen are not usable, and the word is written on the screen so that the child can see it forming. To enhance the fun of the game, sounds are used to punctuate letter action: when the letter falls into the trashcan, for instance, the child will hear something being tossed into a metal trashcan.

"Final" characters are supported. If a word ends in "nun," for instance, the child may choose the final "nun."

We did not include underscores (_) to the letters as we felt it would be confusing to younger children. We don't want to intimidate them in any way: learning should be a pleasurable experience. Having a number of underscores in larger words may intimidate some children.

In short, Hangman Jr is a fun and educational game allowing children to associate words with accompanying pictures and sound, without pressure.

II. QuickStart / Installation:

1. Install the accompanying font, HEBREW.TTF.

a) Copy it to your Windows\System directory. Start up the CONTROL PANEL and choose FONTS. Choose HEBREW and click the ADD button.

2. Copy the contents of the disk into a single subdirectory.

Example: Copy a:*.* c:\hjh

3. Copy any DLL and VBX files into your Windows\System directory

Example: copy *.vbx c:\windows\system
copy *.dll c:\windows\system

4. In Windows, choose FILE | NEW in the program manager. Select BROWSE, and locate the HJH.EXE file in the directory. DoubleClick this. Choose OK. Hangman Jr should then be installed with an Icon.

III. Features

The files used by Hangman Jr can be modified, added to, and otherwise easily manipulated by Mom & Dad (you.) In fact, Hangman Jr is meant to be user-programmable. You are not limited to pictures, words, or sounds we choose. Hangman Jr files are denoted by a .HJH extension, and they are simply a list of words and associated pictures and sounds. HJH stands for Hangman Jr Hebrew. There's built-in file Creator / Editor for this purpose. The nice thing about this is that you are not limited in any way to the files we provide, or a limit of files at all. Hangman Jr can work with ANY number of data files. The only realistic limit you have is hard drive capacity.

Each file, as it is OPENed by Hangman Jr, is randomised. If a child likes a particular subject, for instance, he or she is not presented with the list in the same order every time, even if the same file is OPENed time after time.

The window was designed such that the child using it has a minimum of items on screen, which can be confusing. The NEXT button, for instance, will grab the next available word/picture immediately. The button with the picture of a speaker allows the child to hear the sound associated with the picture. This can range anywhere between the spoken word or a sound that is part of the subject matter. For instance, if you were to have a Animals data file with animal pictures, you could either record pronouncation of their Hebrew names OR you could plug in recordings of the sound this animal makes.

IV. Operation

The design of Hangman Jr tries to keep things as simple for Mom & Dad as for the intended 5 - 12 year old user. For instance, there are only 2 menu items: FILE and OPTIONS. The File menu allows you to edit, create, and otherwise manipulate data files. The OPTIONS menu allows you to access functions such as a keymap.

Let's look at the **FILE** menu:

FILE | NEW:

This item allows you to create a NEW file from scratch. You will be asked to enter a filename, such as ANIMALS. You are then put into the EDIT window. This file will then be used later by Hangman Jr as the game's word/picture/sound list.

FILE | OPEN:

You will be presented with a standard windows FILEOPEN dialog box. You can choose the disk drive and the directory; the list of valid *.HJH files will appear in the left hand listbox. Click the name of choice and choose OK, or DOUBLECLICK the filename. This file will now be used by Hangman Jr. It may be up to 500 words long, but no more than that.

FILE | EDIT:

EDIT will allow you to edit an EXISTING FILE, so that you can add or change words, pictures or sounds. Like the FILE OPEN description, choose the file you wish to edit. See the section titled "Editing HJH Files" for instructions on the EDIT window.

FILE | ABOUT:

Who we are, and how to contact us or our agents.

FILE | EXIT:

Quits the program.

OPTIONS submenu:

EDIT | MANUAL / HELP: (F1 Key can access)

Allows you to read this manual on-line (like if you're learning how to edit) or print it as you require. If you want it on-line, you can either place the MANUAL window in the background or minimize it to an ICON as you desire.

EDIT | ORDER ME!:

Puts an order form on screen for you which you can print out.

EDIT | KEYMAP: (F2 key can access)

The key map shows you the relationship of the letters on the standard English keyboard to their Hebrew equivalents. This Window can also be minimized during operations like editing so that you can look up letters as you need them.

EDIT | LETTER SOUNDS: (F3 key to toggle)

As the letters are clicked, "wrong" letters falling into the trashcan are enhanced with a trashcan sound. Correct letters make a SPLAT sound as they are shown on screen. By toggling this selection on and off you may enable or disable the sound effects. You may view this setting by clicking OPTIONS; as the menu drops down you will see a checkmark by this selection if enabled. Click or press F3 to toggle.

V. Editing HJH Files

A Hangman Jr HJH file is essentially a list of words, pictures, and sounds. The editing function works with this list (or creates one) and provides a way to access pictures and sounds, which are associated with whatever word you type in. This word will be the one that the child will spell in normal 'play' operation.

The editing window is kept as simple as possible. For instance, you do not need to type in all of those picture or sound file names -- each is listed in a separate box. All you do is click the box entry. As such, you'll find the right side of the editing window to be nothing more than lists. The top one is for the graphic presented on screen of the item that the child needs to spell. The PREVIEW button allows you to see it to make sure that the chosen file is the correct one. Also, to ease the confusion, we color coded this red. Note that the name of the file you chose will appear to the left of the list box.

Below this is the list for sounds. Click the list box entry, and just like in the other descriptions, the entry will be written to the left of the list box. Click the speaker button to hear the sound. This one is color coded green.

ADDING / DELETING:

You enter the name the child will spell in the ENTER WORDS HERE textbox. Note that you'll type the words in English and you'll see the equivalent Hebrew in the box just to the right. Click the ADD Button, and the spelling word will be ADDED to the DropDown list of words. To verify that a Word is associated with the correct graphic and sound files, choose the word from the Dropdown list. The associated filenames will appear in the area to the left of each box. You may also use the PREVIEW and SOUND buttons to see or hear the entries. Deleting a word is similar: click the DELETE button instead of the ADD button. The word shown in the top position of the Dropdown list (i.e. the one in the box window) will be the one deleted.

You can toggle the words in the listbox (to check spelling) from English lettering to Hebrew by clicking the EQUIV HEBREW box (to the right of the ENTER WORDS HERE box.)

When you are done editing the list, press the SAVE button. You can cancel editing by pressing the CANCEL button.

VI. So what do we get if we buy this program?

Ahhh, the \$64 question. The Deluxe version (\$24 USD) uses a different technique of positive reinforcement -- animation. There are a series of these. Currently there are 12 and we're adding more. Also, you'll receive a bonus 200 colour picture library and more sound. The deluxe version also doesn't have any shareware reminders anywhere.

VII. License

You have an explicit license to use this software for a reasonable period of time (45 days) to see if it meets your needs. If it does, you are expected to buy it. If not, you must remove it from your computer. When you buy the deluxe version you'll get a license to use the software for as long as you desire.

Disclaimer:

Hangman Jr is supplied as-is with no warranty whatsoever with regard to merchantability or fitness for purpose. Alston Software Labs assumes no responsibility for any consequences of use or misuse of this program.