Contents

Please click on a subject:

ABC-WARE
Software for Kids

Dear parents,

Children are attracted by computers as if by magic. Being strange and suspicious to many adults, to children this modern aid is as natural as the telephone and the TV. Just the fact that mum and dad use it excites the curiosity of the child.

Often the computer unjustly is condemned as being a cause for isolation, a lack of creativity, an increasing propensity for violence, etc. This is not necessarily so. If the computer is used the right way, i. e. with the appropriate software and under control of the parents, it can help to encourage creativity and communicational skills.

ABC-WARE is software for children *). Under this name programs are developed which do not contain violence and have no racist and other contents which are liable to corrupt the young. Here you will not find any shoot-'em-up games.

ABC-WARE stimulates the creativity and the intellectual and logical capacities, supports the imagination of your child and in an enjoyable and playful way practises simple tasks as reading, arithmetic, etc., either by itself or together with children of the same age or with the whole family.

Make sure that your child spends its time at the computer in a useful way. Pay attention to ABC-WARE when buying software. This ensures that you always choose the right software.

*) There are supposedly even adults who enjoy ABC-WARE!

Rules of the game

Up to 4 players can take part in the game. The computer selects a word and shows by the number of blanks how many letters there are in the word to be guessed.

The player whose turn it is can try to guess the word by clicking on a letter on the clothes-line or by entering the corresponding letter with the keyboard.

If the letter is correct it vanishes from the clothes-line and appears at the appropriate place in the word to be guessed. If the letter occurs repeatedly in the word it will appear in all of the places. The player may guess again.

If the letter was wrong it vanishes from the clothes-line, and the Snowman starts to melt or the apple trre looses its apples. The next player can have a go.

After a maximum of 10 wrong letters the Snowman has melted or the apple tree is empty, the computer selects a new word.

If a word has been guessed completely, the player who has guessed the last correct letter gets a snowball or an apple. The player who first has 8 snowballs or apples is the winner.

Options
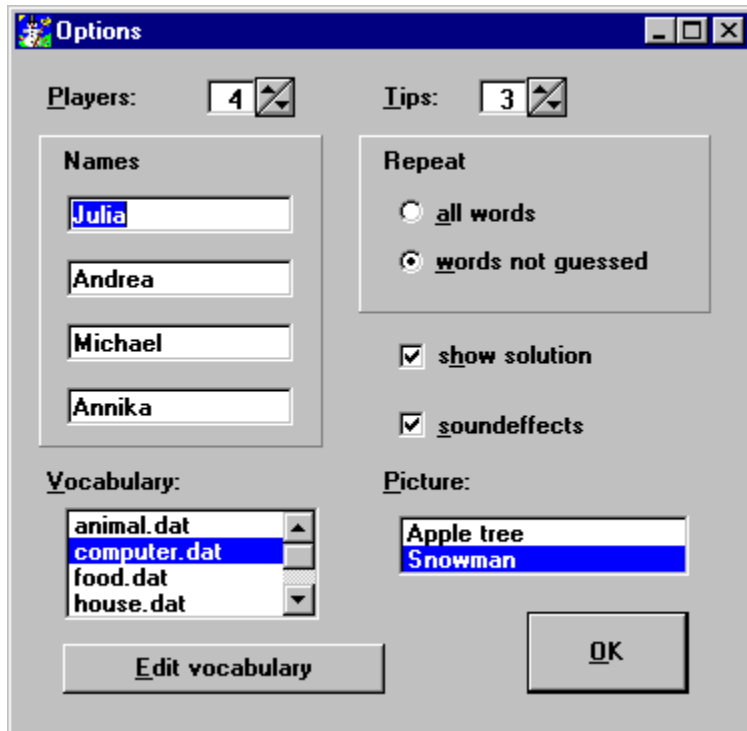
Player

Up to 4 players can take part, whose names can be entered in the Options window.

Tips

For making it easier up to 3 clues per word can be used. During the game there is a "Tip" button on the right side of the Snowman as long as not all clues for the current word are used up.

Repetitions

Words which were not guessed successfully are put back into the vocabulary, i. e. they can be guessed again later. By selecting the option "all words" all words can appear repeatedly, irrespective of them having been guessed already or not.

If the vocabulary is used up, all words are shuffled.

Show solution

You can choose if words which were not guessed successfully are displayed before a new word appears or not.

Soundeffects

Several events in the game are provided with sounds. For this it is required that you have installed either a sound card or a driver for your PC speaker (see Installation). If you find the sounds disturbing, you can switch them off at any time in this window.

Picture

You can choose whether you prefer a melting snowman or an apple tree.

Vocabulary

You may select your own vocabulary file (licensed version).

Edit Vocabulary

Opens the vocabulary editor to enter new words or delete unwished entries from the current word list.

Vocabulary

The shareware version contains a permanent vocabulary of 50 words. In the licensed version a range of more than 500 words, which you can change as you like, is provided automatically. Simply load the file **snowman.dat** into an editor (e.g. notepad), alter it (one word per line) and save it. You may also use the integrated <u>vocabulary editor</u> for easy changes.

You may choose among several vocabulary files and also create your own (licensed version). All vocabulary files must be placed in the same directory as snowman and have the ending **.dat**.

This way you can change the vocabulary according to the knowledge of your child and let your child(ren) practise particular words. Or you can practice the vocabulary of foreign languages.

Note: The length of the individual words is limited to 20 letters, longer words simply will be ignored.

Installation

Start the installation by typing

abcsetup.

The installation program will ask you in which directory Snowman shall be installed. You can either accept the default directory or enter a directory of your choice. If the directory does not exist already, it will be created by the installation program.

After the installation your target directory has to contain the following files:

Target directory:
- readme.txt   introduction
- snowman.exe   main program
- snowman.hlp   help file
- order.wri   order form
- *.dat   sample files containing the vocabulary for the licensed version
- snowm*.wav   sound files

Windows directory:
- snowman.ini   configuration file (will be created by the program)

Windows System directory:
- vbrun300.dll   Visual Basic runtime module (distributed separately with online versions)

Attention: This file may also be used by other programs! If you want to deinstall Snowman for any reason, make sure that no other programs use this runtime module, before you delete it!

A program group will be created and the icons for Snowman will be added automatically.

Note: To enjoy the sound effects you need either a sound card or a driver for your PC speaker (speaker.drv, available from your shareware retailer or by CompuServe).

Copyright 1997 J. Behling - Help file generated by VB HelpWriter.

Shareware

This program is released as shareware. It may (and shall) be copied and distributed without the copyright being violated, provided the program and the documentation are not modified and form a complete package when distributed.

All rights concerning this product are reserved. It is prohibited to distribute the software commercially and/or to profit from its distribution without explicit permission. Only a fee for costs of materials and copy costs (which should not exceed DM 10) as well as for postage and packing may be charged. If used in shareware bundles (incl. CD-ROM) or on supplement disks of magazines a specimen copy has to be submitted.

SHAREWARE = FAIRWARE

Shareware means that you can test the program thoroughly before you decide to buy it. After a maximum trial period of 15 days you are expected to register with the author. With a modest registration fee you support the further development of this program as well as the development of other programs.

As a registered user you have the following advantages:

- You are a legal user of the program
- No shareware reminders during the execution of the program
- After entering your password you automatically have access to more than 500 new <u>words</u> and can also insert own words as well as creating of own vocabulary files.
- Your password is valid for all future versions
- You will be informed of all ABC-WARE products if you like
- You will be given a price reduction on all other ABC-WARE products
- If you have problems you can get support in writing
- You support the shareware concept!

Disclaimer

Snowman has been tested thoroughly, nevertheless errors can have slipped in. In view of the multitude of possible hardware and software combinations, interactions and incompatibilities cannot be ruled out. There is no warranty for a faultless operation of Snowman, the author is not liable in any way for any damages which may results from using the program. The entire risk as to the use of the software is assumed by the user.

Registration

By mail

For registration please send in the completed order form **order.wri**. For a registration fee of DM 29 (DM 19 for regular customers) or $20 you will immediately receive your personal password, which entitles you to use this and all future versions of Snowman.

By entering your password the complete <u>vocabulary</u> will be activated, <u>shareware</u> reminders will not appear any longer. If you like you will be kept informed of all ABC-WARE products.

By CompuServe

Select GO SWREG and under *Author's User ID* **100524,3121**, then *Display Selected Titles*, and you will receive the range of all available programs. Select *Snowman* and in the following menu enter your name and your address. With your next CompuServe billing statement you will be charged $20 for Snowman. You will receive your password by e-mail.

By SAVE-REG

Start your WWW-Browser and select "**http://www.s-a-ve.com/savereg.htm**". Follow instructions and enter your name, address and credit card information. You will be charged $22 for Snowman. You will receive your password by e-mail.

Operation

Starts the game and shows blanks corresponding to the number of letters to be guessed. If pressed during the running game, a new game is started after an enquiry. *(Keyboard: Ctrl-S)*

Ends the running game. *(Keyboard: Ctrl-E)*

Gives a clue by displaying one letter to be guessed. In the Options window a number of possible clues per word between 0 and 3 can be selected. If all clues for the current word are used up, the button vanishes. *(Keyboard: Ctrl-T)*

In the Options menu you can also enter the number of players and their names as well as set other options.
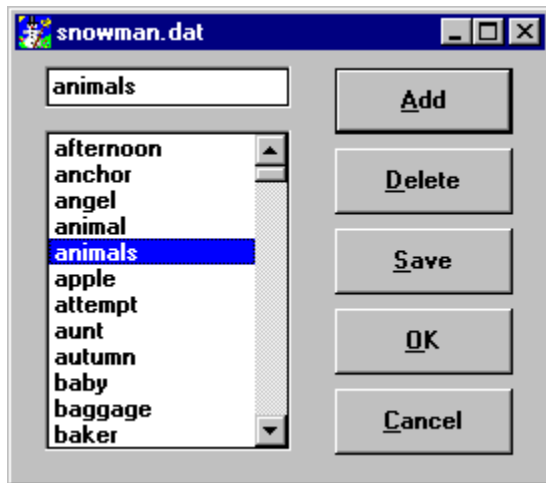
Update

All Updates are **free**!
Current versions can be found

in **CompuServe**:
      GO DEUSHARE, "Hotlined Software"

in **Internet**:
      http://ourworld.compuserve.com/homepages/J_Behling

Vocabulary Editor

Add

Adds the word in the entry field to the word list. The word list is sorted alphabetically. Duplicate words have to be guessed as often as they appear in the list.

Delete

Delets the marked word from the list.

Save

Saves all changes in the current word file (full version).

OK

Ends the vocabulay editor. You will be asked to save changes if not done before. If you don't save changes will only be available for the current game.

Cancel

Ends vocabulary without any changes.