# Contents

In this program   the player is challenged to answer multiple-choice questions about countries of the world.   When a question is answered correctly, the player is then asked to locate the country home to a given flag or other symbol of that country.   The top fifteen scores are saved.

The program may be modified in several ways.   The number of   questions to be answered may be changed.   The length of the game may be changed.   Alternate questions may be loaded. New symbols may be chosen and loaded.

# How to Play

When the game the program is loaded, you will see a map of the world.   Press the button above the map to begin the game.    Multiple-choice questions about different countries are presented.   If the correct answer is selected, you are then shown a flag or other symbol of a country.   It will often be the flag or symbol of the country which was the answer for the multiple-choice question.    Move the cursor to the map.   It will change to a UN flag.   Move the flag to the country associated with the flag or symbol.   Click the mouse button to select the country.   If the correct choice is made, the symbol will be moved to the upper right corner of the screen and points will be added to the score.

Since the some of the countries on the world map are fairly small, the player may select a close-up map by touching the cursor to one of the buttons above the map to select a map of Central America, South America, Africa, Europe, Asia, the Mid East, or the Pacific.

In the default game, players are challenged to locate twenty-five flags.

Answers may be selected in one of two ways:

If using the computer keyboard, the arrow keys may be used to move the selection box up or down to the correct answer.   Pressing the <ENTER> key then selects the bordered answer.

If using a mouse, point to the correct answer and click the   mouse button.

If an incorrect choice is made, the player is shown the correct answer and then the choices are displayed again.   The question may reappear later in the game.

In the default game there is a three-minute time limit. Up to twenty-five questions may appear in each game. When the last question is answered, or the three-minute time limit is reached, the game is over.

If the player's score is one of the fifteen highest scores, the player will be prompted to enter his or her name.

Changing Options
Changing Questions

# Options--Changing Game Length

*The length and difficulty of a game may depend upon the time allowed and the number of questions to be answered within that time limit. The time limit can be altered by changing the Game Length, and the number of questions can be altered by changing the Number of Symbols to Locate.*
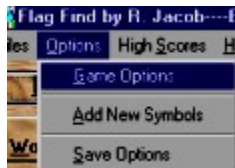




### Game Length

When the game begins, the default length of the game is three minutes. However, by choosing the Length of Game Option, the length can be changed. Games may be 1, 3, 5, or 10 minutes in length. The time length chosen will affect the bonus which is added to the final score.

### Number of Symbols to Locate

When the game begins, the default number of flags to try to obtain to finish a game is 25. However, by choosing the Number of Symbols to Locate, the number can be changed. A game can consist of 5, 10, 15, 25 or 50 symbols. This means the player will try to answer 5, 10, 15, 25 or 50 questions correctly.

The symbols located will affect the final score.

### Game Length and Symbols to Locate

It is up to the player to figure out the best combination of Game Length and Number of Symbols to attain the highest possible scores.

# Options--Difficulty Level

In the regular game, the player is given a hint, the name of the country associated with the

symbol to be located.
At the expert level, no hint is given.
Playing at the expert level will increase the number of points earned.

## Options--Symbols to be Located

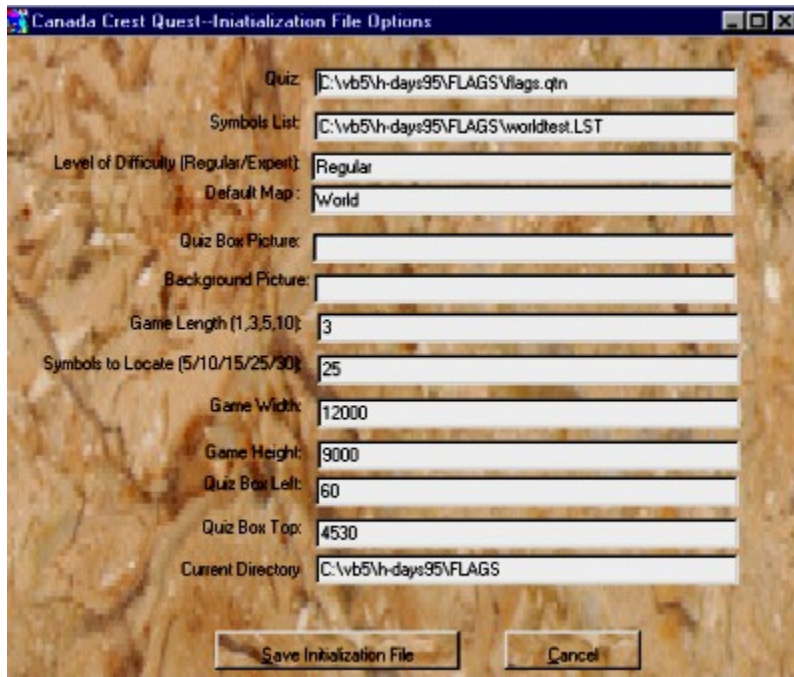The player may choose to locate flags or custom symbols.
It is also possible to use your own list of pictures as symbols to be located.

Initialization File
Loading Customized Symbols
Building a List of Customized Symbols

# Initialization Files





## Flags.ini--the Initialization File

When the program first begins, it loads an Initialization File, **flags.ini**.   This file must be located in the same directory as the program file. It contains the locations of files needed by the program. Items in this file determine the default settings for the game.

If lines are left blank, then built-in defaults will be used.

Set up the program as you would like to have it.   Load question and picture files, set the number of symbols to locate, the difficulty level,   the length of the game, etc. before setting the Initialization File defaults.

If the defaults are not to your liking, or if something listed causes the program to crash upon loading, simply delete the **flags.ini** file from the program's home directory.

## Quiz

This identifies the name of the multiple-choice question file to be used in the game.   If the file is not located with the program, give the full directory information so that the questions can be located. If this line is omitted, the file **flags.qtn** will be used.

## Symbols List

This identifies the name and location of the file listing your customized symbols.   This file lists the names and locations of the picture files to be loaded for the game.

## Level of Difficulty

This sets the default level of difficulty for the game.   Choices are **regular** or   **expert**.

## Quiz Box Picture

This identifies the name and location of a bit-mapped graphic file which will be used as the background for the Question/Answer box, as well as for the menu bars at the top of the screen and for any pop-up windows.

## Background Picture

This identifies the name and location of a bit-mapped graphic file which will be used as the background for the main game screen.

## Game Length

The default length of the game can be specified as 1, 3, 5, or 10 minutes.   Any other number will be ignored and the default length will revert to 3 minutes.

## Number of Symbols to Locate

You can set the number of symbols to be located in the game by specifying how many questions will be answered.   Choices are 5, 10, 15, 25 or 50.    Any other number will be ignored and the default number will revert to 25.

## Game Width and Height

Game Width and Height will set the size of the main game screen.

## Location of Quiz Window

You can set the default location for the top left corner of the Question/Answer window.

## Current Directory

This shows you where the initialization file will be stored.   It should be the directory in which the FlagFind program is found.

Building Question Files
Building a Custom List of Symbols

# Question Files

Each multiple-choice question can have up to four answer choices. The questions are loaded automatically.   The default question file is **flags.qtn**, unless changed in the <u>initialization file</u>.

Question files may be entered or edited with any word processor, but they should be saved in an unformatted text or ASCII file, with a .QTN extension.

Alternate questions can also be entered and loaded.

The provided questions deal with various countries of the world, but teachers or parents can add to those questions or substitute other multiple-choice questions.   Teachers might want to use old best-answer questions from tests and examinations for review purposes.

After entering each question, up to four possible answers may be entered.   In each case, the correct answer should be entered first.   The program will later present the choices in a random order.

If you do not wish to enter all four possible answers, leave a blank line for each unused incorrect answer.

The questions and answers must be   saved in a straight ASCII file which can be edited with most word processors.   WordPad which comes with Windows95 is quite suitable for editing the question files. The important thing to remember is that if there are not four choices for each question, an empty line should be there.   For example, if you were to view the **flags.qtn** file in a word processor, you would see the following:

The Holy City for three major religions is
Jerusalem in Israel
Istambul in Turkey
Damascus in Syria

The only Portuguese-speaking nation in the Americas is
Brazil
Honduras
Chile
Peru
The country that was once called Burma is now called
Myanmar
Thailand
Pakistan
Papua New Guinea
The only two South American countries not touching Brazil are
Ecuador and Chile
Paraguay and Uruguay
Peru and Columbia
Chile and Argentina
The only Central American country not on the Atlantic coast is
El Salvador
Costa Rica
Belize
Guatemala
A 1000-mile-long fence to keep rabbits out was built in
Australia
New Zealand
India

The two land-locked countries of South America are
Bolivia and Paraguay
Paraguay and Uruguay
Columbia and Peru
Bolivia and French Guiana
Almost all of the world's cocaine is produced in
Colombia
Iran
Thailand
India
The smallest republic in the world is
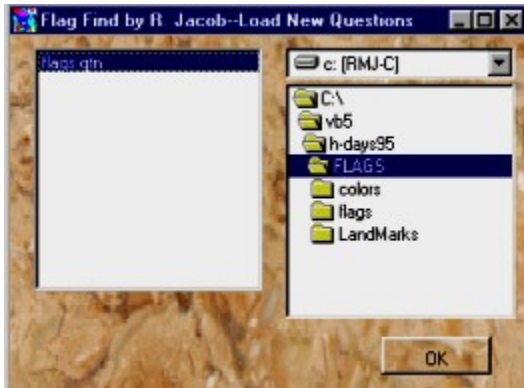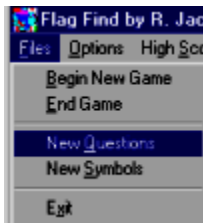San Marino
Monaco
Andorra

The largest Scandinavian country is
Sweden
Norway
Denmark


    The blank lines must be blank.   When you enter new questions by using a word processor, be
sure that each multiple-choice question takes up five lines: one for the question, and four for the
answers.   Questions should appear on lines 1, 6, 11, 16, 21, etc.

# New Questions





Instead of using the default set of questions about the world, you may load an alternate set of questions.

Locate the file you wish to load. The list of multiple-choice question file titles will have an extension of .QTN.   Select the file name by clicking on it.   When you begin a new game, you will have the new list of questions to answer.

Return to the game by clicking on the **OK** button.

An alternate set of questions can be made the default set of questions, by including information about the title and location of the file in the **Flags.ini** file which can be automatically loaded upon startup.

How to Build Multiple-Choice Question Files
Using the Initialization File.

# Building a List of Symbols
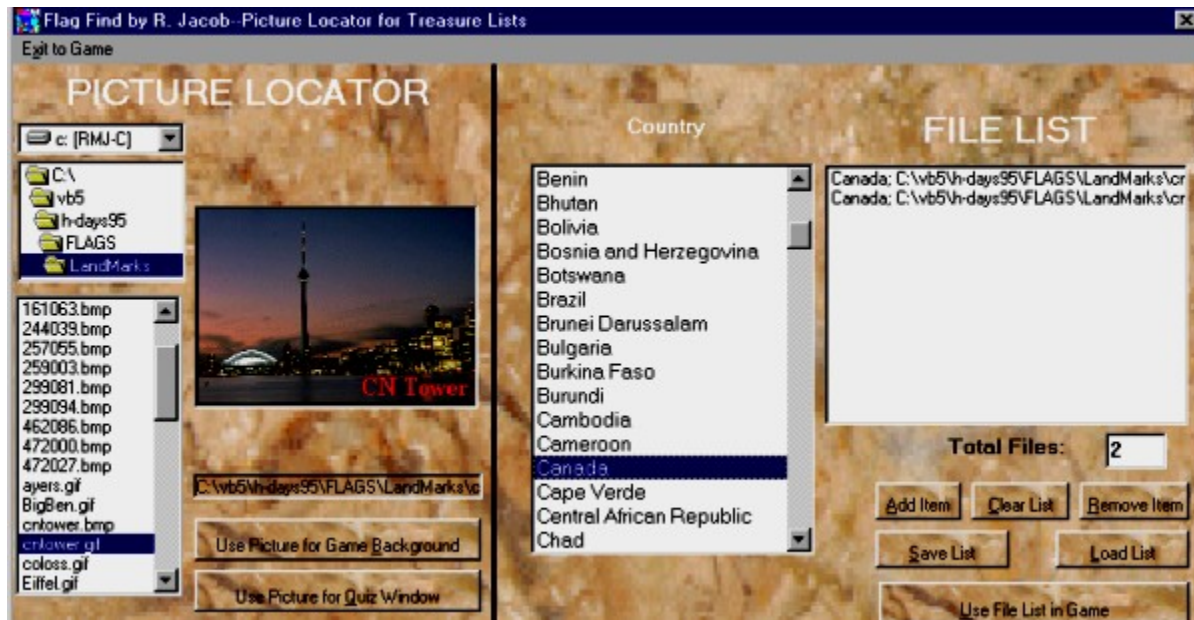




### File List--Building a List of Symbols

Under the Options Menu, select the **Add New Symbols**.

Select a type of symbol. For example, you might want to scan in the coats of arms of different countries.   Other possible topics are landmarks, famous people, animals, birds, products, etc.   If you have access to the Internet, there are many sites with illustrations that could be used (keeping in mind certain copyright restrictions.)

Picture files may be of BMP, ICO, RLE, GIF, JPG extensions.

Find the symbol and match it with the name of the country shown in **Country** window.   Then press the**Add Item** button.   The name of the country and the location of the picture file will be added to the list in the File List box.   (A semi-colon is used to separate the name of the country and the name and location of the picture file.)

You can include up to 200 pictures.   (It is possible to have several symbols for one country and none for some other countries.)

The list should then be saved.

Your list can then be accessed by **Loading New Symbols**

For immediate use of the symbols without their being saved, select the **Use File List in Game** button.


### Use Picture for Game Background

The picture selected in the picture window can be transferred to the main game screen by selecting the **Use Picture for Background** button.


### Use Picture for Quiz Window

The picture selected in the picture window can be used as the background for the
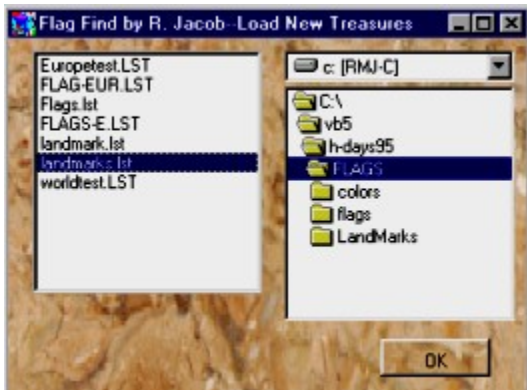
Question/Answers window.

Whichever picture is chosen for the Quiz Window will also be used for the menu bar at the top of the screen as well as for the background for any other pop-up windows.

Loading New Symbols
Using the Initialization File to Load a Customized Symbols List

# Loading a Custom List of Symbols
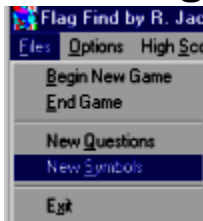




From the **Files** menu at the top of the screen, choose **New Symbols**.
Locate the list of new symbols to be loaded.   The file will end with the extension LST.
Click on the **OK**  button to return to the game.   You will now be using the new set of symbols.

The new list of symbols can be automatically loaded at game startup by including information about the title and location of the file in the **Flags.ini** file which can be automatically loaded upon startup.

Building a Customized List of Symbols.
Including Customized List of Symbols in Initialization File

# Registration

This program is released as shareware.   This means that the software is made available to you for free evaluation.   You are entitled to evaluate the software for up to 30 days without obligation to pay.   After 30 days, if you decide to keep the software, you should register your copy for a small fee.

Shareware (non-registered) FlagFind is a "full-featured" release.   This means that the same capabilities available in the registered software are present in the non-registered software.   This allows you to try out all the features in FlagFind to confirm that they work to your satisfaction.

Distribution

This shareware software may be freely distributed, provided that:

1.    Such distribution includes only the original program files.   You may not alter, delete or add any files in the distribution archive.
2.    The distribution does not include a registration number.   In particular, you may not distribute a registered version of FlagFind.
3.    No money is charged to the person receiving the software, beyond reasonable cost of packaging and other overhead.


Evaluation (Unregistered) and Registered User Agreement

You may evaluate the Shareware program for maximum of thirty calendar days, after which you must register the program with Ron Jacob or remove the software from your computer.

You may allow other users to evaluate copies of the unregistered Shareware. All evaluation users are subject to the terms of this agreement.

The evaluator/user/buyer/owner is not allowed to attempt to reverse engineer, disassemble or decompile the products.


Because of the many cutbacks in education funding, schools are currently finding it difficult to purchase computer software.   Therefore, you might be interested in donating a copy of this program to a local school.

**Registration permits you to make the program available to your child's school,   library, or one other such institution, giving that institution a site licence to use the software.**


The Holidays/Special Days Series
Order Form

# Holidays/Special Days Series

THE HOLIDAYS/SPECIAL DAYS SERIES

by
R. Jacob
17 Regis Place
London,   Ontario
N6K 2G6
ronjacob@execulink.com

**THE GAMES:**

All games allow for the loading of alternative question sets.
In all games it is necessary to answer multiple-choice questions in order to attain a reward.
Questions are presented in a random order.   That is, each time the game is played, the questions appear in a different sequence.
If an incorrect choice is made, the player is shown the correct answer and then the choices are displayed again.   the correct answer must be chosen before the player can continue with the game. The question may reappear later in the game.
A number of the programs provide for the selection of bitmapped pictures to be used as alternate rewards to be sought.
All games save the 15 highest scores.

**VALENTINE HUNT**

The provided questions are related to Valentine's Day.
Twenty mailboxes are presented.   Fifteen or the boxes contain valentines or valentine treats. At the beginning of the game, the contents of the mailboxes are shown and then the boxes are closed.
If a question is answered correctly, the player gets to open a mailbox and collect its contents.
The program provides for alternate rewards to be defined and loaded.

**ST. PATRICK'S DAY--THE LEPRECHAUN'S GOLD:**

Players are challenged to capture the leprechaun's pots of gold by answering multiple-choice questions.   If the answer is correct, the leprechaun comes out of hiding and brings with him a pot of gold.   If the answer is wrong, the leprechaun escapes and takes with him his pots of gold.   The provided questions are related to St. Patrick's Day.

**EASTER EGG HUNT:**

There are twenty doors, labelled A to T.   Behind fifteen of the doors are hidden Easter eggs. The doors are all opened very briefly at the beginning of the game to give the player a glimpse of where the eggs are located.
Players are challenged to locate up to ten of the hidden Easter eggs by answering multiple-choice questions.   The provided questions are related to Easter.
If the question is answered correctly, the player is then given the opportunity to select a door behind which to search for a hidden Easter egg.
To search behind a door, either touch the door with the mouse cursor and press a mouse button, or type the letter of the door to be opened.
This program can be used as a template to develop other similar games.   Instructions are given to load new hidden treasures and change the appearance of the game.

Included is an Easter calculator.   By entering the number of a year, you will be given the date of Easter for that year.


## CANADA DAY--CREST QUEST:

Players are challenged to retrieve the provincial crests by answering multiple-choice questions.   (The provided questions are related to Canada and Canada Day.)

If the question is answered correctly, the player is then given the opportunity to move a flag of Canada from one province or territory to another to search for a requested crest.   To move the flag use the mouse. To select the province or territory press the the mouse button.   If the correct province or territory is found, the crest will appear.

There are two levels of difficulty in the game.   In the easier game, the player is told the name of the province to which the crest to be found is located.   In the harder game, only the crest is shown.   The player has to know in which province to look.

Players are allowed to search for crests, flowers, or customized symbols.   The program allows the user to select bitmapped pictures to be used as symbols.


## THANKSGIVING CORNUCOPIA:

Players answer multiple-choice questions about Thanksgiving and other harvest festivals from around the world in order to search for Thanksgiving-related items.

The program provides for the selection of your own bitmapped pictures to be used as rewards to be sought in the game.

There are six different cornucopia styles to choose between to change the appearance of the gameboard.


## HALLOWEEN TRICK OR TREAT:

There are fifteen houses, labelled A to O.   Twelve of the houses are occupied by monsters. No one is home at the other three houses.   Ten of the houses have pumpkins in the windows.

To select a house, either touch the house with the mouse cursor and press a mouse button, or type the letter on the door of the house to be visited.

Visiting a darkened house wastes a turn.

Players should visit the ten houses with pumpkins in their windows.   At each house visited, a monster or Halloween creature will appear and ask the visiter a multiple-choice question.   The provided questions are related to Halloween.

If the question is answered correctly, the player is then rewarded with a Halloween treat.     If an incorrect choice is made, the player is shown the correct answer and then the choices are displayed again.   The question may reappear later in the game.   The player gets a wormy apple instead of a treat.

If a house does not have a pumpkin in the window, only wormy apples are given out.

It is possible to select different treats and different monsters.

## REMEMBRANCE DAY--THE SOLDIERS RETURN:

This game is not recommended for primary grades.

The game screen shows a map of the world, with superimposed windows showing Canada and Europe.   The player is assigned the role of a Red Cross worker whose job is to rescue soldiers and help them return to Canada from Europe.

There are two levels of difficulty in the game.   In the first level, the player merely answers trivia questions about Remembrance Day and the World Wars.   Each question successfully answers

transfers a soldier from Europe to Canada.   If a question is not answered correctly, a cross appears where the soldier was shown in Europe.

At the more difficult level, the player has to first answer a multiple-choice question and then has to move a red cross flag to a randomly named country in Europe.   If the assigned country is successfully located, the soldier is returned to Canada.   If not, a cross appears in the country named.


## CHRISTMAS MORNING:

If a correct answer is chosen, the player gets to select a gift from under the tree.
A number of the toys are animated.   Players can touch the toy with the cursor and see an animated action.

## HAPPY BIRTHDAY:

There are fifteen pieces of birthday cake with candles labelled A to O.   Inside twelve of the pieces of cake are hidden bills and coins.   Players can choose between American and Canadian coins. The locations of the coins are shown briefly at the beginning of the game.

To choose a piece of cake, the player must first answer a trivia question about birthdays or anniversaries.   If a question is answered correctly, then the player may select one of the pieces of cake by either pointing to it with the mouse pointer or typing the letter on the candle on the cake.

Included is an age calculator.   By entering your birthday, the program will calculate your age. Ages are given in years, months, days.


## BOOK WEEK--BOOK SEARCH

There are multiple-choice questions dealing with library skills and general library knowledge.
Each correct answer allows the player to search in the library for a book.   The player then has to select the correct shelf on which to find the book.   There are twelve shelves, one for each of the main Dewey classifications along with a FICTION shelf and an EASY READING shelf.

Points are awarded for each book found.   The points depend upon the length of the game, the number of books located, and the difficulty level of the game.   At the easy level, the Dewey call number is given along with the book title.   At the difficult level, the only guide to the book's location is its title.

Pictures of additional book covers can be added to the game.


## UNITED NATIONS DAY--FLAG FIND

Answer multiple-choice questions about geography.   If the correct answer is given, a flag is shown and the player is challenged to locate the country for the flag.   Instead of flags, pictures of landmarks or other symbols may be presented.

At the regular level of difficulty, the name of the country to be located is shown.   At the expert level, only the flag or symbol is shown.

In the default settings, a map of the world is shown on the screen.   In addition, regional maps can be selected to help locate smaller countries.


## TREASURE HUNT

Design your own multiple-choice quiz game with this game as a template.   Use your own pictures to create rewards, backgrounds, doors to be opened, and game logo.   With this program you can create a game for any holiday.   For example, questions and pictures for U.S. President's Day is included.   The user could create games for Mother's Day, Father's Day,

Citizenship Day, etc.


[Order Form](#)

# Order Form

**REGISTRATION/ORDER FORM FOR HOLIDAYS SHAREWARE**

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Special package offer:
[ ]  All of the above programs    (CD of programs).........................$20.00

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***NOTE:***   *The above prices include shipping and handling charges.   If you have already downloaded the programs from the Internet and you simply want to register the programs, prices are half the*

*above.   That is $5.00 per program, or $10.00 for the complete series.   In return, you will receive the registration code and have the right to donate a site licence to the school or institution of your choice.*

**Select New Pictures.**