

# StuSoft Electro-Cute

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**Electro-Cute** is a word guessing game from the StuSoft code mills. It plays pretty much like the traditional Hangman games. The object of the game is to guess the word represented by the blanks (- - - -).

You may use the keyboard to type your guesses, or you can use your mouse/trackball to click on the letter buttons:

00000

Correct guesses will reveal the letter(s) in the target word. Incorrect guesses will add body parts to the **Electro-Cute guy**. **Normal Humans** (see below) are allowed six incorrect letters with no penalty (save being subjected to my animation). But if you type seven incorrect letters without completing the word, fingers inserted in the electrical outlets will give the **Electro-Cute guy** a rather serious shock! (Thankfully, he is a BitMap and bounces back quickly from such things.)

If you have a sound card, **Electro-Cute** will talk to you, applaud you, and make a nasty sound when you get shocked. (As of yet, I have been unable to get the PC-Speaker Driver to play my sounds. You can turn the sounds off by picking **Sound** from the **Options** menu. When the check-mark (✓) is there, the sound is on; If there is no check-mark, the sound is off.

You may move to the next word by pressing **F2** or selecting **Next Word** from the Game menu. If you do this, the current word will be counted as incorrect. In other words: you still lose, you just don't get shocked!

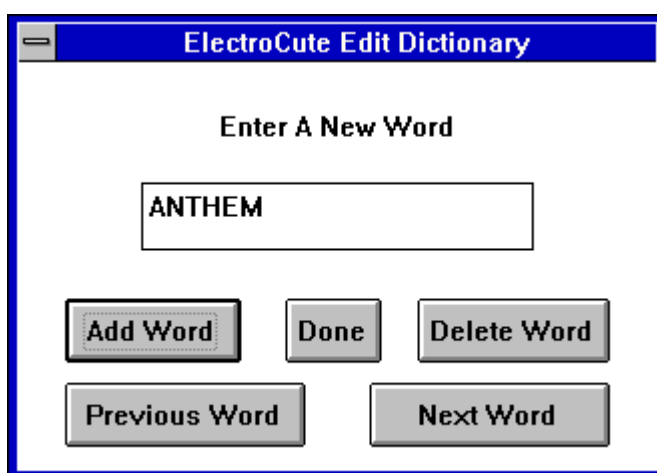
To quit the game you have several options:

- 1 - You may chose **Exit** from the **Game** menu.
- 2 - You may click on **EXIT** button.
- 3 - You can type **Alt-X** (Hold down the **ALT** key and press the **X** key).
- 4 - or, you can press **F12**.

Electro-Cute has three skill levels. To change the skill level, pull down the **Options** menu, and select **Skill Level**. The easiest level is **Normal Human** which gives you six misses. You'll hafta play the game to see the other two, but I'll tell you level 2 is five misses and level 3 is only four.

**NOTE:** Changing the skill level will put the current word back into the unused words and get a new word. This allows you to cheat a little -- or at least allows you to put off the harder words until later in the game!

The full version allows users to modify the dictionary. Just pull down the **Game** menu and select **Edit Dictionary**. This dialog box will be displayed:



To add a word: Click on the **Add Word** button.  
Type the word you wish to add.  
Click the **Add Word** button or press **ENTER**(↵).

To delete a word: Use the **Next Word** and **Previous Word** buttons to display the word you wish to delete in the box.  
Click the **Delete Word** button.

When you are done editing the dictionary, just click the **Done** button. If you made changes to the dictionary, Electro-Cute will ask if you wish to save them. Click **Yes** to save the changes; Click **No** to discard the changes you made. The game will restart after the dictionary has been edited so you can play with the changed dictionary immediately.

The full version of the game also allows you to restart the game at most any point. To restart, pull down the **Game** menu and select **Restart Game**.

**Electro-Cute** has a few options that can be set. You may change the skill level, turn the sound on or off (if you have a sound card) and turn the garbage on or off. You may save your changes from the **Options** menu, or **Electro-Cute** will prompt you to save them when you quit. All options are written into the file **ELECTRO.INI** (it should be in the same directory as the Electro-Cute program). You may also edit the file **ELECTRO.INI** manually using most any text editor. The possible options are:

sound = on  
sound = off

skilllevel = 1  
skilllevel = 2  
skilllevel = 3

garbage = on  
garbage = off

So, what the heck is garbage? There are a few strange things hidden in **Electro-Cute**. If you find them, that's cool; If you don't, well that's cool too! You can get rid of these 'irritations' by unchecking picking **Garbage** in the **Options** menu. (If **Garbage** is checked, then the weirdness will appear.)

You can replace the sounds in **Electro-Cute** with your own. All you hafta do is save your .WAV file in the same directory as **Electro-Cute** and give it one of the following names:

ELECTRO1.WAV - the sound that plays at startup

"Welcome to..."

ELECTRO2.WAV - the *shock* sound that plays during  
ElectroCution

ELECTRO3.WAV - the applause for guessing a word

If you have questions, bug reports, suggestions, enhancements, or comments, you can reach Stuart Reedy at any of the following addresses:

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To order the full version of Electro-Cute, please send \$10.00 US, your disk size preference (3.5" or 5.25") and your mailing address to the above Snail Mail address. Please allow about 2 weeks for delivery, though most orders are shipped the day after they arrive. (See the file ORDER.TXT for an easy order form.)

### Warning!!! Legal Blah, Blah, Blah to follow

Electro-Cute comes **as is**, with no warranty expressed or implied. Stuart Reedy and StuSoft accept no responsibility for any damage to any computer equipment or data from the use/misuse of the **Electro-Cute** program -- I will be duly impressed if anyone manages to damage a computer or even computer data with a game program! Further, no responsibility will be accepted concerning suitability of **Electro-Cute** for your specific task -- though I like to think it is rather suitable for having a little fun. **Electro-Cute**, and the **Electro-Cute guy** are owned solely by Stuart Reedy. Reproduction, copying, or outright stealing will be treated as a crime unless you have prior written permission from Stuart Reedy. Any resemblance of the Electro-Cute guy to the author of this program is sheer luck, since my drawing skills exist in the null set!

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