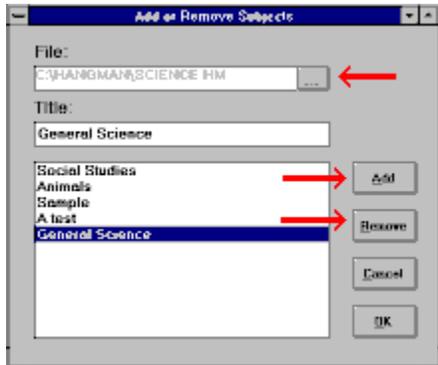


Add/Remove Menu

Selecting the Add/Remove option from the [subject menu](#) will display the screen below. The box at the bottom of the form will show all subjects currently listed with the game.

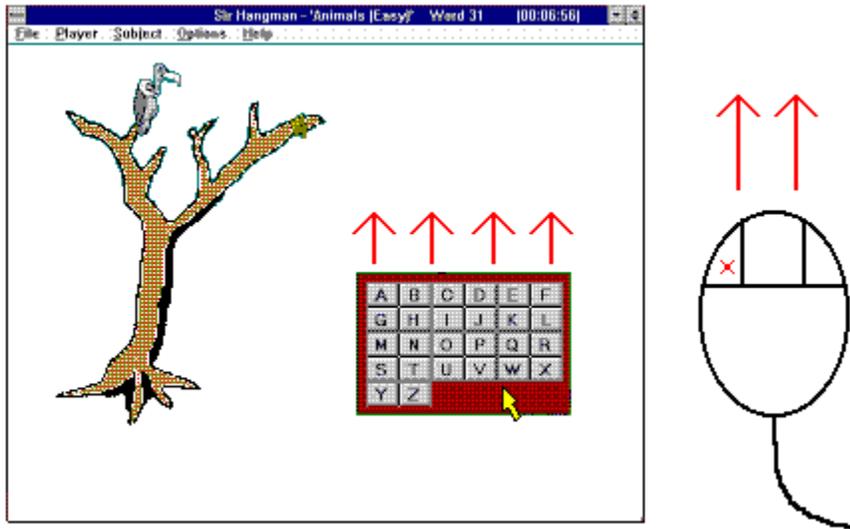


To remove a subject from the game list simply select it and click on the "Remove" button. This does not delete the subject file itself only removes it from the game list. To add a subject file click on the button to the left of the filename box and a standard Windows file selection box will be displayed. Browse through your hard drive until you have selected the file and clicked "OK". You can enter a title for that subject file by typing it into the title box on the form. Once you have finished making all your changes, you can exit by clicking on the "OK" button.

See also - [Edit Subject](#)

Change Screen Layout

You can tailor the screen display to your own personal style. The type of keyboard, position of keyboard and Word, the displaying of a hint, can all be modified and changed. The type of keyboard and displaying of a hint are set through the options menu. Moving the keyboard and word box are done by clicking and holding down the mouse button over the edge of the keyboard or mouse.



As you move the mouse, the keyboard or word will move with it. Once you have set up the screen, the way you want it, you can save your changes for future games by selecting "Save Options" from the Options menu.

Contents for Sir Hangman Help



Sir Hangman is a challenging and educational game that will test your knowledge of different subjects. It is a computer based version of the original Hangman game with some exciting changes to make it more fun and educational.

Introduction

[What is Sir Hangman](#)

How to...

[Playing the Game](#)

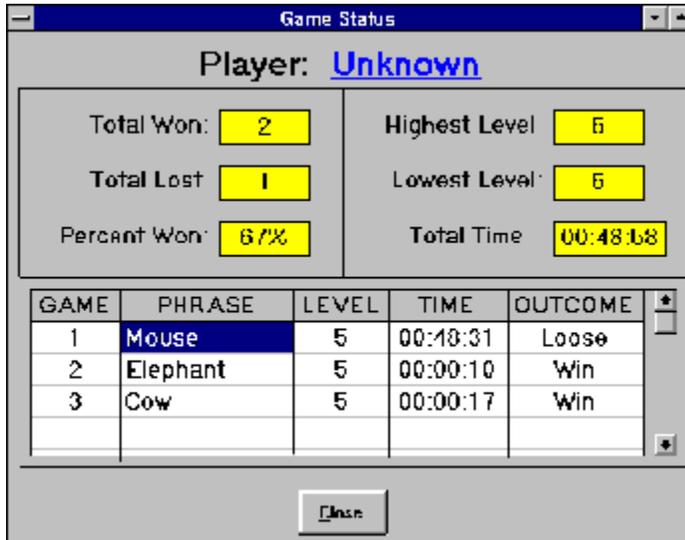
[Change Screen Layout](#)

[Register for Additional Benefits](#)

[Site License](#)

Current Score Menu

Selecting the Current Score option from the player menu will display the form shown below. This shows the current players scoring word phrase by word phrase for the current game.



The screenshot shows a window titled "Game Status" with a blue header bar. Below the header, the text "Player: Unknown" is displayed. The main area is divided into two columns of statistics, each with a yellow background for the values:

- Total Won: 2
- Highest Level: 5
- Total Lost: 1
- Lowest Level: 5
- Percent Won: 67%
- Total Time: 00:48:08

Below the statistics is a table with the following data:

GAME	PHRASE	LEVEL	TIME	OUTCOME	
1	Mouse	5	00:10:31	Loose	+
2	Elephant	5	00:00:10	Win	
3	Cow	5	00:00:17	Win	
					+

At the bottom of the window is a button labeled "Close".

At the end of a game, this information is summarized and averaged with previous scores by the same player. This summarized player data can be viewed from the Overall Score menu option.

Edit Menu

Initially, the form will display the subject file that is currently being used by Sir Hangman. By clicking on the file menu, option on the edit form, you can select another subject file or a new file you wish to create.

The screenshot shows a window titled "Edit Subject Table" with a menu bar containing "File". The window is divided into several sections:

- Word or Phrase:** A text box containing the word "Heredity".
- Suggested Level:** A group of radio buttons for levels Two, Three, Four, Five, Six, Seven, Eight, and Nine. The "Five" option is selected.
- Record Status:** A section containing "Current: 1" and "Total: 50" in blue boxes, and a "Delete it" checkbox.
- Hint:** A text box containing the text: "It is what you inherit from your parents, your grandparents, the color of your hair, skin and eyes."

At the bottom of the window are four buttons: "Exit", "Previous", "Next", and "New".

This form displays the word or phrase (upper left), suggested level (mid left), hint (bottom), and record status (upper right). Scrolling through the subject file can be done by using the "Next" and "Previous" buttons at the bottom or the scroll bar along the side. You can edit any word in the subject file simply by typing over what you wish to change. New words can be added by clicking on the "Add" button and then entering the information. To delete any word click on the check box in record status, when you save the file, those words that are checked will be removed.

Please remember: Any subject file you create will need to be added to the game's subject list before you can use it. You can add it by selecting "Add/Remove Subject" from the main Subject menu.

File Menu

You can start a new word or game or exit the program by selecting "File" from the main menu at the top of the screen.



File	Player
New Word	
New Game	
Exit	

New Word - This menu selection cancels the current word being played and brings up another word. The new word is selected from the current subject and using the Word Selection option from the Options menu.

New Game - This selection cancels the current game and starts a new game. The player's current score is cleared and the overall score is updated.

Exit - This selection ends the game and updates the player's current score.

Keyboard Menu

There are three different styles of keyboards that can be select through the options menu. These are "Bar", "Block", and "Qwerty". A Bar keyboard is a singly line of letters from A to Z. The Block keyboard is a 6 by 5 grid of the letters. In a Qwerty keyboard the letters are arranged like a typical typewriter or computer keyboard.

Bar



Block



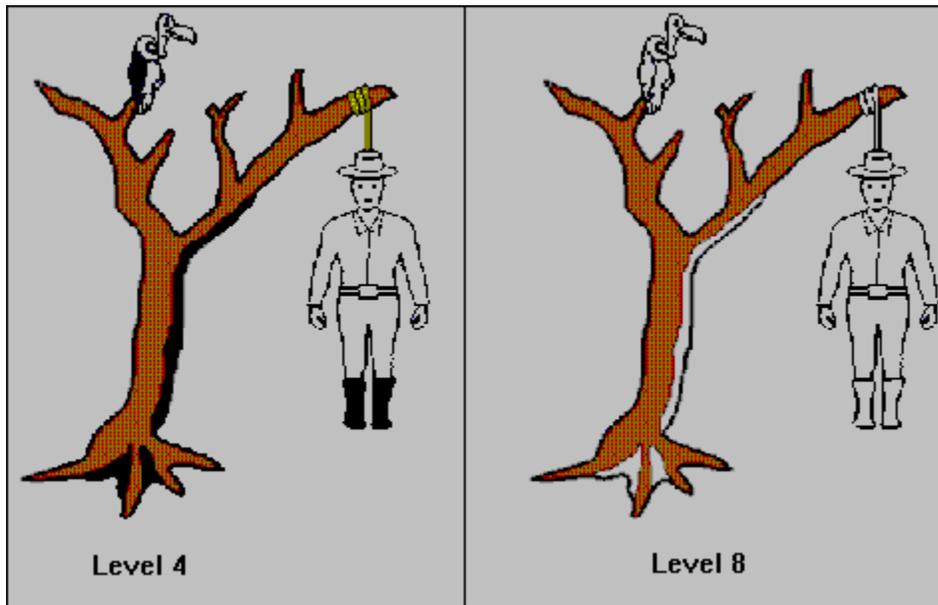
QWERTY



Whatever keyboard you select can be moved to any position on the screen. This allows you to customize the screen layout.

Level Menu

The level selection from the options menu brings up a sub menu with the selections "0" to "9" and "Default". These levels correspond to the number of mistakes you can make in guessing the letters of the word. The level is visually shown by the sections of the man and tree that are initially filled in.



If Default is checked, that means that the game will use the suggested level assigned to each word. These suggested levels can be changed by editing the Subject dictionary. If Default is not checked, then the user sets a level that remains in effect for each word until the user changes it.

Set Game Options

The game can be tailored for your computer and individual playing style. You can set the different game options by selecting the "Options" selection from the main menu at the top of the screen.

Options	Help
<u>L</u> evel ▶	
<u>S</u> ound ▶	
<u>S</u> ound Files	
<u>W</u> ord Selection ▶	
✓ <u>B</u> utterfly	
✓ <u>H</u> int	
<u>K</u> eyboard ▶	
<u>S</u> ave Options	

Level - This menu brings up a sub menu to select the level in use by the game.

Sound - The game has three different sound modes, "None", "PC Speaker", and "Windows MIDI". The Windows MIDI , .

Sound Files - If the computer is set up with a sound card, this menu selection will allow the user to select the "Wav" files for sound effects

Word Selection There are two modes for word selection "Random" and "Sequential". In random mode Sir Hangman will select words from the subject data file in a random order. In sequential mode the game will select the words one after the other.

Butterfly - Checking this option will display animated butterflies on the screen.

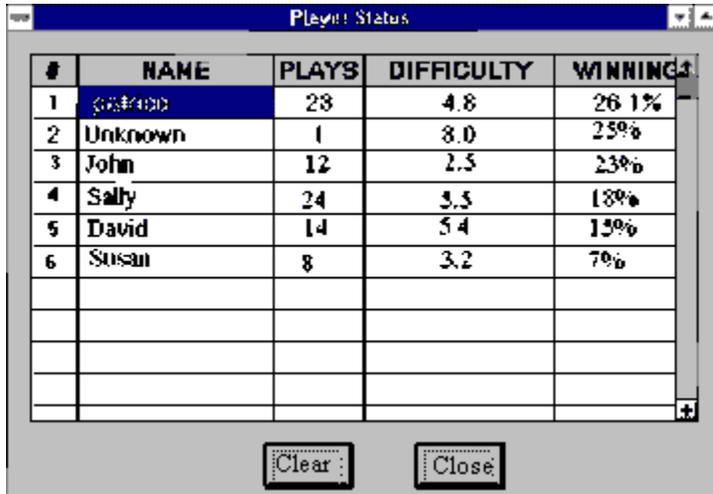
Hint - Checking this option will display a hint for each word or phrase. The hint is shown in a balloon dialog by the condemned man's head.

Keyboard - This option selects the type of keyboard displayed on the screen.

Save Options - Selecting this option will allow any changes you make to remain in effect for future games.

Overall Score Menu

Selecting the Overall Score option from the player menu will display the form shown below. This shows the number of words each player has tried (Plays), the average level for the words (Difficulty), and the percentage that they have won.



#	NAME	PLAYS	DIFFICULTY	WINNING%
1	Unknown	28	4.8	26.1%
2	Unknown	1	8.0	25%
3	John	12	2.5	23%
4	Sally	24	3.5	18%
5	David	14	5.4	15%
6	Susan	8	3.2	7%

Clear Close

The players are listed in order by percentage won. This ranking does not take into account the difficulty of the subjects they used or whether they displayed a hint while solving them. By selecting the clear button at the bottom of the form, you can remove all players and their scores from the game.

Player Menu

You can select different player features by selecting the "Player" selection from the main menu at the top of the screen. This sub-menu gives you three choices to select from.

Player	Subject
<u>C</u> urrent Score	
<u>O</u> verall Score	
<u>S</u> elect Player	

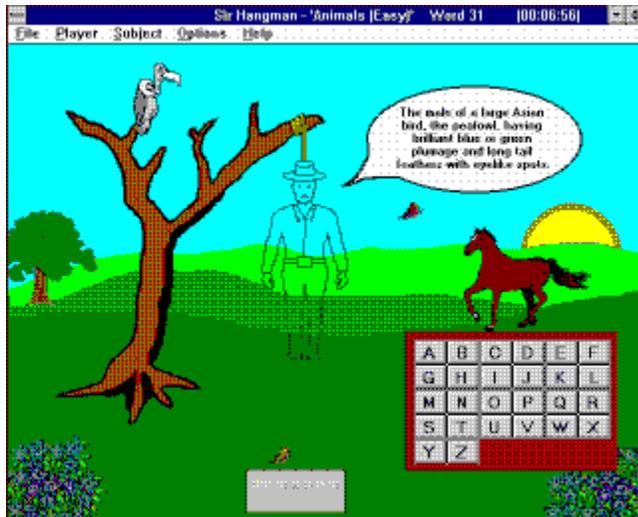
Current Score - Displays the score of the player for the current game.

Overall Score - Displays the scores of all players of the game.

Select Player - Allows you to select your name from the list of existing players or add it.

Playing the Game

The objective of the game is to enter all the letters of the condemned man's name. Each time a wrong letter is entered another piece of him is filled in. To assist you in finding out his name he will give you a hint (if you want). His name and the hint come from a subject file that you can create yourself or use one ready made. The main screen is shown below. The hint is displayed in a balloon bubble beside his head. The number of letters in his name are shown at his feet and the keyboard is in the bottom right of the screen. The main screen has the following five sub-menus:



File - This menu selection allows you to select a new game, new word or exit the game.

Player - This menu selection allows you to display scoring information and switch to a different player.

Subject - This allows you to select subjects, add and remove subjects from the game, as well as creating new subject files.

Options - This allows you to change playing level, sound, sound files, word selection and displaying of butterflies, hints, and the keyboard.

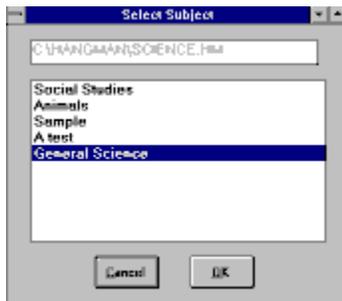
Register for Additional Benefits

Sir Hangman 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. If you find this program useful and continue to use Sir Hangman after a reasonable trial period (30 days), you must register the program. This registration will give you the legal right to continue to use "Sir Hangman". In addition to that, all registered users of Sir Hangman are entitled to **180 days of technical support**, the **latest registered version** of the program (personalized and without a reminder screen), **12 different subject** data files with over 1000 words and phrases, and a printed **users manual**. You may register either by telephone using your credit card or by mail using a check or money order. Additional information and the registration form is available by selecting registration under the help menu option from the programs main menu.

See also - Site License

Select Menu

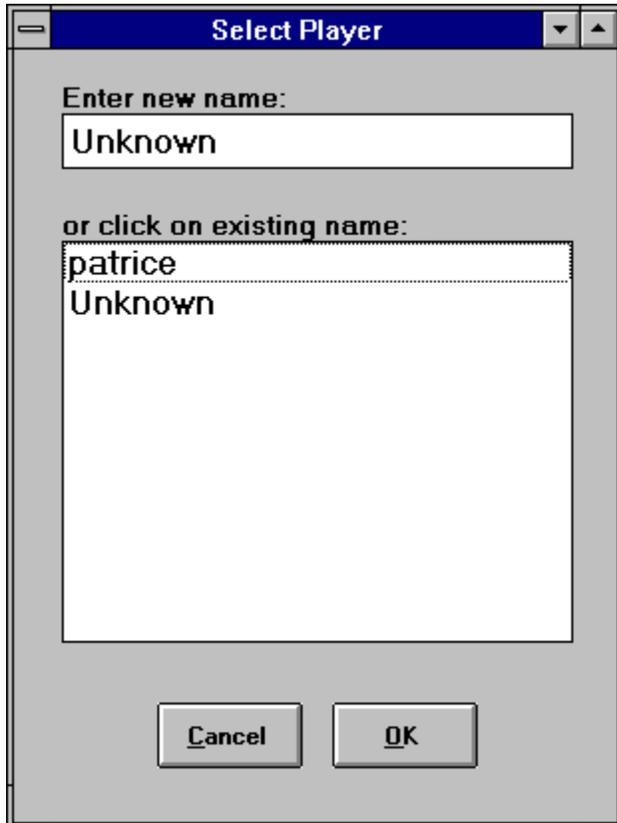
Selecting the Select option from the Subject menu displays the form shown below. This form displays a box of all subjects listed with the Sir Hangman. To select a subject highlight it by clicking on it with the mouse and then click on OK. At the top of the form the subject file for the currently highlighted subject is displayed.



To add or remove subjects from this list, select the Add/Remove option from the subject menu. If you wish to create a new subject for this list select the Edit option from the subject menu to create a new subject file, then use the Add/Remove option to add it to the list.

Select Player Menu

Selecting the Select Player option from the [player menu](#) will display the form shown below. This form is also displayed the first time you start the game.



The image shows a standard Windows-style dialog box titled "Select Player". At the top, there is a blue title bar with the text "Select Player" and standard window control buttons. Below the title bar, the dialog has a light gray background. It features a text input field with the label "Enter new name:" and the text "Unknown" inside. Below this is a list box with the label "or click on existing name:". The list box contains two entries: "patrice" and "Unknown". At the bottom of the dialog, there are two buttons: "Cancel" and "OK".

A list of all current players is displayed in the box at the bottom of the form. To select a player's name click on it using the right mouse button. The selected player will be displayed at the top of the form in the "Enter new name box". To enter a new player click on the "Enter new name" box at the top of the screen, then type in the new name. This name will be added to the list of players shown. When you are finished click the OK button.

See also - [Current Player Score](#) and [Overall Score](#)

Site License

Ssorg software provides two types of site licenses for Sir Hangman.

Unlimited - This license allows you to place Sir Hangman on an unlimited number of PCs at a single location.(single location refers to the same building). You would receive 180 days of support, and a single copy of Sir Hangman but would be allowed to duplicate it as needed for use at that single site. (Fee \$100 + SH)

Members - This license is intended for schools and non-profit organizations that wish to distribute Sir Hangman to their students/members. It allows for distribution of the registered software (with limited support) to all students/members for one low fee. The cost is very reasonable (\$200 and up), and is determined based on the size of the organization and profit/nonprofit status..

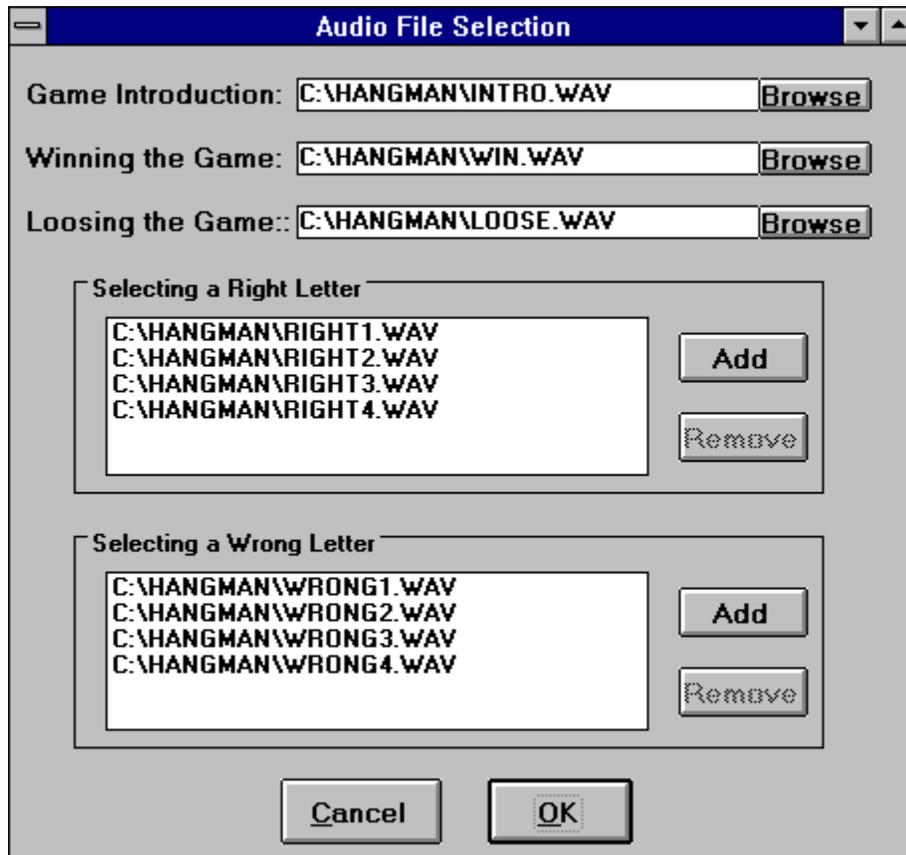
Upon request and for a cost special customization of the program is available. This includes subject files, personalized logos, and introductory splash screens.

For further information and specific pricing contact:

Ssorg Software
P.O. Box 621331
Orlando, FL 32862

Sound Files Menu

If you have selected "Windows MIDI" from the [Sound option](#), the "Sound Files Menu" will allow you to select the sound files (Wav files) you want the game to use. A screen will be displayed like the one below which will allow you to select the sound file used for each game event. Clicking on the three dot button to the right of each filename will bring up the standard windows file selection screen to select those files.



The "Selecting a Right Letter" and "Selecting a Wrong Letter" are list of files. Any "wav" files listed here will be randomly selected for playing every time a letter is selected. If only one wav file is listed, that file will be played every time a correct or incorrect letter is selected.

Note -Most PCs with sound cards have the option of recording your own sound files. If you decide to record your own sound files for Sir Hangman, make sure they are stored as Wav files and Sir Hangman will not have a problem playing them.

Subject Menu

Subjects are the game's term for a related group of words (or phrases) and the hints for them. The fully registered version of the program comes with over 1000 words and hints covering topics ranging from language to jokes and sports. You can select, edit, add, and remove subjects by selecting "Subject" from the main menu at the top of the screen.

<u>S</u> ubject	<u>O</u> ption
	<u>S</u> elect
	<u>A</u> dd/ <u>R</u> emove
	<u>E</u> dit

Select - Picking the "Select" option under the Subject menu will bring up a list of all subject descriptions listed in the game. You can select any of these subjects to play.

Add/Remove - Selecting the "Add/Remove" option from the subject menu brings up a form with a list of all subject descriptions, filename and title. You can add new subjects to this list or remove old ones.

Edit - Selecting the "Edit" option from the subject menu brings up a form for editing and creating subject files. Once you have created a new subject file, it can add it to the game list through the Add/Remove option.

What is Sir Hangman?

Sir Hangman is a unique version of the traditional hangman game. The story line for this game is that each word (or phrase) is actually the name of a condemned man. You, as the player, must spell out his name for the pardon. For each mistake you make another piece of him is filled in.



You (the player) have a number of options that you can set while playing the game. This includes selecting which subject file the words and phrases are coming from, how they are selected, how many mistakes you are allowed to make, whether you would like a hint displayed, what sound effects/audio files to play, and the position and type of keyboard. In addition, you can create your own subject files of your favorite hobbies, stories, etc.

See Also - [Playing the Game](#)

