

A2Z Hangman

This is a version of the classic Hangman game which is designed to help grade school age children improve their vocabulary and spelling. It was designed with young children in mind. It is appropriate for use in a classroom or at home. With this version you can:

- Use the word list of approximately 500 words included with A2Z Hangman (WORDS.DAT)
- Create your own word list
- Include definitions to improve vocabulary
- Transfer words and definitions from one word list to another
- Play the game using the mouse or keyboard

The object of Hangman is to guess all of the letters in a word before the Hangman is drawn. If the letter which is guessed is in the word it is shown. If the letter is not in the word, another line is drawn on the Hangman.

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Game Menu

Use this menu to create a new word list, select an existing word list, enable or disable hints, specify when hints are shown, enable or disable keyboard input, or exit.

Create New Word List

Select Word List

Hints

Keyboard Enabled

Edit Menu

Use this menu edit a word list or transfer words from one word list to another.

Edit Word List

Transfer Words

Create New Word List

Select Create New Word List from the file menu to create a new word list. A dialog window will open with two options. If the Create by entering words option is selected, the Word List Editor will be opened. If the Create by transferring words option is selected, the Word Transfer Window will be opened.

Edit Word List
Transfer Words

Restart Game

Starts playing Hangman. This menu item is disabled if there is not a word list loaded. Load a word list using the Select Word List option in the Game menu.

Select Word List

Selects and loads a word list file. WORDS.DAT, a list of approximately 500 words, is provided with the A2Z Hangman software. You can also create your own word lists using the Edit Word List option in the Edit Menu.

Edit Word List

Opens the [Word List Editor](#). The Word List Editor allows you to add, edit and delete words in a word list file. This allows students to use A2Z Hangman to learn the vocabulary and spelling words assigned to them by their teacher, not just the words which come with A2Z Hangmans WORDS.DAT.

Word List Editor

The Word List Editor allows you to add, edit, and delete words in a word list file. Use the Open command in the File menu to select the word list file to edit. You can edit an existing file or create a new file using this command. The name of the word list file which is open is located at the top left side of the window.

Definitions are optional, but recommended. For compatability with A2ZWares Word Puzzler software, words of any length can be entered, but words which are longer than 20 characters will not be used by A2Z Hangman. Definitions can also be any length, but very long definitions (approximately 200 characters or more) might be truncated when they are displayed.

Adding a word:

Select the Add button. Type the word in the box labeled Word. Type a definition for the word in the box labeled Definition. (See Definitions for hints about adding definitions.) Click the OK button to add the word to the word list file or click the Cancel button to cancel the operation.

Editing a word or definition:

Select a word from the list box or type it in the box at the top of the list box. Select the Edit button. Edit the word or definition. (See Definitions for hints about editing definitions.) Click the OK button to update the selection in the word list file or click the Cancel button to cancel the operation.

Deleting a word:

Select a word from the list box or type it in the box at the top of the list box. Select the Delete button to delete the word from the word list file.

Definitions

Entering definitions with words in the word list files is optional, but recommended. Definitions are displayed when all of the letters in a word have been selected or when the Hangman has been drawn. This helps the student learn the meanings of the words.

In addition, the definitions are used by the Hint feature, if hints are enabled. The Hint feature searches the definition for the game word and replaces it with blank spaces. It shows this as the hint. If you plan to use the Hint feature, consider how you write your definitions:

Examples of definitions which work:

Word: five	Definition: I have five toes on each foot.
results in	Hint: I have ____ toes on each foot.

Word: tree	Definition: Trees are large plants with trunks and many leaves.
results in	Hint: ____s are large plants with trunks and many leaves.

Word: house	Definition: a building in which a family lives
results in	Hint: a building in which a family lives

Example of a definition which doesn't work:

Word: berry	Definition: Berries are small, juicy fruits.
results in	Hint: Berries are small, juicy fruits.

Since the plural form is berries (rather than berrys) the Hint feature can't find the word berry and replace it with spaces.

Transfer Words

Opens the Word Transfer Window. The Word Transfer Window allows you to transfer words and their definitions from one word list file to another.

This option is especially useful to educators who use the same lists of vocabulary and spelling words from year to year. During the first year, add words to the master list every week. In following years, all you need to do is transfer that weeks words from the master list (e.g. MASTER.DAT) to a weekly list (e.g. WEEKLY.DAT). You can create a separate word list file for each weeks words if you prefer, but this results in a larger number of files to manage.

Word Transfer Window:

Using the options in the File menu, select a source word list file and a destination word list file. The source file must be an existing file. The destination file may be an existing file or a new file. The words in the source file appear in the list on the left. The words in the destination file appear in the list on the right.

To transfer a word and definition from the source file to the destination file, select the word in the list on the left. Then select the Add button. The word will appear on the list on the right.

To delete words from the destination file, select the word in the list on the right. Select the Delete button. The word is deleted from the destination file list box.

Choosing A Letter

Guess a letter in the game word by pointing to a letter and clicking on it once. If the letter is in the game word, it will appear in the game word. Otherwise, a line will be drawn on the Hangman.

Letters which are available for selection are black. Letters which have already been selected are gray (disabled). All of the letters are disabled until a word list is loaded.

If hints are enabled, the Hint button will appear as specified by the When Shown command on the Hints submenu.

Game Word

Each line in the game word box represents a letter in the game word. When a letter is selected, if it is in the game word it will appear in the correct position in the game word box.

Hangman Drawing

The Hangman is drawn in the Hangman box. Every time a letter is selected which is not in the game word another line will be drawn in the Hangman box. It takes ten lines (or wrong letter guesses) to completely draw the Hangman.

Hints

Select Hints from the Game Menu to view the Hints submenu.

Select Enable Hints from the Hints submenu to enable the Hint button. Select it again to disable the Hint Button.

The Hint Button will be shown when the number of guesses specified by the When Shown option on the Hints submenu remain. For example if the number for this option is 1 and Enable Hints is checked, the Hint Button will be shown when the player has one guess remaining. The player can click the Hint button to get a definition of the game word. This feature is especially useful for very young players who are having a hard time guessing the words.

A change made in the When Shown option might be delayed until the next word is loaded.

Keyboard Input

Select Enable Keyboard from the Game Menu to enable using the keyboard to play the game. Select it again to disable using the keyboard

Registration

To register A2Z Hangman, select How to Register from the Help Menu Read the license descriptions carefully to determine the type and quantity of licenses you need. Select OK to start the register program. It will guide you through the payment process.

A2ZWare uses a payment processing service called Kagi. Payments will be sent to Kagi and Kagi will notify A2ZWare when the payments have been processed. **Questions about the status of your payment should be directed to Kagi at admin@kagi.com, not to A2ZWare.**

After your payment is received, you will receive a registration code from A2ZWare. Enter this code by selecting Enter Registration Code from the Help menu. After your registration code is entered you will not be interrupted by shareware reminders anymore.

License Agreement

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You should carefully read the following terms and conditions before using this software. This is your license agreement unless you have a different written license agreement authorized by A2ZWare. Your use of this software indicates your acceptance of this license agreement and warranty. Licenses are not transferable.

Unregistered Version

You may use A2Z Hangman free of charge for 30 days. After that you must register by purchasing a license.

Registered Versions

For a single-user license, a single copy of A2Z Hangman may be used on one computer.

A school license registers all of the computers on school property at one school. All teachers employed by the school are also licensed to use the software on their home computers for as long as they are employed by the school. Single departments at UNIVERSITIES and COLLEGES should purchase a school license. COMPANIES using the software on multiple computers at a single site should also purchase a school license.

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You may access the registered version of A2Z Hangman through a network, provided that you have obtained individual licenses for the software covering all computers that will access the software through the network. For instance, if 3 different computers will access A2Z Hangman on the network, each computer must have its own A2Z Hangman license, regardless of whether they use A2Z Hangman at different times or concurrently. For use on four or more computers at one location purchase a school license rather than four or more single computer licenses.

Disclaimer of Warranty

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A2Z Hangman has been tested extensively. However it is not possible to test every possible situation. The user assumes the entire risk of using A2Z Hangman. ANY LIABILITY OF THE SELLER WILL BE LIMITED EXCLUSIVELY TO PRODUCT REPLACEMENT OR REFUND OF PURCHASE PRICE.

Technical Support

Please contact A2ZWare Technical Support if you are having any technical problems with the software. **Please do not contact A2ZWare for information about your registration payments. A2ZWare does not process payments. Contact Kagi at admin@kagi.com for questions concerning your payment.**

When contacting Technical support, please include the following information:

1. A complete description of the problem. Include the exact text of any error messages which you are receiving.
2. Your registration name if registered (Registered to Registration Name at the top of the screen)
3. The version number of the software. (Select About Hangman from the Help menu)
4. Your Windows version (Windows 3.1, Windows 95, etc.)
5. Your processor type if you know it (486, Pentium, etc.)
6. Any other information which might be important

A2ZWare Technical Support can be contacted in these ways

1. Send e-mail to a2zware@aol.com.
2. Visit our web site at <http://members.aol.com/a2zware/index.htm>

