

# Ouija for Windows

V2.21

Ouija for Windows (c) 1993 Scott Gifford.

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## Introduction

Ouija boards are different things to different people. To some, they are simply games, fun to play with, but with no serious value; to others, they are a device for contacting spirits; to still others, they are an instrument of the devil. This board is no different. If you view it as a toy, then enjoy yourself. If you view it as evil, expect nothing good to come of it. And if you seriously attempt to contact spirits with it, then just maybe you will.

It may seem unlikely that anything from the spirit world can be contacted by a computer. The ouija board is a special tool, with magical powers, right? Well, maybe and maybe not. A ouija board will not work without hands touching the planchette, except in B horror movies, so it seems to me that maybe it's the people touching it that make the board work, that the spirit "speaks" through them, then they echo its words on the ouija board. If that is the case, there's no reason a spirit couldn't cause your hands to move a mouse rather than an actual planchette.

With all that in mind, why not give it a try? Get a friend, dim the lights, and ouija in the flickering light of the monitor.

## Instructions

A ouija board is a device with which, it is said, spirits can be contacted. They "speak" by moving the planchette to letters which spell out their responses to questions.

To use a normal ouija board, two people put two fingers apiece on the planchette. In Ouija for Windows, you use the mouse instead. Outloud, ask the spirit a question (you can also type this in in the box marked ?). If you have contacted a spirit, it should slowly move the planchette/mouse towards some letter. When it seems to have settled on a choice, click on the left mouse button and it will record the letter for you in the \* box. It should continue to move from letter to letter until it has spelled out something resembling a word. When it stops moving, try to figure out what it might have meant (see Interpretation). If you have some idea, type it in the ≥ box. To copy the literal answer into the \* box, click on the \*-> button. You can also type in the question at this time.

When the question has been answered, go to the NEXT button, and the question, answer, and interpretation will be recorded in the transcript.

If you accidentally bump the left button, you can erase the last letter from the \* box by pressing the UNDO button. Also, to get around easier when not communicating with the spirit, you can drop the planchette.

Note that, unless you have had some experience with a ouija board, you will probably not succeed on your first few tries. Spirits can be nervous around unfamiliar faces.

## Menus

### File

see transcript--Allows you to view the current transcript  
new--Starts a new, blank transcript  
save--Saves the current transcript  
save as--Saves the current transcript with a new name  
open--Opens an old transcript  
exit--Leaves Ouija for Windows

### Fonts

Allows you to choose a font for the letters on the board

### Help

Contents--Gets you to here  
Register--Allows you to register your copy of Ouija for Windows. Please do.  
about--Tells you my name and the version number

## Boxes

? --the Question box

\* --the Answer box

≧ --the Interpretation box

## **Menus & Controls**

Menus

Controls

## Controls

### Buttons

undo --Undoes last letter  
next --Move on to the next question  
see--Allows you to view the current transcript  
\*-> --Copy answer box to interpretation box

### Boxes

see Boxes

### Mouse

left button--Adds a letter to the answer box  
right button-- Drop the Planchette

## Question suggestions

The possibilities for questions range from the simple "Anybody there" to "Who will I marry" to the movie favorite "When will I die?" "Anybody there," or something to that effect, is a good start. If the spirit moves to Yes, you can go on to ask it its name, where it used to live, or questions about your future. If it moves to No, you either have a spirit with a sense of humor or a friend who is pushing.

Basically, any question is fair game. Be careful, though, not to offend the spirit, or it may leave (see Goodbye ). Good questions, at least questions the spirit is likely to answer, include questions about its past, about your future, about other people, and about life after death.



## **the ? box**

The ? box, or Question box, is where you can type in your question for the spirit. This question will be recorded in the transcript. If you plan to ignore the transcript, you can leave this box blank and simply ask the question out loud.

The ? box can be activated by pressing CTRL-/ (which is CTRL-? without the shift).

## **the \* box**

The \* box, or Answer box, is where the spirits answer appears, exactly as it said it. If you want to edit the answer, use the  $\cong$  box.

## **the > box**

The > box, or Interpretation box, is where you can type what you think the spirit meant by its answer. To copy the \* box into this box, use the \*-> button, or press CTRL and - (the minus key) at the same time.

To activate this box, you can press CTRL and . (the period key) at the same time (CTRL-> without the shift).

## Interpreting answers

The types of answers ouija boards tend to give are a bit cryptic. For instance, to say, "I went to France" the spirit may spell out "IWNT2FRNS." With experience, you should be able to pick out the words within an answer, but until then here are a few tips.

**Leaving out vowels:** Vowels will often be skipped over, except where their sound is important to the word. A good way to interpret such a word is trying to sound out the letters that are there.

**Talking in rebus:** Also, if a letter or number sounds like a whole word (such as C for "See" or 2 for "To") it may be substituted for it. An example: "2BRNo2B" for "To be or not to be." Again, sounding it out is a good way to figure out what it is supposed to mean.

**Cut off answers:** If, while a spirit is spelling out a word you say it, instead of finishing it it can just go to Yes. If that is the case, it simply means whatever you just said.

## Typing in your interpretation

To type in your interpretation, click inside the ≥ box and simply type it in. If you want to use all or part of the literal answer (the \* box), click on the \*-> button. See also Dropping the Planchette .

## Transcripts

Throughout your session, Ouija for Windows keeps a record of all the questions you have asked and the answers that have been given. These transcripts can be loaded and saved just like documents for other programs.

The three boxes at the bottom of the screen, labeled ?, \*, and ≥, are all recorded in your transcript whenever you go to the NEXT button. Note that questions still on the bottom of the screen are not yet part of the transcript, and will not be saved. To make sure you have all the questions recorded, always make sure all three boxes are empty before saving your transcript.

Transcripts cannot be copied from or pasted to, but a text editor such as the Windows Notepad can be used to view and edit them. Make sure, however, to save transcripts edited outside of Ouija for Windows with a different name, or else Ouija will not be able to read them back in.

If you want to record a very long session, more than about 30 questions, you may want to break it up into several smaller sessions, because each transcript can only be 2500 characters long.

## **the \*-> button**

The \*-> button is the copy button. It copies whatever is in the  $*$  box into the  $\geq$  box, where it can be edited.

A shortcut for this key is CTRL and - (the minus key).

## **the NEXT button**

The NEXT button moves on to the next question in the transcript . This involves two steps: Saving the last question, answer, and interpretation ( ? , \* , and ≥ , respectively) and clearing out these same boxes for the next question.

Note that a question is not saved until you press the NEXT button.

A shortcut for this button is CTRL-N.

## **the UNDO button**

The UNDO button is for when you accidentally bump the mouse button, and record a letter which was not meant to be an answer as part of one. It erases the last letter, number, or word (such as Yes or No) from the   \* box.

A shortcut for this key is CTRL-U.



## **Dropping the Planchette**

If you press the right mouse button, the planchette will stop following the cursor around until you press it again. This is convenient for using the controls on the lower half of the screen and for menu selections.

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Ouija for Windows is distributed as ShareWare. You are licensed to use it for 30 days, or until you register. After those 30 days, you cannot legally use it until you register. Registering also allows you to set default options (such as font and where to save transcripts) so you don't have to wade through the menus every time you use it. To register, please send \$5.00 to:

Scott Gifford  
1014 Drury Lane  
Flushing, MI 48433

CompuServe members can register at the Software Registration Database (GO SWREG). Simply follow the instructions on the screen and type in **677** as the registration ID. You will receive a registration code within a week, and your CompuServe account will automatically be billed.

You are also licensed (in fact, encouraged) to upload this program to other BBS systems, as long as you include all the files which came with it, unchanged. It is recommended you use the same ZIPped file that you downloaded.

**Thank You for trying Ouija for Windows!**

*Scott Gifford.*

## **About the Author**

You can contact me, Scott Gifford, electronically at the following addresses:

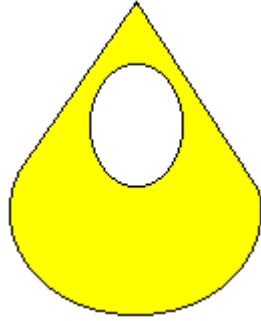
CompuServe: 71234,1147  
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## **Glossary**

Planchette  
Ouija Board



**Planchette**

The device that points out the letters on the Ouija board. In [Ouija for Windows](#) , it looks like the picture at the right.

**Ouija Board** (pronounced /WEE-jee board/) A board with all the letters and numbers, along with the words Yes, No, and Good-bye , printed on it. With it, it is said you can contact spirits. The spirits communicate by moving the Planchette on top of letters which spell out words.

If the Planchette moves to Good-Bye and stays, it means the spirit has left.

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Ouija for Windows (c) 1993 Scott Gifford.

To the best of my knowledge, this program works as described in this help file. Nonetheless, it is distributed as is, without warranty of any kind. In no event shall Scott Gifford be held responsible for any loss, damage, or other types of problems caused by using winzee.

This program is distributed as ShareWare, which means that if you continue using the product after a trial period, in this case 30 days, you are required to register it.