

BALLOONS PHRASE GAME



Version 3.0

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General Rules

General Rules:

Balloons is played much like the old fashioned pencil and paper game of Hangman. A word or phrase is created, spaces are left blank, and the player attempts to solve what the word or phrase is by selecting letters. Once the player selects a letter by clicking the corresponding letter button or pressing the keyboard key, all occurrences of that letter within the phrase are then displayed. Once a letter is selected, it remains inactive through the rest of the play. If the letter does not appear anywhere in the phrase, then a balloon pops. The object of the game is to fill in the blanks without popping all the balloons.

"So... What makes this any different from Hangman?"

Glad you asked!

Stereo sounds and a 3D interface makes this game a much more entertaining than the old pencil could ever get! Balloons allows you to play in two modes. With someone else in Two Player Mode, or you can play using lists randomly selected from catalogs by the computer in One Player Mode. These catalogs can be selected each turn, and you can setup your own catalogs. Each of these catalogs contains 6 categories. Each of these categories can hold as many phrases as you like.

Also see:

[Help Contents](#)

[Menus and Button Bar](#)

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One Player Mode

If you would like to play a one player game, then make sure that the **1 Player** option is selected. Press the **New Game** button. This will bring up a category window. Select the catalog file you want to play, then select the category you wish to play. Click the **OK** button. The screen will set up with a randomly selected word or phrase with all punctuation already displayed. Play as described in the general rules of play.

Two Player Mode

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Two Player Mode

If you would like to play a two player game, then make sure that the **2 Players.** option is selected. Start a new game. This will bring up a phrase and category window. This would be a good time for one player to close his eyes while the other player enters a phrase up to 25 characters (including spaces), Select the category you wish to play and click the **OK** button. The phrase window will clear, and the screen will set up with the word or phrase with all punctuation already displayed. Play as described in the general rules of play.

One Player Mode

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Catalogs, Categories and Lists

A catalog is a file. This file usually has a cryptic DOS file name like "MAINLIST.CAT". In this case, the catalog is "Balloons Main List". Each of these catalogs has 6 lists. These lists have a category name. These category lists should have phrases in them which relate to the category. Hopefully, the whole file will be related.

To setup a new catalog:

- 1: Click the **Edit Lists** button (or select **Word Lists** from the **Options** Menu)
- 2: Click the **Catalogs** button
- 3: Enter the catalog name in the top text box (Can be up to 25 characters)
- 4: Enter the category names in the next 6 text boxes (up to 25 characters each)
- 5: Enter the DOS file name. Be sure to keep this name to 8 characters, then ".CAT"
- 6: Select the **OK** button

To change a category or catalog name:

- 1: Click the **Edit Lists** button (or select **Word Lists** from the **Options** Menu)
- 2: Click the **Catalogs** button
- 3: Click the filename you would like to edit
- 4: Enter the corrected information in the appropriate text box.
- 5: Select the **OK** button

To add to a category's list:

- 1: Click the **Edit Lists** button (or select **Word Lists** from the **Options** Menu)
- 2: Click the file name of the catalog that you want to change
- 3: Click the category field you wish to change
- 4: Click the text entry box.
- 5: Enter the phrase you want added.
- 6: Click the **Add** button.

To edit a phrase:

- 1: Click the **Edit Lists** button (or select **Word Lists** from the **Options** Menu)
- 2: Click the file name of the catalog that you want to change
- 3: Find the phrase you would like to change in the list box, and click it. the phrase will be displayed in the Text Entry box.
- 4: Edit the phrase in the Text Entry box.
- 5: Click the **Update** button.

To delete a phrase:

- 1: Click the **Edit Lists** button (or select **Word Lists** from the **Options** Menu)
- 2: Click the file name of the catalog that you want to change
- 3: Find the phrase you would like to change in the list box, and click it. the

phrase will be displayed in the Text Entry box.
4: Click the **Delete** button.

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Registration

[Balloons Phrase Game](#) is being distributed under the shareware distribution process. This process allows independent software developers to create and distribute software with very little overhead, and the savings are passed on to the consumer. You don't pay for packaging, that you will toss in the trash.

This game costs only \$4.00 for a registration key, and a registration form is included with this software. The registration key can be sent by E-Mail for fastest service, or through the US Mail. If a printed license is required, please ask to be registered by US Mail. The key is all that is required to eliminate the "nagware", and to grant access to the sound setup feature. If you do not need the disk, save yourself the money and register by E-Mail, or US Mail.

To order the game on diskette, the cost is \$7.00. This includes \$4.00 for the game and an additional \$3.00 for postage, packaging, and the cost of the diskette. Please specify the disk size on the registration form.

Contact the author for bulk rates if needed.

Select from the menu:

Help

Registration

Registration Form

Print this form out, fill in the needed information, and mail to the address printed on the form. In the event that you do not have a printer, a letter with all the needed information on it will suffice.

Send a check or money order (never send cash in the mail) to:

Steven T. Fricke
807 Sandalwood Lane
Arlington, TX 76017-6051

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Menus and Icon Bar

The Icons, in order from left to right, are:

- 1: Next Phrase:** Select this to start a new game.
- 2: Setup Timer:** Select this to change the type of timer used in the game.
- 3: Change Sounds:** Select this to change which sound files are used in the game.
- 4: Change Pictures:** Select this to modify the lists, catlogs and categories
- 5: Edit Lists:** Select this to modify the lists, catlogs and categories
- 6: Players:** Select this to modify the player names and view high scores.
- 7: Save Setup:** Select this to save the present options and button bar setup as the default.
- 8: Exit:** Select this to end the game

The five selection spaces: active if they have a mark next to them.

Menus

Game

- Next Phrase:** Select this to start a new game.
- Players:** Select this to change or setup player names.
- Scores:** Select this to view high scores.
- Exit:** Select this to end the game.

Options

- Change Sounds:** Select this to change which sound files are used in the game.
- Change Pictures:** Select this to change which picture files are used in the game.
- Setup Timer:** Select this to change the type of timer used in the game.
- Word Lists:** Select this to modify the lists, catlogs and categories
- Keep Score:** This will toggle score tracking on and off.
- 2 Players:** This will toggle the two player mode on and off.
- Sound On:** This will toggle the sound use on and off.
- Timer On:** Select this to toggle the timer on and off.
- Save Setup:** Select this to save the present options and button bar setup as the default.
- Show Buttons:** This toggle the icon bar on and off.

Help

- Index:** Starts this help program.
- General Rules:** Help with the rules.
- Registration:** Registration options.
- Enter Key:** Enter your registration number.
- Registration Form:** View and/or print a registration form.
- Using Help:** Help on using the Windows Help sytem.
- About:** Version, author and registration information.

Sound

The use of sound in the game is one of the elements which separates Balloons from most other Hangman style game. Sound use requires a sound card or a speaker driver. To setup sound use, select the **Game**, then **Setup Sound** menu. select whether you would like the sound on or off.

Note: The ability to change the associated sound files used is a feature for registered users only. Sound may be used in this game by unregistered users, but the defaulted sounds will be used. Follow registration information accompanying this program to gain full access. Please note that this is the ONLY disabled feature of this program. Other than the ability to modify the sound files, this game is fully functional.

Setup Sound

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Timed Games

There are essentially three types of timed games. Any of them may be selected before or during the game. The timer is turned on and off by selecting timer on option on the menu bar or by toggling on the **Timer On** function under the **Games** menu, Once turned on, a timer bar will appear between the balloons boxes and the phrase boxes. The timer will not begin counting down until a letter is selected. Once a letter is selected, then the dark color will move from right to left. Once the dark color is completely gone, the time has run out and the round of play will end. The three types of timed games are:

- 1: COMPLETING THE PHRASE; The timer will tick down until the phrase is completed correctly. A long play time is recommended.
- 2: SELECTING A CORRECT LETTER; The timer will tick down until a correct letter is selected. A medium play time is recommended.
- 3: SELECTING ANY LETTER; The timer will tick down until any letter is selected. A very short play time is recommended.

These may be changed by selecting the **Setup Timer** button or select **Setup Timer** under the **Games** menu

Setup Sound

To change sounds, select **Setup Sounds** under the **Games** menu, or select the **Setup Sound** Button. This will open a screen for changing the sound files that accompany this game. Once the screen opens, select the sound you would like to change by clicking it (Balloon pop, Letter click, Win game, Lose game) Then using the directory frame and the file frame find the file you would like to associate with that action. You can test the sound by clicking the associated "test" button. When finished, select **OK**.

Note: The ability to change the associated sound files used is a feature for registered users only. Sound may be used in this game by unregistered users, but the defaulted sounds will be used. Follow registration information accompanying this program to gain full access. Please note that this is the **ONLY** disabled feature of this program. Other than the ability to modify the sound files, this game is fully functional.

Helpfile generated by VB HelpWriter.

Product Support

You can reach the author at any of the following places:

US Mail:

Steven T. Fricke
807 Sandalwood Lane
Arlington, TX 76017-6051

INTERNET:

E-Mail: **sfricke@why.net**
America Online E-Mail: **Moodie Blu**
W W W: **<http://www.why.net/home/sfricke>**

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Helpfile generated by VB HelpWriter.

Players

To add players or to view player scores, click the **Players** Icon from the main bar, or from the **Options** menu

This will load the players main screen. From here you can enter new players by typing their name in the player spaces. If a player already exists, then click the drop arrow at the end of the player box, and select the player's name.

This will help the game keep score.

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Helpfile generated by VB HelpWriter.

Changing Pictures

To change the pictures used in this game, click the Change Pictures icon, and a screen will appear with a list box and a group of pictures being used.

Simply select the file you wish to use from the list or click the Default Balloons button for the balloons that are the default balloons.

See also:

[Adding graphic sets](#)

Helpfile generated by VB HelpWriter.

Adding picture sets

If you want to add some of your own pictures, that can be done. Depending on your talents dealing with computer graphics, this could be very simple.

You will need to use a bitmap (BMP) editor. Windows comes with an editor. Depending on your Windows version it will be called Paint or PBrush. This should do just fine, but you may choose to use other programs that may be more sophisticated.

First, you must create a Bitmap image (BMP). The image size **MUST** be 282X244 pixels.

You will need to fill this graphic with 6 pictures each individual graphic must be 94X122 pixels. Paste these into the graphic three on top and three on the bottom. The graphic included with this program MAIN.BMP shows with different colors exactly how to assemble the graphics in the BMP. Each color represents a different graphic.

Save this graphic to your Balloons directory.

If you do create some files, I'd love to see them, and if they fit the style of the game well enough I would love to distribute them with my software giving you full credit where credit is due! Contact me to arrange to send them to me.

Glossary



C

catalog

category

E

E-Mail

Enter Key

P

phrase

Product support

S

shareware

W

WAV file

catalog

A catalog is a group of lists held together in one file.

Each catalog file has 6 categories which should relate to the catalog type.

category

A category is any one of six lists in a catalog. These categories are a general topic which all the phrases in the list have in common.

E-Mail

E-Mail is an electronic letter. If you have a modem, then you can get E-Mail!. All need is a subscription or membership to an online service that can access a computer network called the INTERNET. You will get an E-Mail name, and can send letter to people all over the world without ever using a stamp! Just type and send! To contact the Author of this program by E-Mail, just write an E-Mail letter to: moodieblu@aol.com.

Enter Key

To enter the registration key:

Start the game.

Select Help

Select Registration

Select Enter Key

Enter name in top box

Enter Registration key in the bottom box

Select OK

phrase

A phrase is a word or a group of words which is to be guessed. A phrase is contained within a categorie. A category is contained within a catalog file

Product support

This product will be supported through US Mail at the address listed in the registration form or over E-Mail at Internet address: moodieblu@aol.com

shareware

The Shareware concept is simple! If you like and use the software, then you pay for it. If you don't like or don't use it, then you don't pay!

Shareware is a distribution concept that no industry was bold enough to try until the software revolution.

Support Shareware. It keeps costs low, and lets you make sure you get your money's worth!

WAV file

A WAV file is a sound file with an extension of "WAV" this is a standard MS Windows sound format.

