

## Welcome to Electro-Cute Help!

Click the forward browse button for an introduction to Electro-Cute.



Click the [CONTENTS](#) button to look for specific information.

Click here for an alphabetic[INDEX](#).

## Electro-Info

Electro-Cute is a word-guessing game from StuSoft.

Game play is pretty much like the traditional 'hangman' games: The object of the game is to guess the word represented by the blanks

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You may type your guesses on the keyboard

OR

use your mouse to click the letter buttons.

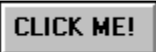


Click the forward browse button



for more about game play.

Click here for info on setting up Electro-Cute.



## General Info++

As you make correct guesses, the letters replace the blanks in the target word.

As you make incorrect guesses, body parts are added to the Electro-Cute Guy.



If you miss too many letters, it's fry-time for our hero! (The number of letters you may miss without Electro-Cution is determined by the skill level setting.)

## Setup

Setting up Electro-Cute is pretty simple. You need to put it on your hard disk--I would suggest a directory something like:

C:\GAMES\ELECTRO

Then, create an icon in Program Manager:

- 1 Click on the group you want Electro-Cute to live in (Games).
- 2 From the File menu, select New.
- 3 When the dialog box comes up, click OK to select Program Item.
- 4 Fill in the box something like this:

<b>Description:</b>	Electro-Cute
<b>Command Line:</b>	electro.exe other.dic
<b>Working Directory:</b>	c:\games\electro
<b>Shortcut Key:</b>	None

- 5 Click OK, and your done!



When you double-click on the Electro-Cute icon, an .INI file will be created (if it doesn't already exist, that is : ).

## **Electro-Contents**

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## Electro-Menus

Electro-Cute has four menus:



Game Menu

Dictionary Menu

Options Menu

Help Menu

You can use your mouse to pull down the menus or you can hold down the <ALT> key and type the underlined letter from the menu name.  
(G - for the Game menu, H - for the Help menu, etc.)

## Game Menu

Next Word F2	
<u>R</u> estart Game	
<u>H</u> igh Scores	
Exit	F12

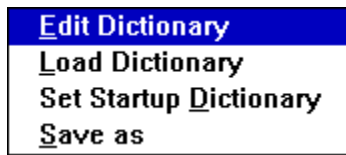
**Next Word** - give up on the current word . . . counts as a miss!

**Restart Game** - start the game over.

**High Scores** - shows the players with the top 5 scores.

**Exit** - ends the game and the program.

## Dictionary Menu



Edit Dictionary

Load Dictionary

Set Startup Dictionary

Save As



## Options Menu

✓ <b>S</b> ound	
✓ <b>G</b> arbage	
<b>S</b> ave <b>O</b> ptions	
<b>W</b> ords per <b>G</b> ame	▶
<b>S</b> kill <b>L</b> evel...	▶

Sound

Garbage

Save Options

Words per Game

Skill Level

## Help Menu

<b>H</b> elp	F1
<u>R</u> egister	
<u>A</u> bout Electro-Cute	

**Help** - that gets you here!

Register - goes away when you register.

**About** - a little about Electro-Cute and StuSoft

## Electro-Dictionary

The dictionary is the list of words with which Electro-Cute challenges you. Electro-Cute provides a built-in Edit Dictionary function which allows you to change the dictionary.

You may create your own dictionaries with any text editor (like Microsoft NotePad).

The Electro-Cute Dictionary is an ASCII text file with some simple limitations:

Each line must contain exactly one word.

All words must have between 3 and 16 letters, inclusive.

The words may only contain the letters from

A to Z and a to z. (Lower case letters will be converted to upper case)

Dictionaries should contain at least 12 words.

A Dictionary's name may be any valid file name, with any extension. (I suggest that you use the extension .dic since that's what Electro-Cute looks for!)

## Load Dictionary

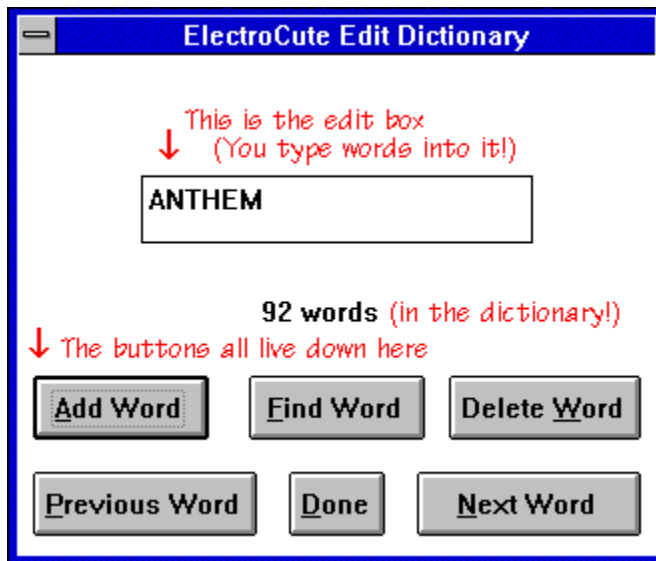
Selecting Load Dictionary from the Dictionary menu allows you to open a new dictionary. The game will restart.

Electro-Cute will attempt to open any file you select, but you should only attempt to open valid Electro-Cute Dictionaries!!

The default dictionary name is: ELECTRO.DIC

You may specify a different startup dictionary in the Properties box in Program Manager.

## Edit Dictionary



Adding words

Deleting words

Finding words

Saving changes

## Adding Words

- 1 Click the ADD WORD button
- 2 Type the word you wish to add in the edit box.
- 3 Click the ADD WORD button  
**OR**  
press <ENTER> on the keyboard

Repeat steps 2 and 3 to add more words

Click the DONE button to end.

## Deleting words

- 1 Use the NEXT WORD and PREVIOUS WORD button to locate the word you wish to delete or type the word you wish to delete into the edit box.
- 2 Click the DELETE WORD button.

Repeat 1 and 2 to delete more words.

Click the DONE button to end.

## Finding Words

To locate a word: type the word into the edit box and click the FIND WORD button

A message will tell you whether or not the word was located.

### **HINT:**

You may use FIND WORD to move through the dictionary--very helpful when using a large dictionary.

To move the words that start with the letter **T**, type a **T** into the edit box and click FIND WORD.

The message will report that the word **T** was not found. Click the NEXT WORD button to see the first **T** word.



## Set Startup Dictionary

Electro-Cute normally starts with the default dictionary: ELECTRO.DIC

You may change the startup dictionary by selecting Set Startup Dictionary from the Dictionary menu.

This adds a line to the file ELECTRO.INI telling Electro-Cute to load the dictionary you specify the next time it runs.

THIS DOES NOT CHANGE THE CURRENT DICTIONARY! For that, you must use Load Dictionary.

A dictionary name may also be specified in the Properties box in Program Manager.

By default, Electro-Cute looks for the a file named ELECTRO.DIC and uses it for the startup dictionary.

There are two ways to override this:

You may specify a dictionary name in the Properties Box in Program Manager.

Select Startup Dictionary from the Dictionary Menu.

NOTES:

In order to use the Set Startup Dictionary command, you MUST NOT have a dictionary name specified in the Properties Box!

If the startup dictionary cannot be found, Electro-Cute attempts to open the default dictionary (ELECTRO.DIC).

## Properties Box

You may select a dictionary for Electro-Cute to use on startup by entering the file name of the dictionary in the Properties Box in program Manager.

EXAMPLE:

To use the dictionary named OTHER.DIC, fill in the Properties Box entry for Command Line as follows:

Command Line:

`electro.exe other.dic`

## **Saving Changes**

The Edit Dictionary function will request that you save the changes to your dictionary after you click the DONE button.

You may choose at any time during the game to save your dictionary. Just choose Save As from the Dictionary menu.

## **Electro-Options**

These options allow you to control how the game plays.

Sound

Garbage

Save Options

Words per game

Skill Level

## Sound

Electro-Cute can play strange sounds on your PC!

If you have a sound card, Electro-Cute will start with sound on (checked) and let you hear the weirdness. To turn sound off, select Sound from the Options menu.

If you don't have a sound card, but use a PC-Speaker driver you will get the sounds with out-of sync animation. Sorry : (.

## Garbage

What the Heck is Garbage???

Well, garbage is the bizarre stuff I dream up after tackling a difficult problem in logic (read as 'bug').

If you're bored and/or creative, you'll find strange and wonderful things!!

Electro-Cute starts with the garbage on (checked). If you have an aversion to silliness, or just wish to turn garbage off, select Garbage from the Options menu. If the check mark is gone, garbage is off.

Garbage comes 'AS IS', with no warranty expressed or implied. StuSoft will accept no responsibility for disappointment over the underwhelming StrangeAndWonderfullness of said product . . . whew!

## **Save Options**

If you wish, you may save the current options at most any time by choosing Save Options from the Options menu.

You don't need to save the options, though: When you quit, Electro-Cute will tell you if the options have changed and let you save the options.

## Words Per Game

<b>10 Words</b>
<b>15 Words</b>
<u>20 Words</u>
25 Words
✓ All the words

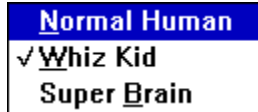
This option lets you select the length of each game. Game lengths are:

- 10 Words
- 15 Words
- 20 Words
- 25 Words
- All the words



## Skill Level

To set the Skill Level, choose one of the three skill level settings from Skill Level in the Options Menu.



The three Skill levels are:

Normal Human ; easiest ; allowed 6 misses before Electro-Cution

Whiz Kid ; pretty hard ; allowed 5 misses

Super Brain ; don't even try it! ; Allowed 4 misses

## **Electro-Controls**

Electro-Cute has a bunch of controls!

Letter Buttons

Help Button

Exit Button

About Button

Menus

## Letter Buttons

The letter buttons let you use the mouse to 'type' words during the game. Just put the pointer on a Letter Button and click.



You may also type your guesses on the keyboard!

## **Help Button**

As the name implies, the Help Button activates Help--you may have used it to get here.

You may also press the F1 key for help, or choose Help from the Help menu.

## **Exit Button**

The exit button terminates the game immediately! If you click this button the game is over!!

This is, the fast way out of Electro-Cute . . . use it only if you're serious!

## About Button

This buttons lets you see a little bit about StuSoft and the people that make this all possible. \*sniff\*

## **Registering Electro-Cute**

You may register by sending \$10.00 US to:

StuSoft  
3337 Lexington Rd.  
Richmond, KY 40475-9145

You will receive a serial number that will register your current copy of Electro-Cute and many more yet to come.

For \$15.00 US I'll send you a disk with the latest, greatest version of Electro-Cute and, if you ask nicely, I'll throw in a StuSoft utility or two.

NOTE: Please send a check or money order and please allow two weeks for delivery (if you order a disk). We regret that we currently are not able to take credit cards.

[Contacting the author](#)

## **Contacting Stu Reedy**

If you have bug reports, comments, questions, opinions, ideas, attitudes or inspirations about Electro-Cute please mail them to me. I'll endeavor to make it worth your while!!

You may reach me at any of the following e-mail addresses:

itcstu@ukcc.uky.edu  
71162,1607 CompuServe  
UKITC AppleLink

I will also accept SNAIL MAIL and registrations at:

StuSoft  
3337 Lexington Rd.  
Richmond, KY 40475-9145



## The .INI File Format

Electro-Cute creates its initialization file (ELECTRO.INI) the first time you run the program. This file holds Options settings (like Skill Level and Sound). The High Score table is also stored there.

Here is a typical Electro-Cute .INI file: (Click on any line for details.)

```
GARBAGE = ON  
SKILLLEVEL = 1  
SOUND = ON  
DICTIONARY = C:\GAMES\ELECTRO\COMPUTER.DIC  
WPG = 1  
WOW = Mike is the Top Scorer!!!  
[SCORES]  
Top Scorer! 293  
BigTimeWinner 280  
yoB sdrawkcaB 179  
MOM 162  
Rover48
```

## **.INI file: GARBAGE**

The format for this line is:

GARBAGE = ON

**OR**

GARBAGE = OFF

## **.INI file: SKILLLEVEL**

The format for this line is:

SKILLLEVEL = 1 (Normal Human)

**OR**

SKILLLEVEL = 2 (Whiz Kid)

**OR**

SKILLLEVEL = 3 (Super Brain)

## **.INI file: SOUND**

The format for this line is:

SOUND = ON

**OR**

SOUND = OFF

## **.INI file: DICTIONARY**

The format for this line is:

```
DICTIONARY = C:\GAMES\ELECTRO\COMPUTER.DIC
```

This line would load the file COMPUTER.DIC from C:\GAMES\ELECTRO.

It is created by choosing Set Startup Dictionary from the Options Menu.

## **.INI file: WPG**

This one is a little tricky!

WPG = 0 is 10 words per game

WPG = 1 is 15 words per game

WPG = 2 is 20 words per game

WPG = 3 is 25 words per game

WPG = 4 is All the words

## **.INI file: WOW**

WOW is the Words of Wisdom that the person with the top score enters.

WOW = The words you wish to say!

## **.INI file: [SCORES]**

The [SCORES] section of the .INI file holds the top five scores, and the initials of the top five players.

The format is:

```
[SCORES]Top Scorer!<TAB>293
```

```
BigTimeWinner<TAB>280
```

```
yoB sdrawkcaB<TAB>179
```

```
MOM<TAB>162
```

```
Rover<TAB>48
```

It's important that the name be separated from the score by a <TAB> character--chr(9). If you use a different character (like a space), the score is ignored!!



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