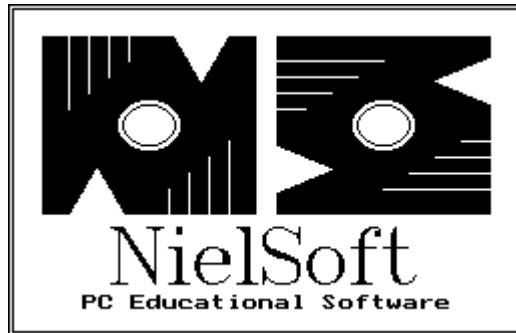


MR.CHUNKY'S WORD GAME



N i e l S o f t
(PC Educational and Business Software)

M R . C H U N K Y ' S W O R D G A M E

Educational Software for the IBM PC and Compatibles
with CGA, (EGA, VGA), MDA or Hercules card

Age Range 5 and over

THE PROGRAM

A popular educational version of the old favourite
'Hangman'. Children are encouraged to use their
language ability to discover mystery words.

As each correct letter is guessed the word gradually
appears. For each wrong guess a part of Mr.Chunky is
drawn. Be careful, he only has 10 parts!

FEATURES

Large 40 col text (Colour), 80 col text (Mono)
Subject names to associate with a set of words
Two data files provided containing over 750 words
Encryption program included to code the data files
Full monitoring of progress and score record
Animated text graphics

OPTIONS

One or two players / Play with time limits
Read words from file or set words for each other
Create your own word files or add to/amend those
already provided

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MR.CHUNKY'S WORD GAME

Educational Software for the IBM PC and 100% Compatibles

SYSTEM REQUIREMENTS

- * IBM PC, PC-XT, PC-AT or fully compatible machines running PC-DOS or MS-DOS Version 2.0 or greater.
- * Minimum of 256K Random Access Memory (RAM) required.
- * CGA, EGA or VGA colour graphics card or compatible with Colour monitor. MDA or Hercules monochrome card or compatible with monochrome monitor.
N.B. For colour cards the program takes advantage of the larger 40 column text available (Mode 3). For monochrome cards the program is restricted to the 80 column text.

COPY AND USE RESTRICTIONS

- * All the software on the disc is copyright material of NielSoft, 1989. You are licensed for use on a single machine and to make 1 copy of the master disc for backup purposes only to protect your investment.
- * The software is supplied in unprotected form for the benefit of hard disc users who may copy it to a hard disc directory.
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- * UNAUTHORISED COPYING OF SOFTWARE IS ILLEGAL.
- * As an exception to the above, you may freely modify or add to the word files (*.WD) for your own use, or for circulation with other licensed users only.
* * * * *
- * We hope you enjoy your purchase and find the program both entertaining and educationally rewarding.

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MR.CHUNKY'S WORD GAME

SUMMARY

- * The program selects a mystery word and the object of the game is to discover what the word is by repeatedly guessing letters. If a letter is in the word it is shown in its correct position; if it is not in the word then a part of Mr.Chunky is drawn. He can be completed by 10 parts and so can only be saved if the word is discovered by using your language ability.
- * Options are included for one or two players and for playing 'against the clock'. Each game may include up to 10 words for each player. For two players, the option is given for each player to set up words for the other to guess.
- * Files (*.WD) containing over 750 words are provided with the program. These files may be amended or new files created according to a simple format by any line editor (e.g. EDLIN supplied with DOS) or any word processor capable of producing plain ASCII text files.
- * Words are associated with 'Subjects' in the traditional manner of the game. (e.g. THE ZOO including words such as 'elephant', 'giraffe', 'aquarium' etc.)
- * Full monitoring of progress during a game is provided and a complete score record of the actual and guessed words is given at the end of each game. As the program runs in text mode this screen can be printed using the standard 'Print Scrn' facility of the IBM PC.
- * Animated text graphics is used to indicate success or failure.

FILES PRESENT ON DISC

CHUNKY.EXE	Mr.Chunky's Word Game program
*.WD	Word files (ASCII format)
*.WDE	Encrypted word files
ENCRYPT1.EXE	Encryption program

To run Mr.Chunky's Word Game, type CHUNKY at the DOS prompt and press return (see also p.9).

N.B. *.WD is used throughout these instructions and refers to the DOS wildcard convention. i.e. files with any name but all with the extension WD. The program will only recognise files with the WD (or WDE - see page 9) extension.

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MR.CHUNKY'S WORD GAME

THE OPENING SCREEN

Key presses: Spacebar to start game
 Q to quit program

The opening screen shows Mr.Chunky and waits for the spacebar to be pressed to start the game, or 'Q' to quit the program. After a spacebar press the program will automatically detect the names of the *.WD (or *.WDE - see page 9) files on the same drive/directory from which the program was started from DOS. These may then be selected at the option menu as required.

THE OPTION MENU

Key presses: Up/Down arrows to change option/file
(Cursor Enter to accept option/file
control) Esc to re-enter options
 Ctrl+End to return to the OPENING SCREEN

Key presses: Any keys to enter name
(User input) Enter to accept name
 Backspace to edit a character
 Esc to re-enter options
 Ctrl+End to return to the OPENING SCREEN

The game starts with the Option Menu which is used to set up the required type of game. Selections are made using the Up/Down cursor keys and pressing Enter or by inputting the appropriate names using the letter keys and pressing Enter. The options that can be chosen vary according to the number of players.

a) PLAYERS

Select the number of players (1 or 2).

b) SET WORDS/READ FROM FILE

The option is given to set words for each other or read words from a file (*.WD). For one player, [READ FROM FILE] is automatically selected and this option is not shown on the screen.

c) READ FROM FILE / SUBJECT NAME

If READ FROM FILE is selected then a file may be chosen from those shown in a window to the right of the screen. These are the files (up to a maximum of 15) detected by the program on starting the game from the Opening screen. Select a file using the cursor keys and press Enter. Press Enter again to read the file. Any errors are shown on the screen. If no files matching the DOS mask *.WD are detected then the message 'No files found' will be displayed. If an error in the format of the file is detected then the line number at which the error occurred is shown on the screen. If SET WORDS is selected then a subject name may be input with which the words are connected (e.g. THE ZOO) to a maximum of 16 characters (Upper or lower case).

d) WORDS

Minimum of 1 word to maximum of 10 words per player per game.

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e) TIME LIMIT

Toggle to YES to set time limit for each word or NO for no time limit.

f) SPEED

This option is shown only if a time limit is required. A countdown is shown during the game starting from 100. A speed of 1 gives the slowest countdown up to a maximum of 3 for the fastest countdown.

g) PLAYER 1 / PLAYER 2

The players' names up to a maximum of 16 letters each (Upper or lower case) may be input. If no name(s) are given then the program will identify the players as 1 and 2.

THE SUBJECT MENU

Key presses: Letter key to select the required subject
Ctrl+End to return to the OPTION MENU

The Subject Menu is shown if the option to read words from a file has been selected. The menu shows the subject names as read from the file. Simply select the required subject by pressing the appropriate letter key. Press Ctrl+End to return to the Option Menu.

THE WORD SETTING SCREEN

Key presses: Letter,/ keys to input word(s)
Enter to accept the word
Backspace to correct a letter or word
Esc to re-enter (i.e. correct mistakes)
Ctrl+End to return to the OPTION MENU

Key presses (after entry of words):
Esc to re-enter (i.e. correct mistakes)
Spacebar to accept the words
Ctrl+End to return to the OPTION MENU

Where the option for 2 players to set words has been selected then the Word Setting Screen is shown. This is first set up for player 1 to set the selected number of words for player 2 to guess. After entry of the words a chance is given to re-check the spelling before the screen is reset to allow player 2 to set his/her words.

N.B. The space key is not used; where word combinations are required then use the '/' key instead of a space. A maximum of 20 characters may be used for each word or word combination in either Upper or lower case as appropriate.

WARNING: Ctrl+End effectively aborts this screen and any words input will be lost.

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NOTES ON MYSTERY WORD SELECTION

When READING FROM FILE the program will randomly select words for the chosen subject from those included in the file; ensuring that no word is repeated twice in the game for a particular player. Two players, however, may have one or more words in common with each other.

However, if the number of words available is less than the number selected then clearly some words will be repeated. This can always be avoided by ensuring that at least 10 words are included for each subject heading.

Where players SET WORDS for each other the program will select at random from the words set. They may therefore appear during the game in a different order from that input.

THE GAME SCREEN

Key presses: Spacebar to start a game
Letter keys to guess a letter in the mystery word
Esc to view the current score record
Ctrl+End to abort the game

The game screen consists of six areas:

- a) THE SUBJECT NAME (Top left of screen)
- b) THE MYSTERY WORD BOX (Top left of screen)
This shows the number of letters in the word by placing a '-' at each position of a letter. Any correctly guessed letters are indicated in their correct position.
- c) THE WRONG GUESSES BOX (Bottom left of screen)
This shows all the incorrect guessed letters up to a maximum of 10 wrong guesses
- d) THE STATUS LINE (Bottom left of screen)
This indicates the status of the game, i.e. which word is currently in play and which player to play.
The status line is also used to ask for a Spacebar press at the end of each game before the next game is started.
- e) THE GALLOWS (Right half of screen)
This is where a part of Mr.Chunky is drawn for each wrong guess.
- f) THE COUNTDOWN (Top right (Colour) or Top middle (Mono))
When a time limit is selected this shows the countdown status starting from 100 when the first key press is made.

SOUND USE

For each correct guess a single beep is heard and the letter is popped into the mystery word box. If the letter has already been guessed correctly then a double beep is heard and the corresponding letter(s) are flashed in the mystery word box.

For each wrong guess a single error sound is heard and the letter is popped into the wrong guesses box. If the letter has already been guessed then a double error sound is heard

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and the corresponding letter is flashed in the wrong guesses box.

The program recognises both upper and lower case letters. At the game screen either may be used to guess a letter but the letter is shown in the mystery word as it was set.

Mr.Chunky will jump with joy if the word is correctly guessed but doesn't like it if you get it wrong!

THE SCORE RECORD

Key presses: Esc to return to the game

Key presses (after completion of the game):
Z to return to the OPTION MENU

The score record gives a complete view of the status of the game and is shown at any time during the game when the Esc key is pressed from the game screen. Press Esc to return to the game screen. It is also shown automatically at the end of a game. The following are included:

a) THE SUBJECT NAME

For each player:

b) THE CURRENT STATUS

This appears at the L.H.S and counts the number of words played and the score to date.

c) THE PLAYER'S NAME

d) THE WORDS SELECTED FROM A FILE OR SET BY THE PLAYERS

Necessarily, only words for the completed games are shown. Words for games to be played are displayed with a '?' at each position of a letter.

e) THE GUESSED WORDS

The current guess for the game in hand or for previous games are shown. Guessed words for games to be played are displayed with a '-' at each position of a letter.

e) THE SCORE MARK

A / is shown for each word correctly guessed

A x is shown where either: i) Ten wrong guesses were made
or: ii) The time ran out

f) THE SPEED/COUNT

The selected speed level (1 to 3) and the countdown figure for the game in hand or previous games. For games to be played this is set to the start value of 100.

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CREATING WORD FILES

Files can be amended/created using any line or text editor capable of producing plain ASCII files. The line editor EDLIN provided with your version of DOS is suitable for this purpose.

Up to 16 subjects may be included in each file with up to 40 words or word combinations to each subject. i.e. a maximum of 640 words to a file. The subject names and the words may be input in either upper or lower case letters and will appear exactly as you input them in the program.

Before attempting to create your own word files it is advisable to print out the files included with the game to familiarise yourself with the format (layout) required as described below :-

Column

```
      1      1 2
1.....0.....7..0
16
THE BEDROOM      13
bedside/lamp
bed
chest/of/drawers
hairbrush
etc....
```

Line 1 Gives the number of subjects defined. For this example the maximum of 16 has been used but any number up to 16 can be used.
WARNING: The number of subjects input must match the number given on this line.

Line 2 In the first 16 columns is the first subject name. The supplied files use upper case letters for each subject name for clarity but either upper or lower may be used as required. The number of words or word combinations is given in columns 17 and 18 up to the maximum of 40 words.
e.g. for THE BEDROOM there are 13 words defined.

Line 3 The words or word combinations are input one to each onwards line. If a word combination is required then the '/' character must be used instead of the space. Upper or lower case letters may be used. Each word may be up to 20 characters long (including any '/' characters).
WARNING: Characters after column 20 are ignored.
The number of words or word combinations input must match the number of words given with the subject name.

etc.. The file continues with the subject name/number of words and the words themselves for each subject in the file.

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ENCRYPTING FILES

To prevent the inquisitive player from cheating and listing the word files an encryption program is provided to code this information. This is a simple substitution code retaining the Upper and lower case and spaces within the file whilst substituting the letters with others to render the words unreadable.

To encrypt a file simply run the ENCRYPT1 program using your *.WD file as an input and a file of the same name but with a WDE extension for the coded output file.

To use encrypted files with the CHUNKY program simply type
CHUNKY /E

at the DOS prompt when starting the program. This will inform CHUNKY to detect *.WDE files rather than the original *.WD files. CHUNKY will then decode the selected WDE file before use.

The ENCRYPT1 program also works with any ASCII text file with any filename and extension, and may be useful in itself as an introduction to encryption techniques. With suitable logic the substitution code used by CHUNKY could quite easily be cracked by using the ENCRYPT1 program as an exercise.

SUGGESTED USE FOR TEACHER/PARENT

Organise your WD files on separate floppy discs containing those you may create according to age range, topics etc. and run the program from the A drive. The data discs can then be changed whilst the program is running by returning to the opening screen, swap the discs and the pressing the Spacebar to restart.

For Hard disc use all word files must be present on the same directory as the program. The program will only read files from the same drive/directory from which it was started.

N.B. The maximum number of *.WD (or *.WDE) files that the program can use is 15 as limited by the OPTION MENU window. If more than 15 files are present the program will detect the first 15; as can be identified from a 'dir' listing.

FOOTNOTE

NielSoft is a new venture to provide quality educational and business software for the PC market. Future educational titles are in preparation and any suggestions and comments from teachers, parents or children will be gratefully received and considered. Our address is given on page 1 of this documentation.