

## INSTRUCTIONS FOR SUPERHANGMAN

Catalog Number 6806

SUPER HANGMAN is a spelling game of skill and logic where only you can save the condemned man from an untimely demise on the gallows. The gallows are readied for him in a bleak desert setting and your skill and logic in constructing the hidden word are all that will save him. Every time you miss a guess, his fate draws one step nearer. If your spelling skill saves the day, the condemned man will break out in a smile of relief, the heavens will flash with color and the event will be celebrated by a fireworks display from the local volcano-rivaling Vesuvius. Miscalculate the spelling of the word: Lightning will herald each incorrect answer and the condemned man's coming demise. Watch as he dances his last dance on the gallows.

### BEGINNING PLAY

SUPER HANGMAN is played using the keyboard only. There are two sources of words: (1) words entered just prior to play, or 2) use of words from a previously constructed word list. Once the SUPERHANGMAN program is loaded into the computer select either the "OWN WORD" or "WORD LIST" option is chosen, the screen displays instructions on how to construct word lists for use in playing SUPERHANGMAN. The construction of word lists requires the use of an additional cassette for its storage. Instructions will appear on the screen which tell you how to name, construct and edit the lists used in SUPERHANGMAN play. Following these steps exactly as they are shown on the screen will lead to quick and easy compilation of a variety of word lists. After all the lists are created, the screen will direct you back to the original SUPERHANGMAN program.

### TO USE WORD LISTS

To start SUPERHANGMAN play with the wordlist option, reload the SUPERHANGMAN program, select the "WORDLIST" option and then enter the name of the word list you want to use. Place your Word list cassette in the tape player and you are ready for SUPERHANGMAN.



### TO USE YOUR OWN WORDS

To enter your own word for SUPERHANGMAN, select the "OWN WORD" option and then type in your own word. Your word cannot be any longer than nine letters, if it is, the screen will ask you once again to enter your word. After you enter your word, press RETURN and you are ready to play SUPERHANGMAN.

Play of SUPERHANGMAN is the same whether you select the "WORD LIST" or "OWN WORD" option.

Once either option is selected and the word or word list is entered, SUPERHANGMAN displays the gallows in a bleak and barren landscape set against a backdrop of forbidding mountains. The condemned man awaits his fate as the sun sits low in the sky.

### HOW TO PLAY

The number of letters which are in the word to be guessed is slowly counted off in the lower part of the screen. This number then disappears, leaving only spaces for the correct letters of the word under the gallows. In the upper right hand part of the screen is an area called USED. This area shows the player of SUPERHANGMAN all of the letters which have already been chosen for the word, whether they were right or wrong guesses.

The screen now asks you for a GUESS. GUESS ? will appear in the lower right hand part of the screen and it flashes until a guess is entered.

To enter a guess, simply type the letter you want on the keyboard. It momentarily appears beside GUESS and then appears in the USED area.

--A correct guess displays  
the letter in its proper place  
in the word spaces.

--An incorrect guess brings  
down a bolt of lightning from  
the sky and a portion of the  
condemned man appears on the  
gallows.

--When a previously chosen letter is  
entered the screen flashes CHOSEN.



Play of SUPERHANGMAN continues until either the word is guessed or 10 wrong guesses are made. The tenth wrong guess completes the drawing of the condemned man. With the last wrong guess, the condemned man gasps his last gasp and does his final dance.

Ah, but guess the word and all pandemonium breaks loose. The sky will flash with color as the condemned man flashes a smile of relief to the lifting strains of victory music. All of this is accompanied by a fireworks display put on by the local volcano, a display rivaling that one might see in Philadelphia on the Fourth of July.

When the SUPERHANGMAN game is either won or lost the screen will revert back to the beginning of the game once more. Good luck. Remember, the fate of the condemned man lies in your hands. Your spelling skill that stands between him and his maker.

#### To Create Word Lists

Immediately following the SUPERHANGMAN program, on the same side of the tape, is the LIST BUILDER program. With it, you can make your own word lists. LIST BUILDER allows you to make and name a word file containing 12 words of up to 9 letters in length. This list can then be saved on a separate cassette tape and loaded into the SUPERHANGMAN program. You can make as many lists as you desire. When you are finished making lists, type in "NEW", then reload SUPERHANGMAN to play.

To create lists, follow the tape loading instructions, typing LOAD "LIST BUILDER" using the method indicated in instruction #4.

After RUNning the LIST BUILDER program, remove your program tape and install the tape you will use for your word lists, and rewind.

Follow the screen instructions to create your list or lists.



## TO LOAD & USE YOUR VIC CASSETTE TAPE

1. Be sure your computer, tape cassette recorder and TV display are connected properly and powered on. The last message displayed by the VIC should be the word READY.
2. Place the tape cassette in the recorder with the label side up. (Programs are always recorded twice on one side of the tape).
3. To move to the beginning of the tape, press the REWIND switch on the tape recorder. When rewinding stops, press the recorder's STOP switch.
4. On the VIC's keyboard, type in LOAD and press the RETURN key.  
Note: If you have different programs on the same cassette, type LOAD"name of program" then press the RETURN key. (i.e., LOAD "AMOK"). For programs written in machine language, type: LOAD"name of program",1,1
5. Your TV will display PRESS PLAY ON TAPE. After you press the recorder's PLAY switch, the words OK and SEARCHING are displayed.
6. When VIC finds the program, it displays the word FOUND, followed by the name of the program, then tells you it's LOADING.
7. When you see READY, first press the STOP switch on the tape recorder, then on the VIC type in RUN and press the RETURN key.
8. See the specific instructions for your program on how to proceed further.

IF YOUR TAPE DOES NOT LOAD, FIRST REPEAT STEPS 4 THRU 7 ABOVE. IF THE PROGRAM STILL FAILS TO LOAD, TURN POWER OFF, THEN POWER ON AND REPEAT STEPS 3 THRU 7.

IF PROBLEMS STILL PERSIST REFER TO YOUR MANUAL AND/OR YOUR DEALER.

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