

ENTERPRISE

PROGRAMS

WORDHANG

A word guessing game
using full colour graphics

---GH

Choose a letter:
Careful!

Guessed letters

DFGHJKL



Bourne Educational Software

- **Encourages children to learn to spell.**
- **Helps children to learn common sound blends and word building.**
- **Improves understanding of occurrence of vowels and consonants.**
- **Improves spelling skills at all ages.**

SPECIAL FEATURES

- **Fun for all the family as each tries to outwit the other with unusual words!**
- **Watch his expression change when he realises he is about to hang!**
- **That weekly spelling list easily saved for use with Wordhang.**
- **Detailed information available on individual's performance via the BES MONITOR facility.**
- **Words from the lists appear at the screen in random order.**
- **Complete with fully explanatory booklet.**
- **Widely used in schools.**

Suitable for all ages of 5 years and upwards.

WORDHANG

The program selects a mystery word which appears as a series of dashes. The object is to discover what the word is by choosing appropriate letters. If the letter chosen is part of the word, then it is shown in its correct position. Gradually the word appears as more and more correct letters are chosen.

When a letter does not appear in the word - part of a man is drawn. He has only ten parts, after ten wrong letters he will hang! He can only be kept alive by using your language ability.

The program already knows over 250 words.* You can add as many more words as you like. A player can race against the clock or play against someone else.

In the event of any problems with the use of this program, or ideas as to improvements which could be incorporated, please do not hesitate to contact BES at the address on the back cover.

If the computer seems to have jammed, try pressing the LOCK key. This turns off the SHIFT LOCK and other locks. If this does not work, then try pressing the HOLD key. If all else fails, press the STOP key. This will return you to the initial screen.

Please note: Minor variations in specification may occur due to characteristics of different microcomputers and operating systems.

*including lists from F.J. Schonell, 'The Essential Spelling List', published by Macmillan Education.

WORDHANG PROGRAM NOTES

TAPE CONTENTS

WORDHANG

WH2

LIST1

LIST2

LIST3

LIST4

LIST5

LIST6

WORDSTORE

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INTRODUCTION

This version of the well-known "Hangman" word guessing game has been specifically designed to meet the needs of teachers, parents and children in the classroom or at home.

It is aimed at helping children to discover information about how words are built up from letters. This includes frequency of letters occurring, common structures, eg "...ion", "...ing", etc.

The program is designed to be as flexible as possible. Words can be used from various sources, either from lists on tape, or by entering words one by one - this is popular when the program is used by two children, one turning away whilst the other enters a word, whereupon the first then has the task of discovering what it was. There are also six pre-recorded lists of words on the tape, which can be loaded as described later. This option gives a choice of up to 60 words in each list. Finally there is the facility "WORDSTORE" that allows appropriate lists to be created. Thus spelling lists can be readily incorporated in the program. Note that it is also possible to use foreign languages with WORDHANG, although care should be taken since accents can not be entered.

LOADING

Ensure the basic cartridge is installed in the ROM bay on the left hand side of the machine.

It is best to press the red RESET button on the rear of the computer, quickly twice in succession before loading. This resets the computer which should display the flashing "ENTERPRISE" sign. The cassette should

be placed in the cassette recorder with the label upwards/outwards and the tape wound back to the beginning.

Simply press the green ENTER key followed by the blue FUNCTION 1 key. Then press the PLAY key on the cassette recorder. Note that it may be necessary to adjust the volume control of your cassette recorder in accordance with the computer manual recommendations to obtain the right level for loading the program.

Please note that the program will then automatically go on to load the second (main) section of the program and so the recorder should not be switched off. Loading of the main program takes about three minutes.

Having completed loading, the program displays the title and copyright screen for a few seconds. No entries are necessary and the program will automatically move on to the initial screen.

THE MAIN PROGRAM

1. Enter words one by one

This option can be chosen when two or more are playing WORDHANG. It allows children to pit their wits against each other.

The word is entered - with the opponent not looking!! Capital letters can be used with SHIFT and LOCK on, or lower case used by turning LOCK off (just press the LOCK key on its own). Mistakes can be corrected using the ERASE key. Pressing ENTER will move the program onto the main screen.

2. Using the list stored in memory

In this option the computer sets the words - selecting them from a list in memory. When the program is first loaded LIST1 is automatically loaded into memory. Alternatively another list on the WORDHANG tape or any list that has been prepared with WORDSTORE can be loaded as described under option 4.

After a name has been entered, a group of words can then be chosen from the menu. LIST1 as an example is a selection of words from Schonell's "Essential Spelling List" which has been split into six groups according to age. The appropriate group is chosen (followed by ENTER) whereupon the program moves on to the main screen and words are selected from the group in random order.

The main screen

The gallows are drawn first and then the word that needs to be discovered is printed as dashes. A letter is chosen by pressing the appropriate key. There is no need to press ENTER after each guess. If the guess is correct then it will be displayed in its correct position in the word. If more than one occurrence of the guessed letter is in the word then all will be displayed - that letter needs to be chosen only once.

If, however, the letter guessed is incorrect then another section of the man will be drawn.

The man has ten lives and when all are lost and he is complete then he will hang! Only with skill and knowledge of word structures can he be kept alive. If the word is guessed before the man hangs then a tune is played and congratulations given.

6 Wordhang

If the player believes he has guessed the word correctly then in order to avoid frustration, the whole word can be entered at once.

Press the key marked @ to use this facility. Beware though - a wrong guess costs three lives!

3. Set a time limit

The time can be set at between 1 and 60 seconds. In the event of no time limit being set the program allows infinite time to enter a letter. If no letter is entered within the time limit then a % sign appears in the guessed letter box and a bad guess registered.

After setting the time limit press SPACE to return to the initial screen. To reset to no time limit use this option and enter zero.

4. Load a list from tape

To change the list of words in memory a new list should be loaded. The new list may be on the WORDHANG tape or may be one that has previously been saved on a different tape by WORDSTORE.

Place your data cassette in the cassette recorder and then enter the list name (exactly as was used when recording the list) - followed by ENTER.

Use the PLAY, REWIND and FAST FORWARD keys to position the tape in front of the list you wish to load. When PLAY is pressed, the names of the files stored on the cassette will appear at the top of the screen as they are found. When the tape is correctly positioned, press PLAY to load the list.

The program will indicate when the list has been successfully loaded. If the list is not loaded, then this will be shown on the screen. Common causes for this

are trying to load a BASIC program when the computer is expecting a datafile. In this case, ensure that you only try to load a Wordhang list that you have previously recorded. Again, don't forget that you may have to adjust the volume control to load successfully. Pressing SPACE leads back to the initial screen whereupon a further attempt can be made.

5. Look up monitor results

All BES programs contain a performance recording system or MONITOR. Using this, teachers, parents or the child can see how well a task is being performed. Progress can be quantified as a result. Only then can a child's ability and educational needs be identified.

Each time a new name is entered after starting the program from the initial screen, a new monitor record is created. The facility will hold a record of the last six children (after number six, number seven will be recorded over number one, eight over two, etc.).

The WORDHANG Monitor records the name of the player, length of time taken, the source of the words, the number of correct words and the number of hangings.

Careful analysis of the information stored in these records can provide a valuable guide to the needs and successes of each child.

6. Set Sound Level

This option allows the user to adjust the level of sound on a scale of 0-10 according to your requirements. Note that selecting 0 turns the sound off altogether.

WORDSTORE

The WORDSTORE program, a utility word editing and storage program, follows immediately after the word lists. Before loading, it is best to press the red RESET button twice quickly in succession. This resets the computer. Ensure the BASIC cartridge is installed before you do this. Type RUN "WORDSTORE" followed by pressing ENTER, and then pressing PLAY on the recorder. The names of the files will appear at the top of the screen as they are found. If necessary, the REWIND and FAST FORWARD keys on the recorder can also be used to position the tape just in front of the WORDSTORE program. If used, press PLAY in order to load the program.

Please note that WORDSTORE is a separate program. It cannot be loaded from within WORDHANG - you must reset the computer and follow the instructions above.

Having loaded the program a screen is displayed featuring:

1. Editor

This leads to the ability to create new lists of words as described in the subsequent screen, or to edit a list in memory as loaded by the option (3) below. The editor allows creation of, or changes to, any list by means of the A to Z and erase keys. The function keys on the top left-hand side of the keyboard act as follows:

"Function 1" to return to the initial screen

"Function 2" to move on to the next group of words

"Function 3" to move back to the previous group of words.

The joystick is used to move up or down the word list. Word lists are created by entering the group name - in letters or numbers only (not dashes, spaces, etc.), followed by ENTER, and then by entry of the words as they are required, followed in each case by ENTER. NOTE that words can only be added to and deleted from the end of the group. The joystick can be used to move up or down the words. To edit the individual words, work back using the ERASE key, then re-enter. A maximum of ten words per group is allowed in each of the maximum of 6 groups. On completion of the words needed in a group the blue Function 2 key is used to move on to the next group, or the Function 1 key to complete the word list and move back to the initial WORDSTORE screen.

Note that the words may be entered in upper/lower or mixed case letters. They should be entered as they are required to appear in the main program.

2. Store on tape

Having made a new list or adjusted an existing one, it is necessary to save it to tape so that it can be used later and loaded into the main program.

The list must be recorded on a separate data tape since the program tape is 'write protected' - you cannot record on it. When the storage option is chosen the computer operates to catalogue the tape in the cassette recorder when PLAY is pressed.

If a new cassette is being used, or if you are sure that the tape is correctly positioned press the computer STOP key. This takes you back into the storage program.

If you are using a tape with existing files which you want to avoid overwriting, use the PLAY together with, if necessary, the FAST FORWARD and REWIND buttons on the cassette recorder. The names of the files on the tape will appear on the top line of the screen. Here again, it may be necessary to adjust the volume control of the cassette recorder to obtain the optimum conditions. This gives you the ability to position the tape exactly where you want to record the file. Normally this would be after the end of the last recorded file. Beware of overwriting files if there is another recorded after it on the tape since if the database is much larger, it will use up more tape and there is a risk of overwriting the beginning of the next file.

Having found the correct position press the computer STOP key. A file name is requested. Spaces in file names should be avoided since it can be confusing, especially if the space is at the beginning or end. For this reason, a file name with a space in it will be rejected. It is recommended that each time a file is recorded that its name is written on the cassette card together with the tape counter number for the start and finish - e.g. FILE 160 195

Type in the file name (followed by pressing ENTER). Press the RECORD and PLAY keys on the cassette recorder - then press ENTER. The list will then be recorded onto the tape.

When the computer has finished recording, press STOP on the cassette recorder. Pressing space will then return you to the initial screen.

3. Load from tape

This option is the same as in the WORDHANG program. It can be used to load existing lists to edit or adjust them. See the section under the main WORDHANG program for details.

4. Erase current list

This option simply clears memory and allows a new list to be loaded or typed in. Note that you will lose all information in the current list. To avoid accidental erasure, you will be asked to confirm that you wish to erase the list.

5. Set tape recording level

Set Tape Level - this option allows the user to adjust the recording level to suit the "aux" socket of a portable cassette recorder or the "line-in" connection on a stereo cassette deck. Experiment with the recording level (VU) meters (if fitted) on your cassette deck to get the best results.

BES PROGRAMS

Wordhang is one of a series of Microcomputer programs produced by Bourne Educational Software Ltd. with the aim of making learning both easy and enjoyable. The programs are aimed at both home and school use, and are designed to enable children of the appropriate age range to operate them readily through common use of such items as STOP key to return to a screen of program options; SPACE to move on to a next screen and so on.

BES programs are designed to be largely self explanatory, and follow similar styles. Children

rapidly familiarise themselves with new programs, and can use them if required with the minimum of help. Other BES programs available for the ENTERPRISE microcomputer are:-

Happy Numbers

A program to help children learn their numbers and count without need of reading skills. Attractive graphics and scoring make this a favourite with 3 to 5 year olds.

Happy Letters

The program to teach children to match small and capital letters both on the screen and the keyboard. They love to stop the crocodile eating the fishes. Features attractive use of sound and colour as well as easy identification of problem letters for further practice. (Age 3-6 years).

Animal/Vegetable/Mineral

This program provides hours of fun and enjoyment as the computer tries to guess the object a child has thought of. The computer's failure to guess correctly encourages children to help the computer to tell the difference between the various objects. The program stimulates discussion and the use of reference books. Suitable for all ages 7 years and upwards.

A common feature with most BES programs is the BES MONITOR system, which allows the teacher, parent or child access to the specific entries made, so allowing identification of specific achievements or problem areas. This does not preclude the use in appropriate programs of a more simple and visible scoring system, which is designed to aid motivation.

THIS BOOKLET

BES programs always include explanatory booklets of this type to satisfy several objectives. Firstly to identify the objectives of the program, and to give guidance as to some possible uses of the program based on experiences during the extensive in-classroom and in-house testing period. Secondly, they are designed to give an understanding of the sequences encountered in the programs, since in many situations the time of access to the microcomputer is at a premium. Thirdly, the booklet will assist in using the substantial content of BES programs to the full, through reference to it before, during and after use of them on the micro.

WORDHANG - SPELLING LISTS

The cassette is pre-recorded with spelling lists which should satisfy most situations.

The first list loads into the computer memory automatically on loading "WORDHANG" and is based on F.J. Schonell's Essential Spelling List*.

Subsequent lists are loaded by means of a menu option in the main program of "WORDHANG". The use of this option over-writes List1 in the computer memory by the list chosen.

Other lists can be created as described in the program notes for "Wordstore".

* Published by Macmillan Education, Basingstoke.

"LISTONE"

Group one	Group two	Group three	Group four	Group five	Group six
		Average age			
7	8	9	10	11	12
man	wing	playing	almost	describe	preferred
hot	plate	prison	express	gradually	consideration
good	slide	nobody	advice	courage	swollen
drum	kiss	beef	bough	mistress	wholly
bread	window	visit	wearily	estimate	tributary
school	town	threw	desire	exploration	scribble
father	night	heaviest	scripture	tongue	radiator
house	belong	matter	saucer	surrender	skilful

"LISTTWO" – HISTORY

Group A	Group B	Group C	Group D
King	Queen	William	Harold
Throne	Dynasty	Parliament	Arrow
Tower	Battle	Castle	War
Princess	Crown	Moat	Capture
Defend	Henry	Prince	Stockade
Armour	Keep	Charles	Royal
Edward	Heredity	Court	Reign
Drawbridge	Damage	Onslaught	Justice
Courage	Dispute	Siege	Invasion
Parapet	Battlement	Storm	Jewel

"LISTTHREE" – GEOGRAPHY

Group A	Group B	Group C	Group D
England	Town	Building	France
River	Scotland	Country	Capital
Cathedral	Hotel	Hedge	Longitude
Shrub	Orchard	Wales	Negro
Chalk	Local	Harvest	Europe
West	East	South	Stream
Africa	Germany	America	Ireland
Latitude	Rural	Cultivate	North
India	Climate	Gulf	Sea
Canal	Australia	Russia	Tropical

“LISTFOUR” – MATHS

Group A	Group B	Group C	Group D
Square	Add	Divide	Area
Half	Exercise	Isosceles	Equilateral
Angle	Compass	Line	Centre
Diagonal	Circle	Count	Multiply
Subtract	Division	Two	Three
Radius	Metre	Triangle	Rhombus
Setsquare	Fraction	Product	Divisor
Middle	Rectangle	Division	Cube
Centimetre	Number	Sum	Litre
Point	Multiple	Double	Average

“LISTFIVE” – TRANSPORT

Group A	Group B	Group C	Group D
Car	Railway	Wheel	Speed
Bridge	Canal	Horse	Aeroplane
Miles	Kilometre	Flight	Tandem
Pack	Coach	Barge	River
Tyre	Engine	Airport	Petrol
Boat	Sky	Steam	Pavement
Lorry	Bus	Road	Cart
Sea	Track	Bicycle	Diesel
Locomotive	Oil	Ship	Passenger
Glider	Traffic	Motorway	Destination

“LISTSIX” – SPORT

Group A	Group B	Group C	Group D
Rugby	Club	Diving	Rowing
Wembley	Ball	Run	Race
Referee	Racquet	Tennis	Finish
Squash	Running	Bunker	Swimming
Goal	Netball	Sailing	Ring
Weights	Court	Exercise	Boat
Hiking	Climbing	Track	Shuttlecock
Foul	Athletics	Soccer	Badminton
Net	Mountain	Boxing	Dinghy
Bowls	Golf	Jumping	Course



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