DECUS NO.  FOCAL8-42

TITLE  The Hangman Game

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DEMONSTRATION PROGRAMS FOR THE PDP-8

THE HANGMAN GAME

Author: Dan Miller

Submitted by: Dr. Robert Miller
Glastonbury, Connecticut

Operating Instructions - Load the FOCAL program tape using the binary loader. Follow the FOCAL operating instructions.

Place the HANGMAN GAME tape in the reader. Read in program according to FOCAL operating instructions.

Playing Instructions - Type GOTO 10.10. The computer will respond with a :) Type the number of letters in the word, then hit RETURN. The computer will respond with a :) Type the first letter in the word, then hit RETURN. Type the next letter in the word (if any), then hit RETURN. Do this until you have loaded all the letters in the word (do not use more than 20 letters). After the last letter is loaded and you hit RETURN, the computer should respond with an * If not repeat step one.

Rip the paper off so the person who is playing the game will not see the word.

The person playing the game should type GO. The computer will type out:

THE HANGMAN GAME

THE WORD HAS (# of letters in the word) LETTERS. YOU ARE ENTITLED TO 8 WRONG GUESSES.

MAKE YOUR NUMBER 1 GUESS

LETTER:

The person playing the game should type a letter he thinks is in the word. If the letter guessed is a letter in the word the computer will type out dashes and fill in the letter guessed. EXAMPLE:

LETTER:A
-a---- OR LETTER:E
-e-----e--
If the guess is wrong the computer will type out,

-------(# depending on the # of letters in the word)

YOU HAVE NOT GUESSED A LETTER IN THE WORD:

1 WRONG.

Then after what it types, depending whether it was wrong or not, the computer will type out,

MAKE YOUR NUMBER 2 GUESS.

LETTER:

The person playing the game should proceed the same way until he either wins or loses.
C=FOCAL , 8/88

01.01 C HANGMAN GAME
01.15 S PR=G; S M=N+3; S RI=G
01.2 T !"THE HANGMAN GAME"!
01.34 T !"THE WORD HAS ",N," LETTERS."
01.35 T "YOU ARE ENTITLED TO S WRONG GUESSES."
01.4 F (S=1;4) T !"MAKE YOUR NUMBER","G" GUESS"!!; D 2

02.19 A 
02.20 S S=G; F J=1,N; D 3
02.21 I (S) 2.55; S R=E+I+1
02.30 F !"YOU HAVE NOT GUESSED A LETTER IN THE "J" WORD!
02.31 T 
02.35 I (W-E-G) 2.55
02.47 T !"YOU HAVE HANG YOUR MAN!!!!!!!"
02.48 F !"THE CORRECT ANSWER IS: "; F I=1,N; S A(I)=R(I); D 4
02.49 F 
02.50 U T
02.55 F J=1,N; D 4
02.56 :

03.1 I (LE=I(J)) 3.27,3.30
03.2 : S=E=1; S RI=R1+1; S A(I)=LE
03.3 I (I=I) 3.27,3.27,3.27
03.4 F I !"GOOD JOB! YOU HAVE SAVED YOUR MAN FROM THE GALLOWS!!"!
03.41 T !"AN YOU GUESS THE WORD YET?"; F I=1,N; D 4
03.42 F 
03.43 :

04.1 I (A(I)=1) 3.27
04.2 I (A(I)=1) ; I 1 I (A(I)=1) 3.27; I (A(I)=1) 3.27
04.3 I (A(I)=1) 3.27; I (A(I)=1) 3.27; I (A(I)=1) 3.27
04.4 I (A(I)=1) 3.27; I (A(I)=1) 3.27; I (A(I)=1) 3.27
04.5 I (A(I)=1) 3.27; I (A(I)=1) 3.27; I (A(I)=1) 3.27
04.6 I (A(I)=1) 3.27; I (A(I)=1) 3.27; I (A(I)=1) 3.27
04.7 I (A(I)=1) 3.27; I (A(I)=1) 3.27; I (A(I)=1) 3.27
04.8 I (A(I)=1) 3.27; I (A(I)=1) 3.27; I (A(I)=1) 3.27
04.9 I (A(I)=1) 3.27; I (A(I)=1) 3.27; I (A(I)=1) 3.27
04.10 I (A(I)=1) 3.27; I (A(I)=1) 3.27; I (A(I)=1) 3.27
04.11 I (A(I)=1) 3.27; I (A(I)=1) 3.27; I (A(I)=1) 3.27
A SAMPLE RUN OF HOW TO LOAD YOUR WORD IN THE COMPUTER:

WORD 16.16
IS
IS
IS
IS
IS
IS
IS

A SAMPLE RUN OF THE PROGRAM:

CQ
THE GAME BEGAN
THE GAME HAS 8 LETTERS. YOU ARE ENTITLED TO 6 WRONG GUESSES.

- TAKE YOUR NUMBER 1 GUESS

LETTER:A
YOU HAVE NOT GUESSED A LETTER IN THE WORD: 1 LONG

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- TAKE YOUR NUMBER 2 GUESS

LETTER:E
---------E-

- TAKE YOUR NUMBER 3 GUESS

LETTER:J
YOU HAVE NOT GUESSED A LETTER IN THE WORD: 2 LONG

---------E-

- TAKE YOUR NUMBER 4 GUESS

LETTER:O
O------E-
MAKE YOUR NUMBER  5  GUESS

LETTER: U
  -0--U-E-

MAKE YOUR NUMBER  6  GUESS

LETTER: N

YOU HAVE NOT GUESSED A LETTER IN THE WORD: 3  WRONG
  -0--U-E-

MAKE YOUR NUMBER  7  GUESS

LETTER: T
  -0--UTE-

MAKE YOUR NUMBER  8  GUESS

LETTER: R
  -0--RTE-

MAKE YOUR NUMBER  9  GUESS

LETTER: C
  -0--CTE-

MAKE YOUR NUMBER 10  GUESS

LETTER: H
  -0--CHTE-

MAKE YOUR NUMBER 11  GUESS

LETTER: P

GOOD JOB, YOU HAVE SAVED YOUR MAN FROM THE GALLIES!!
AS YOU KNOW, THE WORD WAS: COMPUTER