



# DECUS

## PROGRAM LIBRARY

DECUS NO.	12-36
TITLE	HANGMAN FOR PDP-12
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DATE	August 1970
SOURCE LANGUAGE	DIAL



HANGMAN FOR PDP-12

DECUS Program Library Write-up

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ABSTRACT

This word game is based on the pencil and paper stick-figure drawing game. One player types in a book title and a clue. Another player guesses letters. Six incorrect guesses loses.

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0000      *20
0001      /HANGMAN PROGRAM
0002      /
0003      / (1) START LAP6-DIAL
0004      / (2) TYPE LO HANGMAN,0
0005      /
0006      / "ENTER TITLE" APPEARS ON THE SCREEN
0007      /
0010      / FIRST PLAYER TYPES IN A MOVIE TITLE
0011      / OR BOOK TITLE OR WHATEVER.
0012      / TERMINATE BY STRIKING RETURN KEY
0013      /
0014      / "CLUE" APPEARS ON THE SCREEN
0015      /
0016      / PLAYER THEN TYPES IN THE BEST
0017      / DESCRIPTION OF THE "TITLE"
0020      /
0021      / EXAMPLE:
0022      /
0023      / SCOPE - "ENTER TITLE"
0024      /
0025      / PLAYER - GONE WITH THE WIND (RETURN)
0026      /
0027      / SCOPE - "CLUE"
0030      /
0031      / PLAYER -- BOOK AND MOVIE TITLE (RETURN)
0032      /
0033      / SCOPE:
0034      ///////////////////////////////////////////////////
0035      /
0036      / BOOK AND MOVIE TITLE
0037      /
0040      / ---- ---- --- ----
0041      /
0042      ///////////////////////////////////////////////////

```

0043	/ PLAYER GUESSES (TYPES) LETTER "E"
0044	/
0045	/ SCOPE:
0046	////////////////////////////////////
0047	/
0050	/ BOOK AND MOVIE TITLE
0051	/
0052	/ ---E ---- --E ----
0053	/
0054	////////////////////////////////////
0055	/ PLAYER GUESSES LETTER "S"
0056	/
0057	/ SCOPE:
0060	////////////////////////////////////
0061	/ BOOK AND MOVIE TITLE
0062	/
0063	/ ----E ---- --E ----
0064	/
0065	/ S
0066	////////////////////////////////////
0067	/
0070	/
0071	/ ETC.
0072	/
0073	/
0074	/
0075	/

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