HANGMAN

GAME PROGRAM™ INSTRUCTIONS



ATARI

A Warner Communications Company

ATARI, INC., Consumer Division
1195 Borregas Ave., Sunnyvale, CA 94086

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HANGMAN

Use your Joystick Controllers with this Game Program™. Be sure the Controllers are firmly connected to your Video Computer System™. See your Owner's Manual for details. Hold the Controllers with the red button to your upper left towards the television screen.



NOTE: To prolong the life of your Atari Video Computer system and protect the electronic components, the Console unit should be OFF when inserting or removing a Game Program.

CONTROLLER ACTION

Use the Controller to select the alphabet letter you wish to enter into the computer. Letters of the alphabet appear one at a time on the right of the screen. Push the Joystick forward to cycle through the alphabet letters from **A** to **Z**. Pull the Joystick towards you to cycle through the letters in reverse order from **Z** to **A**. When the letter you want appears on the screen, release the Joystick. Press the red Controller button to enter the letter you select into the computer.

HANDICAP Difficulty Switch

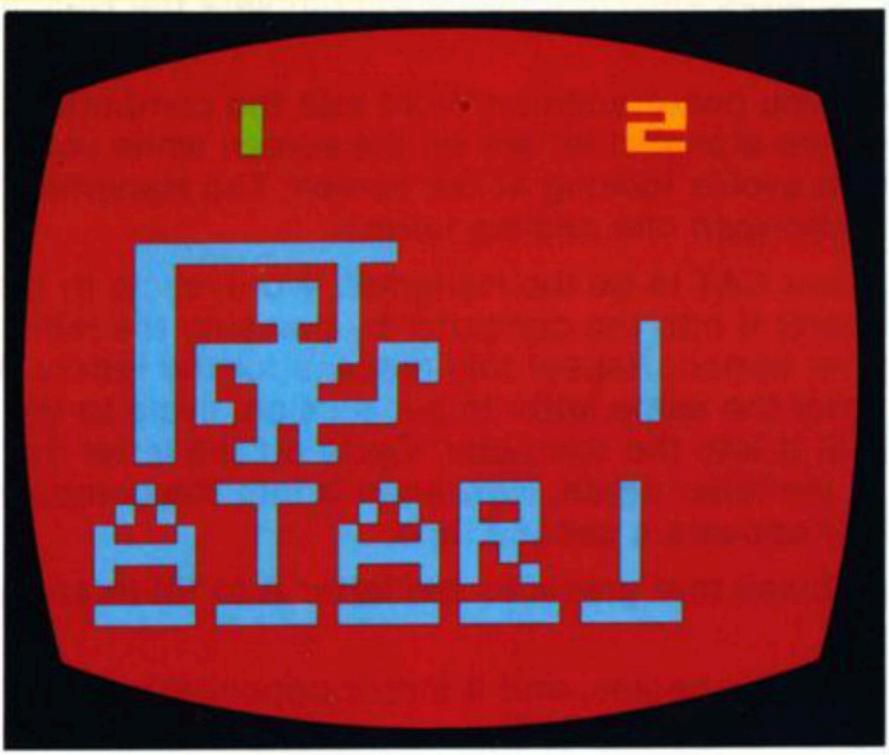
When the Difficulty Switch is in the "A" position, a player has 20 seconds to select the next letter with the Joystick. When the difficulty is in "B" position, there is no time limit.

SCORING

In one-player Hangman games, a player is allowed 11 incorrect letters. If the player has not completed the word after 11 incorrect guesses, the game is lost. You score one point for each game you win; the computer scores one point for each game you lose.

During two-player games, 11 incorrect letter selections are also allowed between the two players. The player who completes the last letter in a word receives one point. The first player to score five points wins the game.

HOW TO PLAY



Hangman Playfield

Don't let this game make a monkey out of you when you test your word skill. The action begins after you press the Reset switch on the console. Line spaces appear at the bottom of the screen. One space equals one letter of the Hangman Word. If there are six spaces, for example, the Hangman Word could be **LUXURY**.

Your object? To complete the Hangman Word within eleven incorrect letter guesses. Games 1, 2, 3 and 4 are one-player games in which one player competes against himself and the computer. During two-player games of Game 5, 6, 7 and 8, two players compete to guess the Hangman Word first within eleven incorrect guesses. In Game 9, one player composes the Hangman Word for the opponent to guess.

The difficulty of the Hangman Word is determined by the game number:

Games 1 and 5
First through third grade vocabulary.

Games 2 and 6
First through sixth grade vocabulary.

Games 3 and 7
First through ninth grade vocabulary.

Games 4 and 8
First through high school vocabulary.

Use your Joystick to select the alphabet letters that appear on the right of the screen. (See Controller Action) Enter the letter into the computer with the red Controller button.

- If the letter you select is in the Hangman Word, it appears in the appropriate blank or blanks.
- If the letter you select is not in the Hangman Word, a part of the Monkey appears in the upper left corner of the screen and that letter is deleted from the alphabet cycle.

If you haven't completed the Hangman Word after eleven wrong selections, the Hangman Word automatically appears in the spaces and the Monkey is completed in the upper left corner.

In one-player games, the number of games you win appears in the upper left corner; the number of games you lose appears in the upper right corner.

In two-player games, a player scores one point for completing the Hangman Word. The first player to score five points is the winner. The left Controller player's score appears in the upper left corner; the right Controller player's score is in the upper right corner.

HANGMAN 1-Player Games

Games 1, 2, 3 and 4 are one-player games. You compete against the computer. You score one point for every Hangman Word you complete; the computer scores one point for each Hangman Word you can't complete.

Game 1

One player competes against the computer that uses words from a first through third grade vocabulary.

Game 2

One player competes against the computer that uses words from a first through sixth grade vocabulary.

Game 3

Playing with words from a first through ninth grade level, one player competes against the computer.

Game 4

Words from a first through high school vocabulary are used for competition between one player and the computer.

HANGMAN 2-Player Computer Games

Games 5, 6, 7 and 8 are two-player games against the computer. After you select the game vocabulary you want to use, you and your opponent take turns selecting alphabet letters to find the word generated by the computer. Both players together are allowed 11 incorrect selections. When you make a correct letter guess, you receive a consecutive turn. The first player to complete the Hangman Word scores one point and starts the next word. The first player to score five points wins the game.

Game 5

Two players compete to complete the Hangman Word from a first through third grade vocabulary.

Game 6

Two players test their word skill with Hangman Words from a first through sixth grade vocabulary.

Game 7

Words from a first through ninth grade vocabulary are used for competition between two players.

Game 8

Two players compete using words from a first through high school vocabulary.

HANGMAN 2-Player Opponent Games

Game 9

Now it's your turn to choose the Hangman Word. Instead of playing with a computer word, one player composes the Hangman Word with the Joystick Controller; the opposing player receives eleven guesses to complete the Hangman Word.

To enter you own Hangman Word into the computer, cycle through the alphabet letters on the screen while your opponent avoids looking at the screen. The Hangman Word may be between one and six letters.

If you want **CAT** to be the Hangman Word, cycle to the letter **C** and enter it into the computer by pressing the red Controller button. Repeat this process for the letters **A** and **T**. To enter the same letter in succession, cycle to the letter, and enter it into the computer. Cycle off the letter then move back to the letter again. Now enter it into the computer and the letter appears a second time.

Use the blank that precedes the letter **A** to fill in any empty spaces.

Now the game begins, and it's your opponent's turn to guess your Hangman Word, **CAT**.

Two players take turns composing the Hangman Word and completing the Hangman Word. You score one point when you complete the Hangman Word your opponent has submitted. The player who scores five points first is the winner.

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