



Introduction

The origins of hangman are unknown but this popular word game has been around a century or more. A word is represented by a row of dashes and the player tries to guess the missing letters before the drawing of a gallows and hung matchstick man are completed.



Its use in junior schools as an aid to developing vocabulary and spelling skills was by the nineteen seventies deemed inappropriate. For QBITS and my own children I created **Spellbear**. The game opened with a bear suspended beneath a group of balloons, each wrong guess and the bear lost a balloon, eventually splashing down into a muddy pond.



QBITS Conundrum Development

Wanting to take this to another level in solving the Word Riddle the display was given a Timer to use as a countdown. The Word represented by Coloured Blocks or by Jumbled Letters with Clues added as a further aid in solving the riddle. Characters are typed in from the keyboard in a trial-and-error guess to reveal the hidden word.

Coloured Block are displayed when **Word** is set to **Off**, they will show any correctly typed in character in whatever order they are typed. When **Word** is set to **On**, the hidden word is shown as **Jumbled Letters**, here characters typed in from the Keyboard must be in the correct order to reveal the Word. By turning **On/Off Word** and **Clues** and changing the length of **Countdown Time**, a wide range of difficulty can be achieved to service players of all different ages and abilities. Add to this the **Word Lists** levels used.

QBITS Conundrum Strategy


If **Word** is turned **Off** and Coloured Block are Displayed, then the twelve most commonly occurring letters in the English language are e-t-a-o-i-n-s-h-r-d-l-u. Another possibility is to try the vowels a-e-i-o-u with possibly y. Selecting **Word On** and displaying the Conundrum as Jumbled letters might seem an easier task, but they must be typed in the correct order and without **Clues**, it might still be a challenge against the Set Countdown Time.

QBITS Conundrum WordGen

To create Word files **WordGen** began as a separate program, but is now combined as part of Conundrum. Selecting **WGen** from the Menu switches the main screen to **WordGen** from **WordPlay**, **Play** will switch it back. The **Word** and **Clue** rows displayed in **WordGen** and be selected with **Up/Down** cursors and switched between with the **Tab** key. In either column pressing spacebar invokes the **Line Editor**. For **Word** a maximum of 18 Upper-case Alphabet characters with no spaces are permitted. For **Clue** up to 36 Alphanumeric Characters including spaces and punctuation marks. Each Word File can contain 96 entries. A minimum of 25 entries are required for **WordPlay** ie. the number of random choices for a full Game.

Note: Code Line 1012 cmax%=25 controls the number of rounds in a Game.

QBITS Conundrum Menu

To Select from the Menu use Left/Right Cursor keys to Highlight an item then action with the Spacebar. The Central Symbol  has two functions, in **WordPlay** it allows changes to the Countdown Timer. In **WordGen** Arrays can be Reset for creating a (N)ew Word File. In both modes (Q)uit Ends the Game.



WordPlay displays the Countdown Timer, the Conundrum Word and Score Points. **Play** requires a **Loaded** Word File and each Game randomly selects 25 of the entries. The number completed is shown top left next to the Highlighted **WordPlay** (see above). Toggle **Word** On/Off to choose between Coloured Blocks or Jumbled Letters. Similarly Toggle **Clue** On/Off to display if present.



WordGen displays two columns, the first for the **Word** list and second for the **Clues**. The current **Page** is shown top right next the Highlighted **WordGen**. Each word File can have 6 pages of 16 rows adding up to total of 96 entries. If a **Word File** hasn't been previously loaded, use **Load** or start the creation of a **New** word file. To select an entry from **WGen** use Up/Down cursors and TAB to switch between **Word** and **Clue** then press spacebar to invoke the **Line Editor**. Select **Save** to store Word File to default device, create a new or edit the Filename shown.

QBITS Conundrum Code

```
1000 REMark QBConundrum_bas [QBITS Conundrum 2024 QL40th - QPC"] vM30
1002 dev$='win1_' :MODE 4:gx=0:gy=0 :REMark basic settings
1004 WHEN ERRor :CONTINUE:END WHEN
1006 REMark Import QBITSConfig Settings – QPC2
1007 OPEN _IN#9,dev$&&'QBITSConfig':iINPUT#9,gx\gy\dn$\dev$:CLOSE#9
1009 REMark Arrays
1010 DIM Word$(96,18),Clue$(96,36)<WChk(96),str$9360SDR$(5)Wfn$(24)
1012 Init_Win:cmax%=25:WordMenu
1014 DEFINE PROCEDURE Init_Win
1015 OPEN#4,scri:_WINDOW#4,288,160,gx+206,gy+37:PAPER#4,1:CSIZE#4,1,0
1016 OPEN#3,scri:_WINDOW#3,144,160,gx+18,gy+37 :PAPER#3,1:CSIZE#3,1,0
1017 WINDOW#2,512,224,gx,gy :PAPER#2,0:BORDER#2,1,3:CLS#2
1018 WINDOW#1,496,174,gx+8,gy+30 :PAPER#1,1:BORDER#1,1,3:CLS#1:SCALE#1,100,0,0
1019 WINDOW#0,512,32,gx,gy+224 :PAPER#0,0:BORDER#0,1,3:CLS#0
1020 SDR$=dev$:max_score%=0:per_score%=0:count%=0:key$=""
1021 CSIZE#2,2,1:OVER#2,1
1022 INK#2,2:FOR i=0 TO 1:CURSOR#2,164+i,8:PRINT#2,'QBITS Conundrum'
1023 INK#2,6:FOR i=0 TO 1:CURSOR#2,166+i,9:PRINT#2,'QBITS Conundrum'
1024 CSIZE#2,2,0:OVER#2,0
1025 QBold 2,5,12,1,400,16,'WordGen':QBold 2,5,12,1,-4,16,'WordPlay'
1026 QBold 2,6,12,1,38,208,'Word Play Load ◀ → Save WGen Clue'
1027 BLOCK#2,22,7,244,210,5:BLOCK#2,20,5,245,211,0:BLOCK#2,18,3,246,212,6
1028 AT#2,1,1:CSIZE#2,0,0:INK#2,5:CSIZE#1,2,0:CSIZE#0,1,0:INK#0,5
1029 Time%=180:Sech%=180:Sec%=180:CSm=0:mc%=2:F=0
1030 END DEFINE
1032 DEFINE PROCEDURE PlayScrn
1033 HGL 2,5,34,6, 2,88:HGL 2,0,30,6,137,88
1034 BLOCK#2,40,10,370,16,0:CSm=0:CLS#1
1035 INK#1,7:FILL#1,1:CIRCLE#1,164,50,35:FILL#1,0:CSIZE#1,2,0
1036 INK#1,3:FILL#1,1:CIRCLE#1,164,50,34:FILL#1,0:INK#1,0
1037 FOR i=0 TO 360 STEP 6
1038 x=34*SIN(RAD(i)):y=34*COS(RAD(i)):IF i MOD 30=0:j=10:ELSE j=6
1039 x1=(34-j)*SIN(RAD(i)):y1=(34-j)*COS(RAD(i))
1040 LINE#1,x+164,y+50 TO x1+164,y1+50
1041 END FOR i
1042 QBold 1,7,12,1,362,14,'0':QBold 1,7,12,1,450,82,'15'
1043 QBold 1,7,12,1,356,150,'30':QBold 1,7,12,1,256,82,'45'
1044 QBold 1,7,12,1,4,54,'Max Points:'
1045 QBold 1,7,12,1,4,108,'Score Points':CSIZE#1,2,1
1046 END DEFINE
1048 DEFINE PROCEDURE HGL(ch%,col%,w%,d%,x%,y%)
1049 INK#ch%,col%:LINE#ch%,x%,y% TO x%+w%,y% TO x%+w%,y%+d% TO x%,y%+d% TO x%,y%
1050 END DEFINE
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```

1052 DEFINE PROCEDURE WordMenu
1053 mes$='Select  ← → Then Press SpaceBar to Continue...':mck=1
1054 F=0:ac%=0:aw%=0:cw%=0:count%=1:PlayScrn
1055 REPEAT Comm_ip
1056 x%=mc%*20+15.6:y%=1:HGL 2,5,18,5.8,x%,y%:IF mck=1:QBOLD 0,7,8,1,64,6,mes%
1057 k=CODE(INKEY$(-1)) :HGL 2,0,18,5.8,x%,y%:INK#2,5:mck=0
1058 SELECT ON k
1059 =192:mc%=mc%-1:IF mc%<0:mc%=6
1060 =200:mc%=mc%+1:IF mc%>6:mc%=0
1061 =27:CSIZE#0,0,0:INK#0,7:CLS#2:STOP
1062 =32:SELECT ON mc%
1063 =0:CUSOR#2,28,204:IF aw%=0:aw%=1:PRINT#2,'ON':ELSE aw%=0:PRINT#2,' '
1064 =1:WordPlay
1065 =2:WordList :IF CSm=0:mc%=1:ELSE mc%=5
1066 =3:IF CSm=0:Time_chg :CLS#0:mc%=1:ELSE Word_chg:CLS#0:mc%=5
1067 =4:WordSave :CLS#0
1068 =5:WordGen
1069 =6:CUSOR#2,466,204:IF ac%=0:ac%=1:PRINT#2,'ON':ELSE ac%=0:PRINT#2,' '
1070 END SELECT
1071 END SELECT
1072 END REPEAT Comm_ip
1073 END DEFINE

```



```

1075 DEFINE PROCEDURE WordPlay  ON Word Play Load ← → Save WGen Clue  ON
1076 IF F=0 OR wc%<cmx%:mc%=2:RETURN
1077 IF CSm=1:CSIZE#1,2,0:PlayScrn:CSIZE#1,3,1
1078 CNT=DATE:Sec%=Time%:Sec%=Time%:RANDOMISE
1079 REPEAT Rnd_ip
1080 n%=RND(1 TO wc%):IF WChk(n%)=0:WChk(n%)=1:WordRND:EXIT Rnd_ip
1081 END REPEAT Rnd_ip
1082 Countdown:chr%=1:pos%=1:k=0:str$=FILL$(' ',wl%)
1083 REPEAT Wrd_ip
1084 STRIP#1,5:CUSOR#1,16*chr%,135:PRINT#1,key$(chr%):STRIP#1,1
1085 k=CODE(INKEY$(20))
1086 SELECT ON k
1087 =192:chr%=chr%-1:IF chr%<1 :chr%=1
1088 =200:chr%=chr%+1:IF chr%>wl%:chr%=wl%
1089 =65 TO 90,97 TO 122:WordChk
1090 END SELECT
1091 CUSOR#1,16*pos%,135:PRINT#1,key$(pos%):pos%=chr%
1092 IF key$=Word$(n%) OR str$=Word$(n%) OR Sec%=0:WordScore:EXIT Wrd_ip
1093 IF CNT<>DATE:Sec%=Sec%-(6*(DATE-CNT)):Countdown:CNT=DATE
1094 END REPEAT Wrd_ip
1095 END DEFINE

```

```

1097 DEFINE PROCEDURE WordChk
1098 IF k>96:k=k-32
1099 key$(chr%)=CHR$(k):chr%=chr%+1:IF chr%>wl%:chr%=1
1100 IF aw%=0
1101 FOR i=1 TO wl%
1102 IF key$(pos%)=Word$(n%,i)
1103 str$(i)=CHR$(k):CUSOR#1,16*i,20:PRINT#1,str$(i)
1104 END IF
1105 END FOR i
1106 END IF

```

```

1107 END DEFine
1109 DEFine PROCEDURE WordRND
1110 CLS#0:BLOCK#1,290,20,16,20,1:BLOCK#1,290,20,16,135,1
1111 INK#1,3:FILL#1,1:CIRCLE#1,164,50,28:FILL#1,0:CSIZE#1,3,1:INK#1,7
1112 Sort$=Word$(n%):wl%=LEN(Sort$):cl%=LEN(Clue$(n%))
1113 REPEAT Sort_Ip
1114 FOR i=1 TO wl%-1
1115   r1=RND(1 TO wl%):Chr1$=Sort$(r1):r2=RND(1 TO wl%):Chr2$=Sort$(r2)
1116   Sort$(r1)=Chr2$:Sort$(r2)=Chr1$
1117 END FOR i
1118 IF Sort$<>Word$(n%):EXIT Sort_Ip
1119 END REPEAT Sort_Ip
1120 IF aw%=0
1121   FOR blk=1 TO wl%
1122     BLOCK#1,14,20,blk*16,20,7:BLOCK#1,10,18,2+blk*16,20+1,(blk MOD 8)
1123   END FOR blk
1124 END IF
1125 IF aw%=1:CURSOR#1,16,20:PRINT#1,Sort$
1126 IF ac%=1:CURSOR#0,112,10:PRINT#0,FILL$(' ',18-cl%/2)&Clue$(n%)

```

```

South American island republic.

```



```

1127 key$=FILL$('_',wl%):CURSOR#1,16,135:PRINT#1,key$
1128 max_score%=max_score%+5*wl%
1129 CURSOR#1,190,50:PRINT#1,FILL$(' ',4-LEN(max_score%))&max_score%:INK#2,7
1130 CURSOR#2,112,18:PRINT#2,FILL$(' ',3-LEN(count%))&count%&'/'&cmax%
1131 END DEFine

```

```

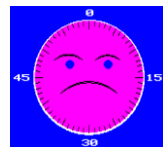
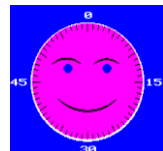
1133 DEFine PROCEDURE Countdown
1134 INK#1,3:LINE#1,164,50 TO 164+26*SIN(RAD(Sech%)),50+26*COS(RAD(Sech%))
1135 Sech%=Sec%:BEEP 2000,10,0,0,0,0,0
1136 INK#1,7:LINE#1,164,50 TO 164+26*SIN(RAD(Sech%)),50+26*COS(RAD(Sech%))
1137 END DEFine

```

```

1139 DEFine PROCEDURE WordScore
1140 INK#1,3:FILL#1,1:CIRCLE#1,164,50,28:FILL#1,0:INK#1,1
1141 FILL#1,1:CIRCLE#1,152,58,2.5:FILL#1,0
1142 FILL#1,1:CIRCLE#1,176,58,2.5:FILL#1,0:INK#1,0
1143 ARC#1,142,60 TO 160,60,-PI/2:ARC#1,142,60 TO 160,60,-PI/2.3
1144 ARC#1,168,60 TO 184,60,-PI/2:ARC#1,168,60 TO 184,60,-PI/2.3
1145 IF Sec%<6:ARC#1,146,40 TO 182,40,-PI/2:ARC#1,146,40 TO 182,40,-PI/2.2
1146 IF Sec%>0:ARC#1,146,40 TO 182,40,PI/2:ARC#1,146,40 TO 182,40,PI/2.2
1147 INK#1,7:IF Sec%>0:per_score%=per_score%+5*wl%
1148 CURSOR#1,190,104:PRINT#1,FILL$(' ',4-LEN(per_score%))&per_score%
1149 CURSOR#1,16,20:PRINT#1,Word$(n%):count%=count%+1
1150 IF aw%=0:BLOCK#1,216,20,16,135,1
1151 IF count%>cmax%
1152   CLS#0:CURSOR#1,12,78:PRINT#1,'Game End':PAUSE
1153   max_score%=0:per_score%=0:count%=1:mc%=1:PlayScrn
1154   FOR i=1 TO 96:WChk(i)=0
1155 END IF
1156 END DEFine

```



1200 REMark QBITS WordGen

[illegible]

```

1228 DEFine PROCedure Word_chg
1229 CURSOR#0,80,6:PRINT#0,'Create a (N)ew Word File or (Q)uit':PAUSE
1230 IF KEYROW(7)=64
1231   F=0:wc%=0:fn$="":CURSOR#0,270,6:CLS#0,4:CLS#3:CLS#4
1232   FOR i=1 TO 96:Word$(i)="" :Clue$(i)="" :PAUSE 1:CURSOR#0,280,6:PRINT#0,i
1233 END IF
1234 IF KEYROW(6)=16:PRINT#0,' Y/N':IF INKEY$(-1)=="Y":LRUN dn$
1235 END DEFine

```

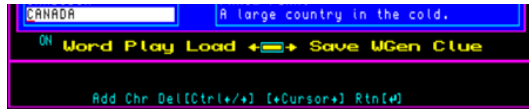
Page 23

1241 **DEFine PROCEDURE WordDn**

1242 IF sr%=15 AND pn%<6:pn%=pn%+1:Pg_Prn:ELSE IF sr%<15:sr%=sr%+1:|=|+1

1243 **END DEFINE**

1300 **REMark WordGen Line Editor**



Line editor Str_Ed (ch% channel, cm% chars max, cp% char position, cs% Char set, sr% str\$ row, sl% str\$ length, sm% str\$ max, sx% & sy% str\$ pixel start coordinates, str\$ charterer string)

BCol% Background colour, ICol% Ink colour, CCol% Cursor Colour

1302 **DEFine PROCEDURE Str_ED**(ch%,cm%,cp%,cs%,sr%,sm%,sx%,sy%,str\$)

1303 CLS#0:CURSOR#0,80,20:PRINT#0,'Add Chr Del[Ctrl ←/→] [← Cursor →] Rtn[↵]'

1304 BLOCK#0,80,10,0,20,0:BLOCK#0,2,4,374,22,5:sl%=LEN(str\$)

1305 **REPEAT Ed_lp**

1306 **Str_Clr:Str_Prn**:CCol%=2:**Str_Cur**

1307 k=CODE(INKEY\$(-1)):sl%=LEN(str\$)

1308 **SElect ON k**

1309 =10 :CCol%=BCol%:**Str_Cur**:**EXIT Ed_lp**

1310 =32 TO 127:**Str_Prn**:k\$=' ' :**Sel_chr**:IF k\$>".**Add_chr**

1311 =194,232 :CCol%=BCol%:**Str_Cur**: IF cp%>cm%:cp%=cp%-1:**Del_chr**

1312 =202,236 :CCol%=BCol%:**Str_Cur**:**Del_chr**

1313 =192 :CCol%=BCol%:**Str_Cur**: IF cp%>cm%:cp%=cp%-1 :**REMark** ← Left

1314 =200 :CCol%=BCol%:**Str_Cur**: IF cp%<sl%+1:cp%=cp%+1 :**REMark** → Right

1315 **END SELECT**

1216 **END REPEAT Ed_lp**

1317 **END DEFINE**

1319 **DEFine PROCEDURE Pg_Prn** :**REMark** Print Page

1320 BCol%=1:ICol%=7:sr%=-1

1321 FOR l=pn%*16-15 TO pn%*16

1322 sr%=sr%+1:ch%=3:**Str_Chk:Str_Prn**:ch%=4:**Str_Chk:Str_Prn**

1323 **END FOR**

1324 INK#2,7:CURSOR#2,370,16:PRINT#2,'Page ':pn%:|=|+15:sr%=0

1325 ch%=3:BCol%=7:ICol%=0:**Str_Chk**

1326 **END DEFINE**

1328 **DEFine PROCEDURE Ln_Clr** :**REMark** Clear Line

1329 **Str_Clr**:BCol%=1:ICol%=7:CCol%=0:**Str_Prn**:BCol%=7:ICol%=0:cp%=1

1330 **END DEFINE**

1332 **DEFine PROCEDURE Str_Prn**

1333 STRIP#ch%,BCol%:INK#ch%,ICol%

1334 CURSOR#ch%,sx%,sy%+sr%*10:PRINT#ch%,str\$&FILL\$(' ',sm%-LEN(str\$))

1335 **END DEFINE**

1337 **DEFine PROCEDURE Str_Cur**

1338 IF cp%>=sm%:cp%=sm%:sl%=sm%

1339 BLOCK#ch%,8,1,sx%+cp%*8-8,sy%+sr%*10+9,CCol%

1340 **END DEFINE**

```

1342 DEFINE PROCEDURE Str_Chk
1343 IF ch%=0:cs%=2:cp%=1:sl%=LEN(fn$) :cm%=5:sm%=16:str$=fn$
1344 IF ch%=3:cs%=1:cp%=1:sl%=LEN(Word$(l)):cm%=1:sm%=18:str$=Word$(l)
1345 IF ch%=4:cs%=3:cp%=1:sl%=LEN(Clue$(l)):cm5=1:sm%=36:str$=Clue$(l)
1346 END DEFINE

1348 DEFINE PROCEDURE Str_Clr
1349 IF LEN(str$)>=sm%:str$=str$(1 TO sm%)
1350 IF ch%=0:fn$=str$:sr%=0
1351 IF ch%=3:Word$(l)=str$
1352 IF ch%=4:Clue$(l)=str$
1353 END DEFINE

1255 DEFINE PROCEDURE Sel_chr
1356 SELECT ON k=65 TO 90 :k$=CHR$(k)
1357 IF cs%=1 :SELECT ON k=97 TO 122 :k$=CHR$(k-32)
1358 IF cs%>1 :SELECT ON k=48 TO 57,95,97 TO 122 :k$=CHR$(k)
1359 IF cs%=3 :SELECT ON k=32 TO 47,123 TO 127 :k$=CHR$(k)
1360 END DEFINE

1362 DEFINE PROCEDURE Add_chr
1363 IF cp% = 1 AND sl%=0:str$=str$&k$
1364 IF cp%>=1 AND cp%<sl%:str$=str$(1 TO cp%-1)&k$&str$(cp% TO sl%)
1365 IF cp%>=1 AND cp%=sl%:str$=str$(1 TO cp%-1)&k$&str$(cp%)
1366 IF cp% > 1 AND cp%>sl%:str$=str$&k$
1367 IF cp%=sm%:str$(cp%)=k$
1368 IF sl%<sm%:sl%=sl%+1:ELSE sl%=sm%
1369 IF cp%<sm%:cp%=cp%+1:ELSE cp%=sm%
1370 END DEFINE

1372 DEFINE PROCEDURE Del_chr
1373 IF cp%=sl%:str$=str$(1 TO sl%-1):sl%=sl%-1
1374 IF cp%>=1 AND cp%<sl%:str$=str$(1 TO cp%-1)&str$(cp%+1 TO sl%):sl%=sl%-1
1375 IF cp%=sm%:str$=str$(1 TO sm%-1):cp%=cp%-1:sl%=sl%-1
1376 IF cp%>1 AND sl%=0:str$=""
1377 END DEFINE

1379 DEFINE PROCEDURE QBold(ch%,col%,w%,d%,x%,y%,str$)
1380 OVER#ch%,1:INK#ch%,col%:sl%=LEN(str$)
1381 FOR a=1 TO sl%
1382 FOR b=0 TO d%:CURSOR#ch%,x%+b+a*w%,y%:PRINT#ch%,str$(a)
1383 END FOR a:OVER#ch%,0
1384 END DEFINE

```


Files being Selected...

1402 DEFine PROCEDURE WordList

```

1403 DIM Volumn$(11),Sector$(24),file$(20,36),df$(36)
1404 CLS#0:QBOLD 0,5,9,1,60,10,'Files being Selected...'
1405 f%=1:ft%=0:fm%=20:DELETE SDR$&'FList'
1406 OPEN_NEW#6,SDR$&'FList':DIR#6,SDR$:CLOSE#6
1407 OPEN_IN#6, SDR$&'FList':INPUT#6,Volumn$,Sector$
1408 REPEAT DIR_ip
1409 IF EOF(#6) OR f%>fm%:ft%=f%-1:CLOSE#6:EXIT DIR_ip
1410 INPUT#6,df$:IF 'WGen_' INSTR df$>0:file$(f%)=df$:f%=f%+1:PAUSE 2
1411 END REPEAT DIR_ip
1412 IF ft%<1
1413 CLS#0:QBOLD 0,5,9,1,60,10,'No Word Files Found...'
1414 F=0:mc%=4:PAUSE 50:RETurn
1415 END IF
1416 PAUSE 20:WordFile:mc%=5
1417 END DEFine

```

Select File <↑ ↓>: 1 Countries

1419 DEFine PROCEDURE WordFile

```

1420 CLS#0:QBOLD 0,5,9,1,60,10,'Select File <↑ ↓>:BLOCK#0,14,3,200,14,5:f%=1
1421 REPEAT File_ip
1422 CURSOR#0,260,10:PRINT#0,f%, 'file$(f%,5+('WGen_' INSTR file$(f%)) TO)
1423 CLS#0,4:k=CODE(INKEY$(-1))
1424 SElect ON k
1425 =208:f%=f%-1:IF f%<1:f%=ft%
1426 =216:f%=f%+1:IF f%>ft%:f%=1
1427 = 32:fn$=file$(f%):WLoad :EXIT File_ip
1428 END SElect
1429 END REPEAT File_ip
1430 END DEFine

```

Word Play Load Load Save WGen Clue

1432 DEFine PROCEDURE WLoad

```

1433 FOR i=1 TO 96:Word$(i)='':Clue$(i)=''
1434 CLS#0:QBOLD 0,5,9,1,100,10,'Loading Word File...'
1435 OPEN_IN#6,SDR$&'fn$:wc%=1
1436 REPEAT Ld_ip
1437 INPUT#6,Word$(wc%),Clue$(wc%):CURSOR#0,292,10:PRINT#0,wc%:CLS#0,4
1438 IF EOF(#6) OR wc%=96:CLOSE#6:EXIT Ld_ip:ELSE wc%=wc%+1:PAUSE 1
1439 END REPEAT Ld_ip
1440 PAUSE 20:CLS#0:F=1:l=1:IF CSm=1:pn%=1:Pg_Prn
1441 END DEFine

```

```

1443 DEFine PROCEDURE WordSave
1444 sm%=16:IF LEN(fn$)>sm% OR fn$="":fn$="WGen_'
1445 CLS#0:CURSOR#0,80,10
1446 PRINT#0,'Save ';SDR$&fn$;FILL$(' ',sm%-LEN(fn$));' Y/N or (E)dit'
```

Save dos1_WGen_Countries Y/N or (E)dit

```

1447 k=CODE(INKEY$(-1)):CURSOR#0,286,10:CLS#0,4
1448 IF k=69 OR k=101
1449   BCol%=0:ICol%=7:Str_ED 0,5,6,2,0,16,160,6,fn$
1450   IF LEN(fn$)<6 OR k=32:mc%=2:RETurn :ELSE WSave
1451 END IF
1452 IF k=89 OR k=121
1453   IF LEN(fn$)<6:BCol%=0:ICol%=7:Str_ED 0,5,6,2,0,16,160,6,fn$
1454   IF LEN(fn$)<6 OR k=32:mc%=2:RETurn :ELSE WSave
1455 END IF
1456 END DEFine
```

```

1458 DEFine PROCEDURE WSave
1459 CURSOR#0,300,10:PRINT#0,' Save Y/N ':PAUSE
1460 IF KEYROW(5)<>64:RETurn
1461 DELETE SDR$&fn$:OPEN_NEW#8,SDR$&fn$:fm%=96
1462 FOR n=1 TO 96
1463   IF Word$(n)<>":PRINT#8,Word$(n)Clue$(n):fm%=fm%-1
1464   CURSOR#0,380,10 :PRINT#0,'Chk.':96-fm%:PAUSE 1
1465 END FOR n
1466 CLOSE#8:CLS#0:mc%=1:F=1
1467 IF fm%=96:DELETE SDR$&fn$:F=0
1468 END DEFine
```