

The alphabet

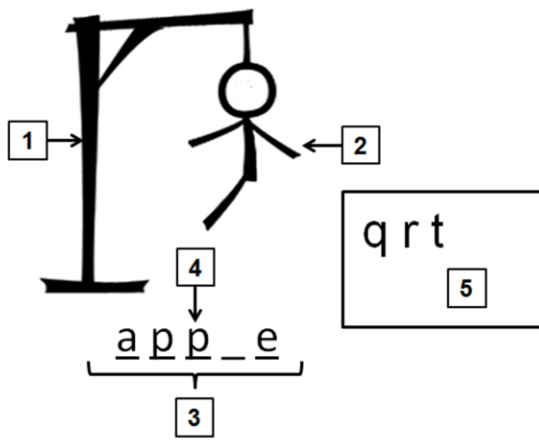
A /ei/ **B** /bi/ **C** /ci/ **D** /di/ **E** /i/ **F** /ef/ **G** /yi/

H /eich/ **I** /ai/ **J** /yei/ **K** /kei/ **L** /el/ **M** /em/ **N** /en/

O /ou/ **P** /pi/ **Q** /kiu/ **R** /ar/ **S** /es/ **T** /ti/ **U** /iu/

V /vi/ **W** /dabol-iu/ **X** /eks/ **Y** /wai/ **Z** /zzi/

Graphic components of the hangman



- 1 Gallows
- 2 Hanging figure
- 3 Dashes
- 4 Letters
- 5 Wrong letters

How to play hangman

Guess letters to fill in the blanks before your little man gets hung

Step 1

Choose one person to be "the executioner".
"The executioner" and the player choose a topic.

For example: Clothes, Environmental emergencies, etc.

Step 2

"The executioner" chooses a secret word or sentence.

"In case of earthquake do not use elevators"

Step 3

"The executioner" draws a blank line for each letter in the word.

Step 4

"The executioner" draws a gallows.

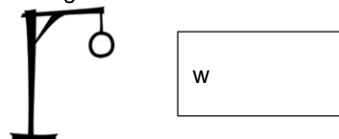


Step 5

The player(s) starts guessing letters.
"The executioner" fills the letter in the blanks if the players guess correctly.

— a — a — a — a —

"The executioner" draws one part of the "hangman" when the players guess wrong.



Step 6

The Game is over when:

- The player completes the word or sentence.

i n c a s e o f e a r t h q u a k e d o n o t u s e e l e v a t o r s

- or "the executioner" completes the diagram.

