#### USER GUIDE 1.

### 1. Installation of a software product on a computer

To install the software product: "Ethnographic Game Spadchyna" you need to run Setup.exe, and then follow all the instructions that will be indicated during the installation process. The installation program will complete its installation of the software product after clicking the "Finish" button.

### 2. Calling the software

To get started with the software: "Ethnographic Game Spadchyna " you need to run the Spatchina.exe files in any of the standard Windows methods. The files are located in the folder that was selected when you installed the program, as well as in the Start-Programs menu.

### 3. Software product messages

When the program is running, various messages, to which the user should respond correctly are output. Program messages are presented in Table 1.

Table 1

Table1		
Message text	Cause	Actions taken
Not so! Try again!	Displays if the answer is not correct	Re-execute the task
Well done! Do it on!	Outputs if the answer is correct	Wait, and continue the task
Carefully read the job and fulfill their  Further	Output when the level is started	Press Next, and perform the required task

#### 4. Demonstration work of the software product

To start working with the program, you must run the Spadchina.exe file using any of the standard Windows methods, after which the program saver shown in Figure 1 will appear on the screen.



Level 1 – Screensaver program

After downloading, the User Registration form appears on the program screen (picture 2)



Picture 2 – Student registration

After registering the student, an interactive button menu appears on the screen. On the form there are buttons: main menu, levels and about the project. The form is shown on picture 3.



Picture 3 – Main menu

When the menu item Level (1-7) is selected on the screen from the window.

# Level 1 on the picture 4



Picture 4 – level 1 (part 1)



level 1 (part 2)

## Level 2 on the picture 5.



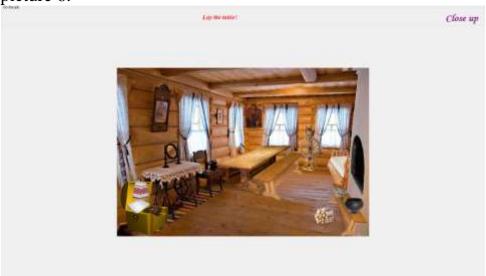
level 1 (part 3)

Level 2 on the picture 5.



Picture 5 - level 2

Level 3 on the picture 6.



Picture 6 – level 3

Level 4 on the picture 7.



Picture 7 – level 4

## Level 5 on the picture 8.



Picture 8 –level 5 (part 1)



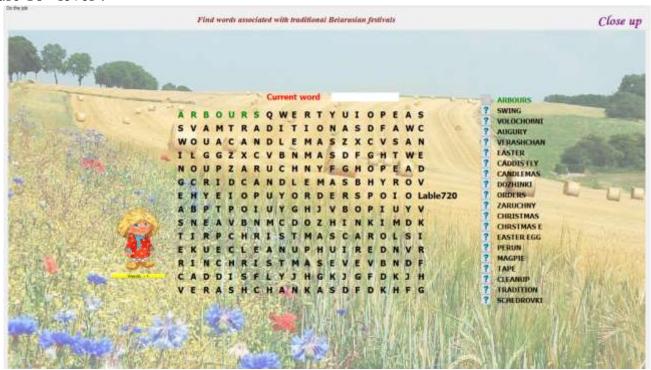
Level 5(part 2)

# Picture 9 – 6 level



Picture 9 – level 6

### Picture 10 –level 7



Picture 10 – level 7