

## Copilot

Sure! Here's a simple Hangman game written in ZX Spectrum BASIC. This code will allow you to play a basic version of Hangman on your ZX Spectrum emulator or actual hardware.

```
10 REM HANGMAN GAME
20 CLS
30 PRINT "HANGMAN GAME"
40 PRINT "-----"
50 LET WORD$ = "SPECTRUM"
60 LET GUESSES = 10
70 DIM G$(LEN(WORD$))
80 FOR I = 1 TO LEN(WORD$)
90   LET G$(I) = "_"
100 NEXT I
110 PRINT "WORD: ";
120 FOR I = 1 TO LEN(WORD$)
130   PRINT G$(I); " ";
140 NEXT I
150 PRINT
160 PRINT "GUESSES LEFT: "; GUESSES
170 INPUT "GUESS A LETTER: "; L$
180 LET FOUND = 0
190 FOR I = 1 TO LEN(WORD$)
200   IF L$ = MID$(WORD$, I, 1) THEN LET G$(I) = L$: LET FOUND = 1
210 NEXT I
220 IF FOUND = 0 THEN LET GUESSES = GUESSES - 1
230 LET COMPLETE = 1
240 FOR I = 1 TO LEN(WORD$)
250   IF G$(I) = "_" THEN LET COMPLETE = 0
260 NEXT I
270 IF COMPLETE = 1 THEN GOTO 400
280 IF GUESSES = 0 THEN GOTO 500
290 GOTO 110
400 PRINT "CONGRATULATIONS! YOU GUESSED THE WORD: "; WORD$
410 STOP
500 PRINT "GAME OVER! THE WORD WAS: "; WORD$
510 STOP
```

This code initializes the game with the word “SPECTRUM” and allows the player to guess letters. The player has 10 guesses to find the word. If the player guesses all the letters correctly, they win; otherwise, they lose when they run out of guesses.

Feel free to modify the word or add more features to enhance the game! If you have any questions or need further assistance, let me know. Have fun coding!