STROOPIE!

by Sakis Kaffesakis 2020

Welcome to STROOPIE!

If you use tape, go to tape mode by typing < Itape > (the first letter I can be typed using shift and the key just right of the letter p)

Type < run"STROOPIE.bas" >

The idea of this game is based on the <Stroop effect> and other similar experiments in the scientific field of the perception psychology. More specifically, it seems that some cognitive processes, as reading, are so automatic that it is difficult to reduce them without training, even if we do not want them to occur.

As the <Stroop effect> seems to occur mostly in the language that you are most familiar with (native language), **the game is available in many languages** (English, Greek, Spanish, French and German). The language change affects only the words for the tests, and not the entire game (instructions, other sections, etc).

This game is a simple game. You see a color, or a shape, or both, and you have to **choose the correct option between 3 choices**.

The game consists of **3 levels**.

Each level consists of 6 tests, and each test consists of 10 questions. That means a total of 180 questions to complete a game.

In test 1, you have to find the color of the displayed word. The word is displayed in a <neutral form> (XXXXX).

In test 2, you have to do the same thing, but the word is not in a neutral form, as its meaning is a meaning of a color (e.g. you see < GREEN >). **So, the meaning of the word may try to confuse you, as, in this case, correct answer is RED and not GREEN.** This happens in most times, but sometimes the meaning of the word is the same with the color displayed (e.g. GREEN).

In Test 3, you have to find the shape displayed.

In Test 4, you have to do the same thing, but the word written inside the shape may try to confuse you.

In Test 5, you have to find the correct combination of shape and color displayed.

In Test 6, you have to do the same thing, but the words inside the shape may try to confuse you.

There are 3 colors and 3 shapes used in this game.

Colors: green, yellow and red. Shapes: square, triangle and trapezium.

When the game starts, you have to choose the **difficulty (1-4).**

The difficulty level **affects the initial time** you have available for giving the answer.

In difficulty 1, you have 6 seconds, while in difficulty 4 you have 3 seconds.

But: As you advance the 3 game levels, your time is limited by 1 second.

So, in difficulty 1, Level 3 you will have 4 seconds available, while in difficulty 4, Level 3, you will have only 1 second available!

Also, the difficulty level affects the information that will be given to you regarding the **SECRET CODE**, in case you complete the 3 levels of the game.

The SECRET CODE consists of 3 letters. They can be entered somewhere in the menu.

If you complete difficulty 1, you will be shown 1 letter. In difficulty 2, you will be shown 2 letters. In difficulty 3, you will be shown 3 letters. And finally, in difficulty 4, you will be told where to enter that code.

If you enter that code, you will have 500 lives!

The sequence of the questions in each test is totally random.

Points gained are based on the remaining time for answering the question. Difficulty and level are also calculated.

In first levels, it may be easier to gain points, as you have more time available, so try to be quick in order to get more points!

In the beginning of Level 3, test 6, you gain an extra life!

Runs better in Winape emulator (Winape 2.0 beta 2)

Hope you enjoy! Many thx for your interest!

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Your comments are welcomed at

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