

The Scarborough System.

MasterType™

By Bruce Zweig The "original typing game." Makes learning keyboard skills fun, fast and easy.



**America's
#1
educational
software
program**

For ages 7 to adult

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MASTERTYPE FOR THE MACINTOSH

I. Getting Started

The Universe is not always kind to those who type slowly. There is hope, however, if you read this manual carefully. It is your guide to survival in the forthcoming battle.

The MasterType has bestowed this guide on you so he can aid you when the enemy attacks. His magic is powerful—it can destroy any enemy weapon. You can gain access to his magic by carefully studying your computer's keyboard.

A Guide to Survival

There are only two important rules you need to follow to improve your typing skills. The MasterType has requested that all players learn them before entering combat:

The Rules

1 Don't Leave Home Always begin typing with your fingers correctly placed on the HOME ROW keys. These keys are A S D F for your left hand and J K L ; for your right hand.

2 Put Your Best Finger Forward To type most accurately and quickly, you must not only press the correct key, you must also use the correct finger.

The MasterType has incorporated these rules in his *MasterType* program. As you practice your skills using the program, you'll learn to type quickly and accurately.

The Game

When you are ready to play the *MasterType* game and survive the first battle:

- ☆ Insert the disk with the *MasterType* game on it into the disk drive. Turn on your Macintosh. When the program is fully loaded, you will find yourself at the *MasterType* Control Panel.
- ☆ Lesson 1 will already be selected for you. Choose beginner mode by clicking the box next to the word “beginner.” Then, to play, click the mouse on the Play box.
- ☆ The game will start. The letters A S D and F will appear in the corners of the screen. They will shoot missiles and fireballs at your base. If you have studied these four letters in advance, you will be able to type them before the missiles get you.
- ☆ You must type the letters quickly in order to blow them up. If you type slowly, they will keep shooting at you.

Once you have won Lesson 1, change to a higher speed in order to improve your score, then go on to Lessons 2 and 3. With each lesson, increase your speed before going on to the next one. (If you need more guidance, read “Strategy and Helpful Hints,” below.) Soon, you will master the keys on each row and share in the magic of the *MasterType*!

II. Strategy and Helpful Hints

One enemy “word” appears in each corner of the screen. Usually these words will be standard English words. Sometimes, however, depending on the difficulty of the lesson you choose, they will be just single letters (for example, A S D and F in Lesson 1), punctuation marks, or symbols.

These “words” are your enemies! They will try to destroy your command ship with missiles, satellites, and atomic meteors. You must type these words quickly or they will destroy you!

Meeting the Enemy

Remember these rules as you defend your ship against the enemy:

Rules of Battle

- ★ Type only the words, letters, punctuation marks, or symbols you see on the screen. You may type them in any order that you choose.
- ★ If you are not using beginner mode, you must press the **SPACEBAR** after typing each “word.” This tells the MasterType that you have finished typing and signals him to release his Force against the enemy word and its invading missiles.
- ★ You must type the words quickly in order to blow them up. If you type slowly, the words will keep shooting at you.

If you make a mistake and fail to destroy the enemy missile on the first try, press the **SPACEBAR** and try again. You will be penalized a few points for making a mistake, but you should have enough time to type the word over again. Another way to correct your mistake is to use the delete or backspace key to erase your mistake and retype it.

If At First . . .

Helpful Hints

The first rule states that you can type the words on the screen in any order. But your first priority should be to hit the missiles that are most threatening to your Command Ship. Therefore, if a missile is getting close to your ship, you should type the word that it's coming from (with a space at the end, of course) before you type any other words that are in a less threatening position.

Your next priority is to get those missiles that are just starting towards you. When a missile begins to move, it is near its word. If you blow up the missile at this point, the explosion will hit the word itself and blow it up as well. This will give you a lot of bonus points and a new enemy word.

Also try to use the shields to maximum advantage. You are allowed to get hit once on each side before your ship is destroyed. By sacrificing one or more shields you can get through the most difficult parts of a lesson.

Finally, at the end of each wave, the program looks to see how fast you typed during the wave and will adjust the speed of the next waves accordingly. If you have mastered the first wave of a particular lesson but are getting blown away in subsequent waves, try typing more smoothly and slowly in the first wave so that the remaining waves come at you more slowly.

III. MasterType Options

Your *MasterType* Control Panel has five buttons on it that cause immediate action:

The *MasterType* Control Panel

Play Play the game. You will go directly to the *MasterType* game, so be ready.

Demo Put on a self-running version of the game.

Quit Quit playing *MasterType*.

Choose Lesson Pick a different lesson to work on. Your disk contains eighteen lessons, starting with single letters and moving towards complex words.

Make Lesson Create a new lesson by listing your own words. (see next page)

Additionally, you have the following options:

Adjust Speed Two buttons on the left of your Control Panel make the words come at you faster or slower. Set the speed range so that it's fast enough to challenge you, but not defeat you.

Sound On/Off Turn off the sound if you are disturbing your neighbors.

All Letters Capitalized We recommend this setting for basic typing practice. You can get specialized practice by turning this option off. You can then practice typing the word exactly as you see it, in upper and lower case, using the SHIFT key.

The Lesson System

When you pick **Choose Lesson** from the *MasterType* Control Panel, you go to a lesson dialog. Use the scroll bars to look through a list of lessons and pick the one you want by clicking on it. Then click on "Open" to bring that lesson into the game. After you have chosen a lesson, you will return to the *MasterType* Control Panel.

MasterType Status Board

In between waves, you will get the *MasterType* Status Board. It will display your average speed, how many mistakes you made, and your score. Whenever you are ready to play, press the **SPACEBAR**; otherwise, if you want to make any adjustments to speed, sound, or lesson, press the **TAB** key. It will take you to the *MasterType* Control Panel.

Making a New Lesson

The *MasterType* program encourages you to create your own lessons. Many parents and teachers use this feature to form lists of friends' names or spelling words for grade-school children. It can also be used to create lists of commonly used words in areas of personal interest.

To create or edit your own lessons, first you must click on **Make Lessons** on the *MasterType* Control Panel.

You will be taken first to the Introduction page. You can enter up to ten lines of introduction, with up to thirty-four characters on a line. If there is already text there, press any key to remove it and start over or **RETURN** to keep it. You can also edit any portion of text using the mouse button and the flashing "insert cursor."

You can leave as many lines blank as you like. Type the lines in order or use your mouse to pick out any line or word to edit.

When you are finished, click on the **OK** button. You will be taken to the **Lesson Words** page. The lesson words are organized into four groups of ten, corresponding to the

four waves in the *MasterType* game. The lines will contain words from the last lesson you chose or Lesson One. Again, you can keep these by pressing RETURN or you can insert your own words wherever you wish. Just use the mouse to get to the word, then replace or edit it as described above. Press RETURN (or SPACEBAR or TAB) after each new word you add.

Now that you've created the introduction and put in your lesson words, only one step remains: naming your lesson. A lesson dialog will let you name your lesson and save it on your *MasterType* disk, after which you can use it anytime you want. Note: The Make Lesson system will also let you edit any lesson you have created.

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CUT ALONG DOTTED LINE

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