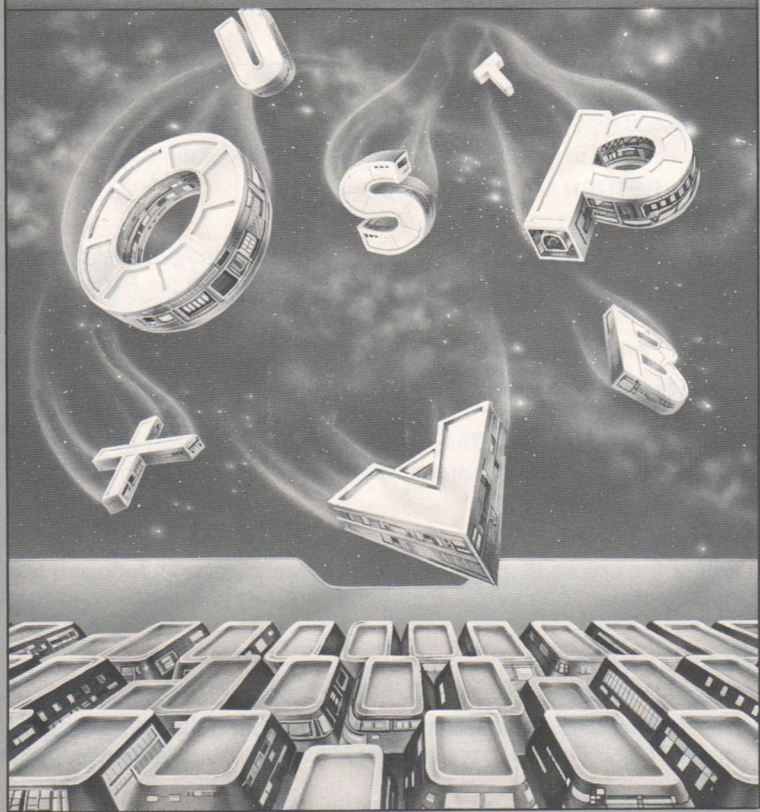


SiriusTM
presents

TYPE ATTACKTM



Game Design by Jim Hauser and Ernie Brock

Type Attack™

IBM-PC Instructions

The Objective:

Stop the aggressive alphabet and the war-like words by typing on your keyboard. You'll improve your typing skills and have fun too!

To Begin:

Boot your IBM-PC using MS-DOS 1.0, 1.1 or 2.0. Insert the Type Attack disk in drive A and type

A:

Press the **RETURN** key and then type

TA

Press the **RETURN** key to be presented with the Type Attack title page. In a few moments, a game demonstration will appear. Press the **F10** key at any time to go to the main Selection Menu.

Selection Menu:

The Type Attack Selection Menu allows you to adjust any or all of the various elements listed below. If you are satisfied with the choices currently selected, press 4 to start immediately.

0 SELECT DISPLAY

To adjust the colors displayed on your screen, press 0, followed by one of the selections then listed. Experiment with the choices given to see which colors look best on your screen.

1 SELECT SPEED

Setting (1-99):

Enter 1 followed by a number from 1 to 99 to set the playing speed. Then press **RETURN**. Beginning typists should pick 1 to 19, intermediate typists

should try 20 to 59 and good typists should start in the 60 to 79 range. Robots and genetic mutants will feel most comfortable at speeds above 80. The number you choose will determine bonus scoring and the speed at which the characters and words travel across the screen.

2 STARTING LESSON

Lesson #(1-99):

Enter 2 followed by a number from 1 to 99 to choose the beginning lesson, then press RETURN. If you are a beginner, we suggest you start with lesson 1. Lessons 1 to 39 are preprogrammed. You can choose lessons 40 to 99 only after you have first created them, using the Create Lesson option (see option 3 below).

3 CREATE LESSON

Enter 3 to be presented with the Lesson Creator menu (see below for instructions). If you enter 3 by mistake, press ESC to return to the selection menu.

4 START NEW GAME

When the typing speed and beginning lesson suit you, press 4 to start Type Attack.

5 RESTART OLD GAME

Press 5 to restart a game you have previously saved. (See below for save option.)

6 ERASE HIGH SCORES

Press 6 to erase the high scores and initials recorded in the "Hall Of Fame."

7 QUIT

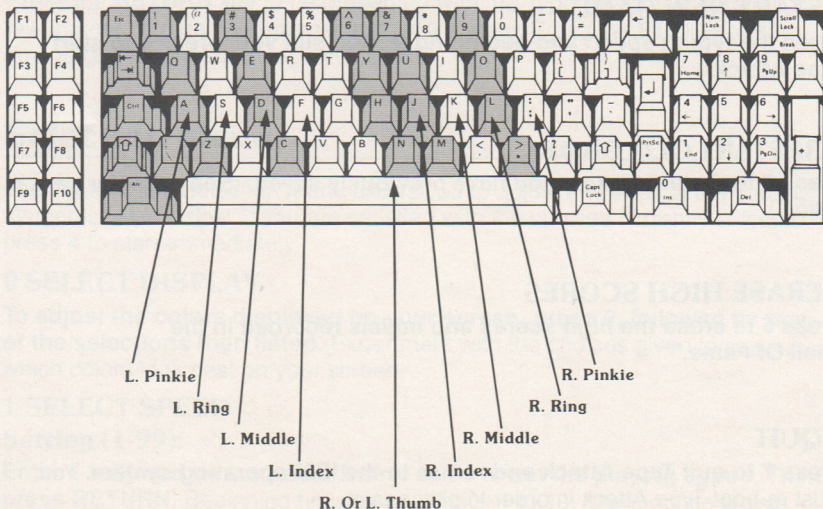
Press 7 to quit Type Attack and return to the IBM operating system. You must re-boot Type Attack in order to play again.

Lesson Content:

Each lesson consists of a Character Attack followed by a Word Attack. The first lesson covers the home key positions for the left hand, A, S, D and F. First you will practice typing these letters character by character and then in combinations. Wherever possible, commonly used words are presented in the Word Attack. Lessons 1 to 15 progress in an order similar to traditional typing manuals.

Finger Positioning:

The IBM-PC keyboard illustration below shows the "Home Key" positions for each finger. After each letter is typed, your fingers should return to these positions. The shaded areas (or non-shaded areas) adjacent to these keys show all of the other keys that particular finger should type.



Character Attack:

Each character attack consists of three separate attacking waves. Each wave, made up of eight columns, appears at the top of the screen and falls to the bottom. Only the bottom character in each column is vulnerable to attack. If more than one bottom character is the same, only the furthest left character will be destroyed. Each time you type out a vulnerable character on your keyboard, it disintegrates. You do not have to aim. We recommend that you type up the columns, starting with the left column. When you have nearly demolished an entire wave, those characters remaining will fall faster. At this point you may need to type out the characters closest to the bottom of the screen first. If any character touches the bottom, that attack is ended and you lose energy. Wiping out an entire wave earns you a Trophy.

NOTE: For ease of play, you should keep the Caps Lock key engaged at all times. As the Caps Lock key does not affect punctuation, you will need to use the Shift key (⇧) from lessons 26 on. The Caps Lock message in the lower left corner on the screen will show when the Caps Lock function is engaged.

Word Attack:

In the Word Attack Mode, groups of complete words fly across the screen. Only one word is vulnerable at a time, indicated by its blinking shield. You must type out the entire word and then press the SPACE BAR to wipe the word off the screen. Letters on the keyboard are displayed below the vulnerable word and move with it. To correct typing errors, use the following keys:

4
← or ← = moves back one letter

RETURN = erases all letters input or destroys the word if typed correctly

Words allowed to go off the left edge of the screen will reappear at the right side of the screen (wrap around). If you complete the Word Attack, you will advance to the next lesson and a new set of characters.

Bonus Words:

If you have earned all three Character Attack Trophies and blasted all of the words on their first pass, you are given a round of Bonus Words. There are no penalties during the Bonus Word attack, only extra points!

Words Per Minute:

The vertical bar at the left edge of the screen and the number shown in the upper left corner of the screen both show the speed at which you are typing. PLEASE NOTE: Non-computer typing tests may differ slightly in words per minute ratings.

Energy:

Each lesson begins with 100 units of Energy. During the Character Attack, each typing error uses 1 unit of energy. Each wave to hit the bottom of the screen uses 35 units of energy. During the Word Attack, each letter in the vulnerable word adds 1 unit if the word is destroyed or subtracts 1 unit if the word wraps around. No energy is lost in the Bonus Words. The bar on the right side of the screen shows the current Energy level. The game ends when you run out of Energy.

Scoring:

In the Character Attack you earn 5 points per letter destroyed and you lose 5 points for each error. In the Word Attack and Bonus Words you earn 20 points per letter in each word destroyed. At the end of each successfully completed lesson, you earn bonus points computed by multiplying your average Words Per Minute for that lesson times the speed level you chose to play.

Hall Of Fame:

If your score is high enough, you will be presented with the "Hall Of Fame" screen at the end of your typing session. Enter your initials and then press the RETURN key. Your score and initials will be saved on the Type Attack disk until another typist can top your rating or they are erased using the ERASE HIGH SCORES option.

Lesson Creator:

Upon being presented with the Lesson Creator, enter the lesson number you wish to create (40-99) and press the RETURN key. Then type in the letters you wish to practice in the Character Attack. The "cursor," a small square, shows you where the letters will be placed. You should not use blank spaces in the Character Attack.

Now, fill in the Word Attack areas. Each word or groups of words can be a maximum of 8 characters long. Use the SPACE BAR to create blank spaces. The following keys will make editing of lessons simpler:



= moves cursor up*



= moves cursor down*



= moves cursor forward*



= moves cursor back*

RETURN = moves to next word** or row

*The NUM LOCK key must be off

**The RETURN key is especially useful when typing short words into the Word Attack. Use the RETURN key rather than the SPACE BAR to move on to the next word.

You must save the lesson to disk by pressing the F1 key if you wish to play it. If you do not wish to save the lesson, press the ESC key to return to the main Selection Menu.

Saving Games:

Game progress and accumulated score can be saved onto the Type Attack disk to be continued at a later time. When the saved game is "Restarted," your status will be as it was following the last COMPLETED lesson. To save a game in progress, press the F10 key followed by Y. You will be returned to the main Selection Menu. You may only save one game at a time.

Convenience Controls:

FUNCTION	KEY
Pause Game Toggle	ESC
Sound ON/OFF Toggle	F9
Return to Main Menu	F10 followed by N
Save Current Game	F10 followed by Y

Lesson Chart:

Number	Emphasis	Description
1	ASDF	left hand home row
2	JKL;	right hand home row
3	ASDFJKL;	review of lessons 1 & 2
4	DEJU	2nd & 3rd row
5	FRKI	2nd & 3rd row
6	DEJUKIFR	review of lessons 4 & 5
7	AQ;P	2nd & 3rd row
8	SWLO	2nd & 3rd row
9	AQ;PSWLO	review of lessons 7 & 8
10	FGTLO	2nd & 3rd row

Number	Emphasis	Description
11	AZJM	1st & 2nd row
12	FGTJMAZ	review of lessons 10 & 11
13	JHYDE	2nd & 3rd row
14	FVK,	1st & 2nd row
15	JHYFVK,	review of lessons 13 & 14
16	DCJN	1st & 2nd row
17	FBL	1st & 2nd row
18	SXJMY	1st, 2nd & 3rd row
19	DCJNFBL.SX	review of lessons 16-18
20	1234ASDF	numbers
21	7890JKL;	numbers
22	4567RFJU	numbers
23	13579ADFJL	odd numbers
24	24680SFJK;	even numbers
25	„KLAQ	punctuation
26	! ? A;	punctuation
27	K * F V ; '	punctuation
28	" + ;	punctuation
29	() KL FVC	punctuation
30	# ; D :	punctuation
31	& - J D ; C	punctuation
32	\$ = ; F	punctuation
33	< > K L D E	punctuation
34	% / F ; \$	punctuation
35	@ F S ` T	punctuation
36-39		advanced review

Hints From The Authors:

To improve your typing skills, you should always pick a speed that challenges you. An increased pace will force you to type faster or lose. Since no one likes to lose, you will type faster! At all times you should look at the screen and not the keyboard. Position your fingers over the keys as shown in the illustration above and learn to associate each key with the finger in that position. Then you won't have to look at the keyboard.

The first one or two waves of each Character Attack attack are ordered to help improve your typing skills. If you play at speeds below 20, all the waves will be ordered, otherwise only the first wave will be ordered. If you type up the columns from left to right, your fingers will be exercised in a manner that will increase your typing speed and improve your hand coordination. Typing out whole columns of letters will delay the attack wave from reaching the wall, thus giving you more time to wipe it off the screen.

Important Notice:

Should the disk fail to boot, try again. After the second try, boot the disk on another PC to eliminate the possibility of hardware failure.

All of our products are tested prior to shipping.

Limited One Year Warranty:

Sirius will replace any defective Sirius product at no charge if the original disk and proof of purchase are returned to Sirius within 30 days of purchase. After 30 days and up to one year from purchase, Sirius will replace any defective disk for \$5.00, provided the original disk is returned. For those outside the U.S.A., please include enough additional funds to cover return postage.

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IBM-PC



Game design by Jim Hauser and Ernie Brock
IBM-PC version programmed by Ernie Brock

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