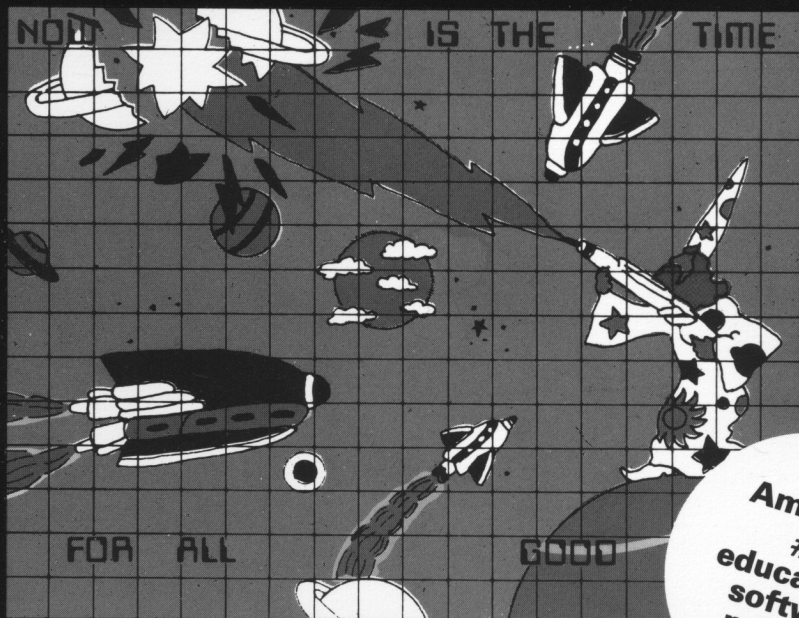


*The Scarborough System.*

# 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**



# **MasterType™**

**CREATED BY BRUCE ZWEIG**

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Published by Scarborough Systems, Inc.  
25 North Broadway, Tarrytown  
New York, 10591 U.S.A.

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# **I. Getting Started**

# A Guide to Survival

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.

## The Rules

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:

**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. (If you are unfamiliar with your keyboard's



TYPING BEGINS  
AT HOME.



home row, look at the *MasterType* Fingering Chart in your *MasterType* Training Ground program.)

**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.

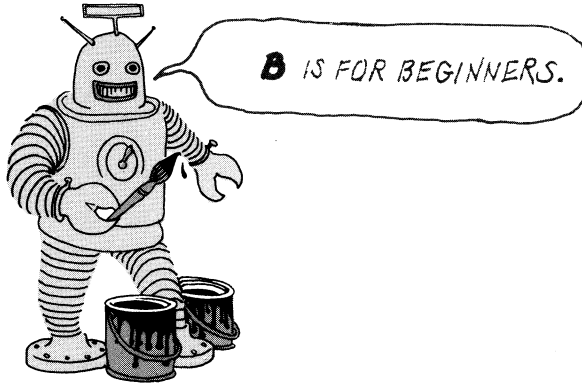
## The Game

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. (Check with the machine-specific guide in this manual for instructions on how to boot the *MasterType* game on your computer.)
- ☆ Select Lesson 1, beginner mode. (See the guide for specific instructions.)
- ☆ 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**

# Meeting the Enemy

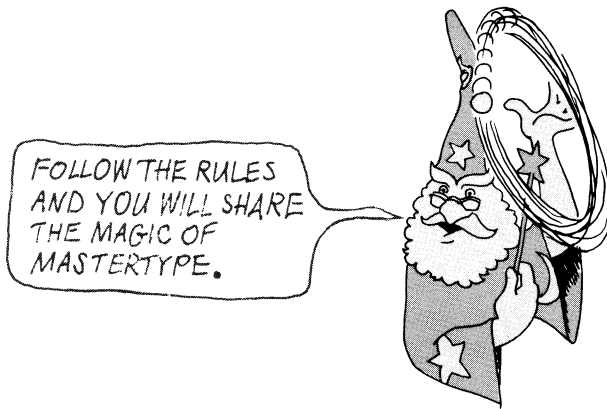
After you've selected Lesson 1, beginner mode of the *MasterType* game, the battle will begin. One enemy "word" will appear in each corner of the screen. Usually these words will be standard English words. Sometimes, however, depending on the difficulty of the lesson you choose, they will be just single 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!

## Rules of Battle

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

- ☆ 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 At First . . .

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.

## 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 thoroughly 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.

## **Changing Your Speed Goal**

If the game seems too easy for you, you can increase the speed of the missiles by increasing your speed goal. Press C from the main menu. Your current speed goal will be listed at the top of the screen. Below it, you will see a menu that tells you which key to press to increase your speed goal and which to press to reduce it. You can press these keys as many times as you like to adjust the speed goal to your specifications.

### **III. The Training Ground**

## If You Are A Beginner. . .

If you have never used a keyboard and want to become better prepared before you engage in your first battle, you can sharpen your skills with the *MasterType* Training Ground. This program is included in your package with the *MasterType* game. To start:



- ☆ Insert the disk that has the *MasterType* Training Ground on it into the disk drive and turn on your computer. (Look at the machine-specific guide to learn how to start the program on your particular computer.)
- ☆ After the title screens, the main menu will appear, offering you four choices:
  - 1 *MasterType* Fingering Chart
  - 2 Timed Finger Practice
  - 3 Word and Sentence Practice
  - 4 *MasterType* Training Game



Select the number of the one you want by pressing the corresponding key.

The *MasterType* Training Ground was designed to prepare you for the battles ahead. You will learn where to put your fingers on the keyboard and which keys will be your primary weapons in the first battle. Simply follow the instructions that appear on your screen.

## The Four Practices

Let's look briefly at the Training Ground practices.

**1 MasterType Fingering Chart** When you select 1, the keyboard for your specific machine will appear on the screen. The screen also shows you where to place your fingers on the keyboard. (The fingers are on the HOME ROW). When you have placed each finger on its proper key, press any key on the home row and look at your screen. The letter of the key you pressed appears above the



Wizard's Wand. Take your time; this is only a practice. Study the fingering on your screen to learn the proper way to press each key. **Note:** Not all symbols on your keyboard will register on the screen. The symbols that do appear above the Wizard's Wand may not show the fingering on the screen's keyboard.

**2 Timed Finger Practice** When you press 2, you will be asked to select a lesson for the Timed Finger Practice. Again you'll see your keyboard with the fingering highlighted on your screen. Follow the screen instructions to begin. The Wizard will show you which letter you are to type. Type to the beat of the Wizard's Wand and pick the speed that is most comfortable for you. If you make a mistake, you'll know it by the discordant sound you'll hear. But don't worry about correcting your errors. The main point of this practice is to add rhythm to your typing.

**3 Word and Sentence Practice** This is your first chance to type real words! Select 3 from your main menu and follow the instructions to choose the lesson you wish. Unlike the Timed Finger Practice, you can take as long as you like to type the letters the Wizard points to. When you've finished a line, the Wizard will correct your errors and give you your WPM (that's words per minute) and the number of mistakes you made. He'll even let you try again and congratulate you when your practice is letter-perfect. **Note:** Words per minute are calculated by first dividing the number of keystrokes by five (the average length of a word); next, dividing the number of seconds you typed by sixty (the number of seconds in a minute); and then dividing the first calculation (words) by the second (time).

For example:

$$\frac{27 \text{ keystrokes} \div 5}{18 \text{ seconds} \div 60} = 18 \text{ WPM}$$

The errors are recorded separately and do not reduce your typing speed.

**4 MasterType Training Game** Before you can survive in real combat, you must learn to use the keys to hit moving targets. When you choose 4 from your main menu, the *MasterType* Training Game automatically begins. The letters you see on the screen are attacking the Wizards. You can help the Wizards defend themselves by pressing the key that is highlighted or flashing. This means you must be quick to use either your right or your left hand to press the correct key. How well you do is reflected in your score, which is shown in the lower left corner of the screen. The scoring begins as soon as you



press the first key. To understand the scoring system, study the following chart:

<b>Action</b>	<b>Slow</b>	<b>Medium</b>	<b>Fast</b>
Hit	+1000	+1250	+1500
Miss	-250	-500	-750

## **IV. The Machine-Specific Guide**

# Apple Computers

## REQUIRED EQUIPMENT

1. An Apple II (with Applesoft in ROM), II+, IIe, or IIc computer. The machine must have a minimum of 48K of memory and use DOS 3.3 or ProDOS.
2. A monochrome or color monitor or a black-and-white or color television set with an RF Modulator.
3. The *MasterType* Disks. Note: The *MasterType* game program disk has two sides—one for the Apple IIc and the other for the remaining Apple II computers. The *MasterType* Training Ground program disk has one side that operates on all Apple II computers.
4. One disk drive.
5. A formatted diskette for creating your own lessons.

## LOADING THE GAME

Because the *MasterType* game is a self-booting program, simply insert your disk into the disk drive, turn on your TV or monitor, and turn on your computer.

When you see the title screen, you will be asked to press RETURN to start the game. The next screen you see will ask which lesson you wish to play. If you are a beginner, press 1, then RETURN. (At a later point, you can study the list of lessons in the Appendix to select a more appropriate lesson for you.) Read the brief instructions on the screen and press RETURN. This will take you to the main menu.

## THE MAIN MENU

The main menu gives you five choices:

1. Press RETURN to play.
2. Press B for beginner mode (an easy game to play—each “word” is only one letter long).
3. Press C to get the C (Change) menu.
4. Press D for demo mode (this turns on a short demonstration of the program).
5. Press Q to quit the game and boot a new disk.

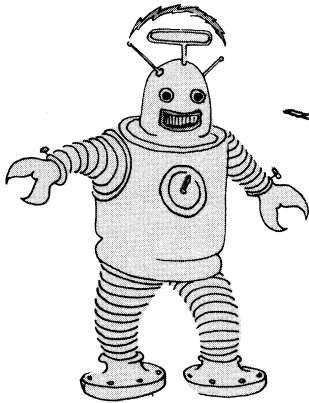
## THE C MENU

When you press C in the main menu, the C menu will appear. This menu gives you eight options.

**1 To turn beginner mode off (or on)** This “toggles” the beginner mode selection. In other words, if the beginner mode is off, pressing 1 turns it on, and vice versa.

**2 To reduce speed goal** If you find that the missiles blow you up too often, you can slow them down by pressing 2. Each time you press 2, your speed is lowered by approximately ten percent.

**3 To increase speed goal** If you find that the missiles are not moving fast enough to challenge you, pressing 3 will increase their speed. Each time you press 3, your speed is increased by approximately ten percent.



THE C MENU LETS  
YOU CONTROL THE  
SPEED OF THE  
ENEMY MISSILES.

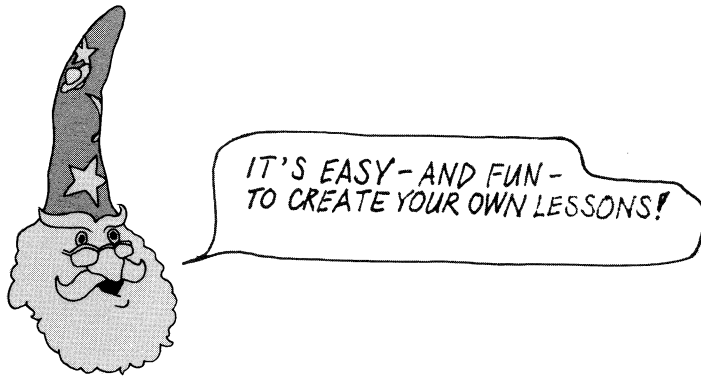
**4 To change lesson or end game** When you are ready for a new lesson, pressing 4 will signal to your computer to reboot the disk, which will return you to the title screen. From there you can select a new lesson. Note: You can also go to the main menu to pick a new lesson by pressing the ESC key twice after completing a game.

**5 To switch to commander (or cadet) mode** Pressing 5 toggles the commander/cadet mode. The game begins in cadet mode, which lets you see the letters you type. Commander mode is a game variation in which the letters you type will not appear in the center of the screen. You can obtain a higher score using commander mode.

**6 To turn sound off (or on)** Pressing 6 turns the sound off if it is on or on if it is off.

## YOUR OWN LESSONS

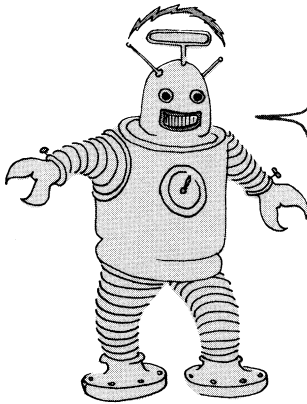
The *MasterType* program encourages you to create your own lessons. Many parents and teachers use this feature to form lists of friends' names or spelling words for grade-school children. It can also be used to create lists of commonly used words in areas of personal interest.





To create a lesson, first boot up the *MasterType* program disk. When the title screen appears, you will see a small menu, containing an M, at the bottom of the screen. Pressing M places you in the lesson system. From this point, instructions will appear on your screen. Here is how to proceed:

1. When the program asks for a name for the new lesson, make up one that begins with a letter and has eighteen or fewer characters in it. (Try to pick a mnemonic name that lets you remember what the lesson is about. For example, if you write a lesson for someone named Linda, you can name the lesson LINDA.) If you make a typing error, use the left arrow key to move the cursor, then type over the mistake.
2. When the program asks you to input explanatory text lines, put a short message to the player at the beginning of the lesson. You can use this feature to describe the lesson and offer some instruction and encouragement to the player.
3. When you are done with the explanatory text, press the RETURN key an extra time to tell the program you are done.
4. Next, type the forty words you want to use in the lesson, pressing RETURN or the SPACEBAR after each word. If you make a mistake in typing a word, use the left arrow key to move the cursor to the first character. This will erase the whole line so you can retype it.
5. Forty words are required for each lesson. The maximum length for a word is nine characters. Words may not contain a space, since *MasterType* uses the space to mark the end of a word. A word can be as short as one character.
6. After you type the fortieth word and press RETURN or the SPACEBAR, the program will display all of the words and ask if there are words you want to change. If so, then follow the instructions to make the change or correction. When you're satisfied with the words, enter Ø (zero) and press RETURN.



IF YOU HAVE THE APPLE IIc,  
YOU CAN USE THE DVORAK KEYBOARD.

The program will then give you an opportunity to save the lesson on the *MasterType* program disk or your own disk. In either case, press RETURN or the SPACEBAR and the program will save your lesson. Press RETURN again when the disk stops spinning and you will be returned to the title screen.

If you've already created a lesson and wish to load it from the disk into your computer, press RETURN to get into the game from the title screen. At this point, simply follow the screen instructions. If you have created a lesson and stored it on a separate disk, then you must let the program read the disk. The method you use depends on the number of disk drives you have:

**For One-Drive Systems** Remove the *MasterType* disk after you type in the lesson name and insert your own lesson disk. Press RETURN several times to load the lesson. Then remove your lesson disk and insert the *MasterType* disk when the program prompts you to do so.

**For Two-Drive Systems** Insert your lesson disk in drive 2 and type ,D2 after the lesson name. For example, if you've created a lesson named JOAN on your lesson disk, put the lesson disk in drive 2 and type

**JOAN,D2**

when the program asks for the lesson name. After the lesson is loaded, press **RETURN** in response to the program's prompt.

To delete any unwanted lessons, you must first request a catalog of your disk by pressing **C** when the title screen appears following booting. Go to the end of the catalog for instructions. You will automatically be returned to the title screen when you are done. **Note:** If you put too many lessons on your *MasterType* program disk, you will not be able to delete them. We recommend you store your lessons on a separate disk so you will not encounter this problem.

The Apple IIc version of *MasterType* was created specifically to take advantage of the unique features of the IIc. It uses the advanced double high-resolution graphics and extra memory that is standard on the Apple IIc. In addition, the following new features are included:

**High Scores** Your best scores are now saved for everyone to see. When you beat the previous high score for a lesson, your score will be saved onto the disk, along with your name and the date. **Note:** If you have "write-protected" your *MasterType* disk, you will need to remove the write-protection tab in order for this feature to work.

**Dvorak Lessons** Your IIc comes equipped with an option to let you turn your keyboard into a version of the famous

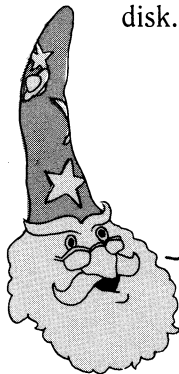
## **OTHER FEATURES**

Dvorak keyboard. This keyboard has been specially designed to group the most frequently typed letters in the home row. The design is based on extensive research demonstrating that the ten home-row letters on a Dvorak keyboard (A, O, E, U, I, D, H, T, N, and S) comprise seventy percent of all letters typed. To learn to type on this scientifically designed keyboard, first press the keyboard switch on your IIC to give it a Dvorak keyboard. Next, remove the keys (they pop off easily) and arrange them on your keyboard to fit the Dvorak configuration that is shown in your Apple IIC manual. Once you've rearranged your keys and pressed the Dvorak keyboard switch, try out the Dvorak lessons on your *MasterType* disk. Note: Apple IIC systems sold outside of the United States will not contain the Dvorak option.

## LOADING THE TRAINING GROUND

Because the *MasterType* Training Ground is a self-booting program, simply insert your disk into the disk drive, turn on your TV or monitor, and turn on your computer.

If you wish to use the Training Ground after you have played the *MasterType* game, you will need to reboot the Training Ground disk. The same is true if you wish to go to the *MasterType* game after you have been practicing with the Training Ground—to load, you must reboot the disk.



USE THE TRAINING GROUND  
TO SHARPEN YOUR SKILLS.

# Commodore 64 and Atari Computers

If you have the ROM cartridge version of *MasterType*, you will need:

## REQUIRED EQUIPMENT

1. A Commodore 64 computer or an Atari 400, 800, 600XL, 800XL, or 1200XL (with a minimum of 16K of memory).
2. A monochrome or color monitor or a black-and-white or color television set with an RF Modulator.
3. The *MasterType* ROM cartridge. Note: The ROM cartridge version does not include the *MasterType* Training Ground.
4. A cassette tape unit or a disk drive if you wish to save lessons that you have created.

If you have the disk version, you will need:

1. A disk drive in addition to your computer and monitor or TV.
2. The *MasterType* disks. Note: There are two disks in your package—one for the *MasterType* game and the other for the Training Ground. Each disk has the Commodore 64 program on one side and the Atari program on the other.
3. A formatted disk if you wish to save your own lessons.

1. Insert your *MasterType* disk into your disk drive or your ROM cartridge into the slot.
2. Turn on your disk drive, if applicable.
3. Turn on your TV or monitor.
4. Turn on your computer.

## LOADING THE GAME

The program will load automatically at this point if you are using a ROM cartridge or Atari disk. An additional step is needed for Commodore disk users:

LOAD"\*",8,1

press RETURN and type

RUN



After the program has loaded, you will see a short demonstration sequence. Press **RETURN** to leave this sequence.

The next screen you see will ask which lesson you wish to play. If you are a beginner, press **RETURN**. (At a later point, you can study the list of lessons in the Appendix to select a more appropriate lesson for you.) Read the brief instructions on the screen, then press **RETURN**. You will now see the main menu.

## THE MAIN MENU

The main menu gives you four options:

1. Press **RETURN** to play.
2. Press **C** to get the C menu.
3. Press **B** for beginner mode (an easy game to play—each “word” is only one letter long).
4. Press **D** for demo mode (this turns on a short demonstration of the program).

To exit the game during a lesson, press the **f1** key on the Commodore or the **BREAK** key on the Atari. You will be returned to the main menu.

To speed up an explosion or message, press **RETURN** or the **SPACEBAR**.

When you press C in the main menu, the C menu will appear. This menu gives you seven options.

**1 To reduce speed goal** If you find that the missiles blow you up too often, you can slow them down by pressing 1. Each time you press 1, your speed is lowered by approximately ten percent.

**2 To increase speed goal** If you find that the missiles are not moving fast enough to challenge you, pressing 2 will increase their speed. Each time you press 2, your speed is increased by approximately ten percent.

**3 To redisplay score** Press 3 if you would like to see your score from the last game.

**4 To change lesson** When you are ready to go on to a new lesson, press 4 in the C menu. The program will then give you the opportunity to select a new lesson.

**5 Catalog (disk only)** Press 5 to obtain a catalog of your disk, which will show you all of the lessons stored.

**6 To create new lessons** Pressing 6 from the C menu will allow you to create your own lesson and store it on the disk or tape. (See "Your Own Lessons" for further instructions.)

**7 To change case to upper/lower** Pressing 7 changes from all upper-case letters to upper- and lower-case letters. This option allows the player to practice using the SHIFT key for capital letters.

Pressing RETURN from the C menu will take you back to the main menu, from which point you can press RETURN again to play the game using the options you have selected.

## YOUR OWN LESSONS

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 a lesson, choose C from the main menu. From the C menu, press 6 to begin the lesson-creation process. Once you are in the lesson system, simply follow the instructions that appear on the screen. Here is how to proceed:

1. When the program asks for a name for the new lesson, make up one that begins with a letter and has ten or fewer characters in it. (Try to pick a mnemonic name that lets you remember what the lesson is about. For example, if you write a lesson for someone named Linda, you can name the lesson LINDA.)
2. (Disk only) When the program asks you to input explanatory text lines, type a short message to the player that will appear at the beginning of the lesson. You are permitted ten lines.





If you use less than ten, press the **f1** key once (Commodore) or the **RETURN** key the remaining number of lines (Atari) to let the program know you are done with the text. You can use this feature to describe the lesson and offer some instruction and encouragement to the player.

3. Next, type the forty words you want to use in the lesson, pressing **RETURN** or the **SPACEBAR** after each word. If you make a mistake in typing a word, use the **DEL** key to correct it. You will also have a chance to correct words before saving the lesson. **Note:** Although it is not necessary, it is a good idea to begin each word with a capital letter so the players can practice using the **SHIFT** key for capitalizing.
4. Forty words are required for each lesson. The maximum length for a word is twelve characters. Words may not contain a space, since *MasterType* uses the space to mark the end of a word. A word can be as short as one character.
5. After you type the fortieth word and press **RETURN** or the **SPACEBAR**, the program will display all of the words for you to review. If there are words you want to change, follow the instructions on the screen. When you're satisfied with the words, enter **D** (for "done") and press **RETURN**.

After pressing **D**, you will be given the option to save your lesson. If you have a disk version, press **S** (on Atari, you will be asked, "Save (Y/N)"; answer appropriately); if you have a ROM cartridge version, press **T** to save on tape or **D** to save on disk. If you would rather exit without saving the lesson, press **X**, or if you wish to edit your lesson, press **E**.

You can put several lessons on one tape, provided that you leave plenty of space between each lesson. We also suggest that you record the tape counter reading that marks the beginning of each lesson, for easier access to your lessons. **Note:** If an I/O error occurs when you are using either disk or tape, the machine may "hang." Press any key and the operating system will clear the error.

If you wish to load a version that you have created, go to the C menu, press 4 to change the lesson, type the lesson name, and press RETURN. From this point, the procedure you would follow depends upon whether your program is on disk or cartridge.

**Disk Version** You can save a lesson on the *MasterType* program disk if you wish, but if you have saved your lesson on your own disk, you must first remove the program disk and insert your own disk into the drive. Once the lesson is selected, *MasterType* will print some brief instructions. Read these instructions, then press RETURN.

**ROM Cartridge Version** You must have the cassette tape unit connected. Note: Lesson 18 is not available on either Commodore or Atari due to memory limitations. If you select Lesson 18 on Commodore, you will get Lesson 17.

## LOADING THE TRAINING GROUND

Insert your disk into the drive, turn on your drive, then your computer. For Atari XL users, hold the OPTION key down to get past BASIC. For Commodore 64 users, type

LOAD"\*",8

and press RETURN; then type

RUN

You will soon see the main menu.

If you wish to use the Training Ground after you have played the *MasterType* game, you will need to reboot the Training Ground disk. The same is true if you wish to go to the *MasterType* game after you have been practicing with the Training Ground—to load, you must reboot the disk.

# IBM Computers

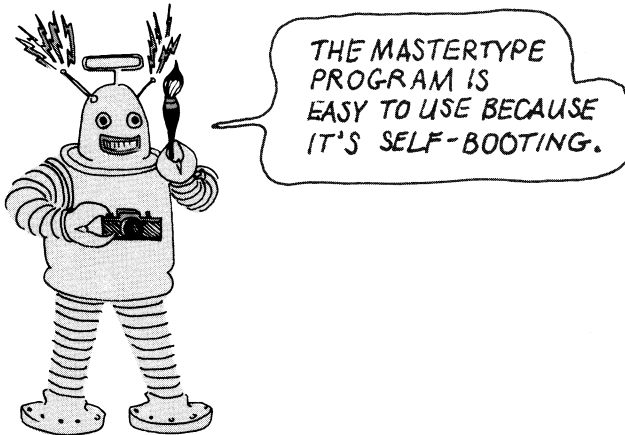
## REQUIRED EQUIPMENT

1. An IBM PC, XT, or PCjr with at least 64K of memory and one disk drive.
2. A monochrome or color monitor or a black-and-white or color television set with an RF Modulator.
3. An unformatted (blank) diskette if you wish to save your own lessons.
4. The *MasterType* disks. Note: The *MasterType* game program disk has two sides: one for color and the other for monochrome. The *MasterType* Training Ground disk has only one side, which requires a color/graphics board. You will need to determine which side is appropriate for your hardware configuration. If you are unsure, ask your dealer for assistance.

Because *MasterType* is a self-booting program, simply insert your disk into the disk drive, turn on your TV or monitor, and turn on your computer.

You will see a display and hear the music start. (If you wish to turn the music off, press the ESC key.)

## LOADING THE GAME





IF YOU'RE ALREADY FAMILIAR  
WITH YOUR KEYBOARD, USE THE APPENDIX  
TO CHOOSE A MORE ADVANCED LESSON.

The screen you see after the display contains the Lesson menu. At this point, you have three basic choices:

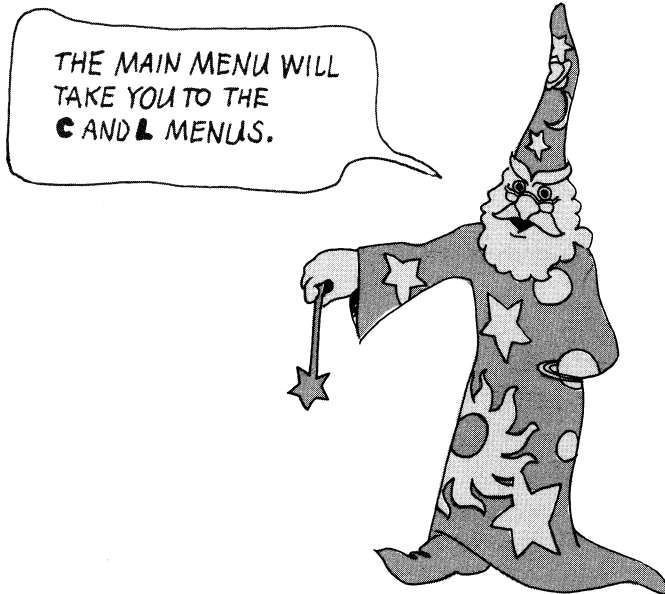
1. If this is your first time playing *MasterType*, press **ENTER** to begin with Lesson 1.
2. If you wish to use a more advanced lesson, look at the list of lessons in the Appendix of this manual to select an appropriate one. Then, press **S** to tell the program that you wish to select a lesson. Type the number of the lesson you have chosen and press **ENTER**. Press **ENTER** again after the lesson loads to get to the main menu.
3. If you have created a lesson and saved it on your own disk, press **S** to select a lesson. Remove the *MasterType* disk and insert your own. Type in the lesson name in response to the program's prompt and press **ENTER**. The lesson will load and you will see the Lesson menu again. Press **ENTER** once more to get to the main menu.

The main menu gives you six choices:

## THE MAIN MENU

1. Press **ENTER** to play.
2. Press **B** for beginner mode (an easy game to play—each “word” is only one letter long).
3. Press **C** to get the C menu.
4. Press **D** for demo mode (this turns on a short demonstration of the program).
5. Press **L** to get the Lesson menu.
6. Press **Q** to quit the game and boot a new disk.

As you can see, there are three menus in the *MasterType* game: the main menu (with **B C D L Q**), the **C** (Change) menu, and the **L** (Lesson) menu. To reach the **C** and **L** menus from the main menu, press **C** and **L**, respectively. When you are finished with either menu, you will automatically be returned to the main menu.



## THE C MENU

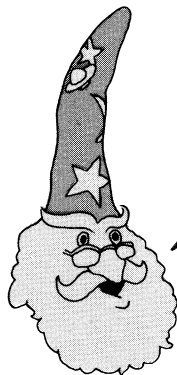
When you press C in the main menu, the C menu will appear. This menu gives you seven options.

**1 BEGINNER MODE (EASIER GAME)** Pressing 1 “toggles” the beginner mode selection. In other words, if the beginner mode is off, pressing 1 turns it on, and vice versa.

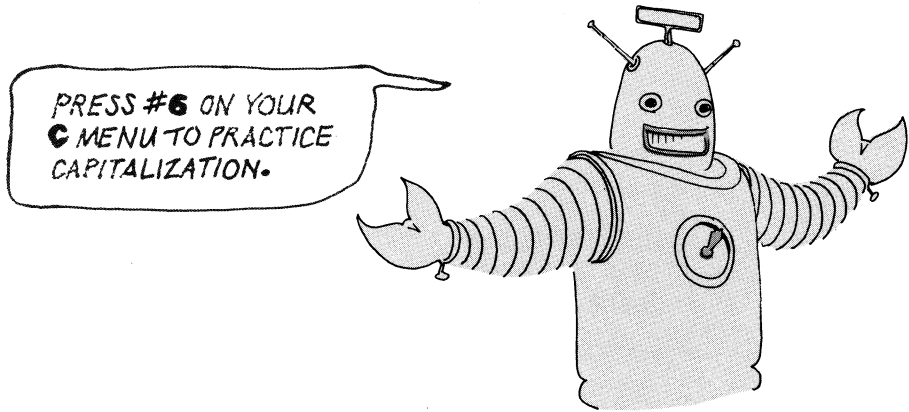
**2 LOWER SPEED GOAL** If you find that the missiles blow you up too often, you can slow them down by pressing 2. Each time you press 2, your speed is lowered by approximately ten percent.

**3 RAISE SPEED GOAL** If you find that the missiles are not moving fast enough to challenge you, pressing 3 will increase their speed. Each time you press 3, your speed is increased by approximately ten percent.

**4 TURN COMMANDER MODE ON** Pressing 4 toggles the commander/cadet mode. The game begins in cadet mode, which lets you see the letters you type. Commander mode is a game variation in which the letters you type will not



COMMANDER MODE IS A GREATER  
CHALLENGE. TRY IT AND WATCH  
YOUR SCORE SOAR!



appear in the center of the screen. You can obtain a higher score using the commander mode.

**5 TURN SOUND OFF** Pressing 5 turns the sound off if it is on or on if it is off.

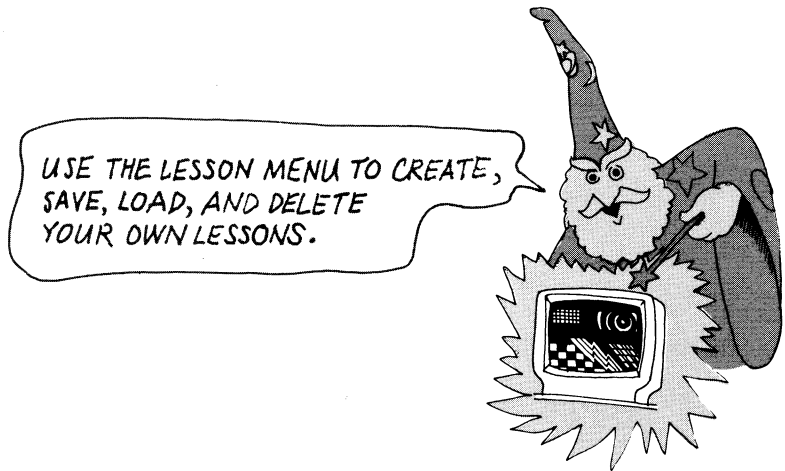
**6 UPPER/LOWER CASE DISPLAY** Pressing 6 changes from all upper-case letters to upper- and lower-case letters. This option allows the player to practice using the **SHIFT** key for capital letters.

**7 UNATTENDED DEMONSTRATION** Pressing 7 will put the program into demo mode.

Pressing **ENTER** when you are in the C menu will cause the game to begin, using the options you have selected.

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.

**YOUR OWN  
LESSONS—  
THE L MENU**



To create, save, load, and delete your own lessons, you must first press **L** from the main menu to get into the Lesson menu. This menu offers you six options.

1. Press **S** to **SELECT NEW LESSON**. When the program asks you for the name of the lesson you wish, type in the lesson's number or name and press **ENTER**.
2. Press **C** for a **CATALOG OF LESSONS**. The screen will display a list of lessons that are stored on disk. If the list is too long to fit on the screen, continue to press **C** to see the additional lesson titles.
3. Press **V** to **VIEW CURRENT LESSON**. The screen will display the enemy words in the lesson you are currently working on. If you wish to see the enemy words in another lesson, you will first need to select that lesson.
4. Press **M** to **MAKE A NEW LESSON**. See below for further instructions.



5. Press **D** to **DELETE A LESSON**. If you are not happy with one of the lessons you have made, you can delete it by pressing **D** and entering the lesson's name in response to the program's prompt.
6. Press **F** to **FORMAT A NEW LESSON DISK**. You can save your custom lessons on the *MasterType* disk or on your own disk. If you wish to save them on a separate disk, you must first format the disk by pressing **F** from the Lesson menu. Follow the program's instructions; be sure to remove the *MasterType* disk and insert a blank disk when the program prompts you to do so.

To create a lesson, press **M** from the **L** menu. Instructions will appear on your screen. Here is how to proceed:

1. When the program asks for a name for the new lesson, make up one that begins with a letter and has fourteen or fewer characters in it. (Try to pick a mnemonic name that lets you remember what the lesson is about. For example, if you write a lesson for someone named Linda, you can name the lesson **LINDA**.)
2. When the program asks you to input explanatory text lines, type a short message to the player at the beginning of the lesson. Enter up to ten lines of text. (If you need less than ten, press **ENTER** until the program asks you, "Would you like to edit this (Y/N)?" Press **N** if you have no changes or press **Y** if you wish to make changes.) You can use this feature to describe the lesson and offer some instruction and encouragement to the player.
3. Next, you will be asked to type the forty words you want to use in the lesson. Remember to press the **SPACEBAR** or **ENTER** key after each one. If you make a mistake in typing a word, you can use the backspace key to correct it. You will also have a chance to correct words before saving the lesson.

4. Forty words are required for each lesson. The maximum length for a word is ten characters. Words may not contain a space, since *MasterType* uses the space to mark the end of a word. A word can be as short as one character.
5. After you type the fortieth word and press the SPACEBAR or ENTER key, the program will ask if there are words you want to change. If yes, follow the instructions to make the change or correction. When you're satisfied with the words, enter N (for "no") and press ENTER.

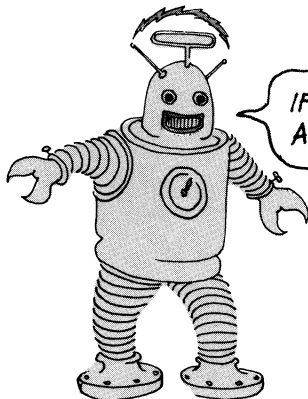
The program will then save the lesson on disk in drive A and return you to the Lesson menu. Press ENTER to get to the main menu. Press ENTER again if you wish to load your new lesson.

## OTHER FEATURES

To end a game at any time, press the ESC key.

To "freeze" a game at any time, press the CTRL and NUM-LOCK keys simultaneously. To unfreeze the game, press any other key.

To turn off the music when the program is loading, press the ESC key. To turn off the sound at any other time, press C from the main menu, then press S in the C menu.



IF YOU WANT TO END A GAME AT ANY TIME, JUST PRESS THE **Esc** KEY.

You will need DOS 1.1 or higher to load the Training Ground. If you want to put DOS on the disk, this is the procedure to follow, depending upon whether you have one or two disk drives.

**One-Drive Systems** Boot up your IBM DOS and press **ENTER** twice to get to the prompt A>. Remove the DOS disk and insert your Training Ground disk. Type

**INSTALL1**

and press **ENTER**. The program will lead you through a short series of steps. Insert the program disk for drive A: prompts and the DOS disk for drive B: prompts. When you finish, reboot your computer. It will go to the Training Ground automatically.

**Two-Drive Systems** Boot up your DOS disk in drive A and press **ENTER** twice to get to the prompt A>. Insert the program disk into drive B. Type

**B:INSTALL2**

and press **ENTER**. When the computer has transferred DOS onto your program disk, insert the program disk into drive A and reboot the computer. It will go to the Training Ground automatically.

If you do not want to put DOS onto your program disk, follow these loading instructions:

1. Boot up your IBM DOS disk and press **ENTER** twice to get the prompt A>.
2. Remove the DOS disk and insert your Training Ground disk into drive A (regardless of whether you have one or two disk drives).
3. Type

**MTTG**

and press **ENTER**. You are now ready to use the Training Ground program.

If you wish to play the *MasterType* game after using the Training Ground, load the game by rebooting the *MasterType* program disk. Rather than turn your computer on and off, you can also press **CTRL-ALT-DEL** if you are familiar with that technique for booting. This is a standard booting procedure on the IBM, and if you encounter a problem with it, please contact your dealer for assistance. Use the same procedures to go from the game to the Training Ground.

## Atari Version

To load the Atari version, first insert the disk into the drive, then turn on the drive, monitor, and computer. The program will boot automatically. NOTE: If you have an XL, be sure to hold down the OPTION key to bypass BASIC. When you see the Main Menu, which will ask you to choose between the *MasterType* game and the Training Ground, press the number of the program you want.

If you have selected the *MasterType* game and want to get back to the Training Ground, first complete the game you are playing. Then when you see the following screen:

C = CHANGE OPTIONS  
B = BEGINNER MODE  
D = DEMO MODE  
ESC = MAIN MENU

press ESC to get to the Main Menu.

If you selected the Training Ground and wish to switch to the *MasterType* game, press START and then ESC to get to the Main Menu. From the Main Menu, select the *MasterType* game.

If you are in the *MasterType* game and wish to save a lesson you have created yourself, you must save it on a blank, formatted disk; the Program disk will not accept your created lessons, contrary to what it says on page 32 of your manual. We have installed a format program on your *MasterType* disk, although you can still use a disk formatted independently with DOS 2.0. The format option on the *MasterType* game comes up automatically when you select option 6 (Create New Lesson) from the Change Options submenu. Just follow screen instructions. If you have your own lesson on the screen and want to load in a lesson from the *MasterType* game or return to the Main Menu, remember to re-insert your Program disk into the drive.

# Attention: Commodore and Atari Owners

The Training Ground and the *MasterType* game are no longer on two separate disks. On one side of the disk in your package is the Commodore version of the entire program, including the Training Ground, and on the other side is the Atari version. Be sure the correct version of the disk is facing up when you load your program.

## Commodore Version

To load the Commodore version, first insert the disk into the drive, then turn on the drive, monitor, and computer. Type LOAD“\*”,8 and press RETURN. At the Ready prompt, type RUN and press RETURN again. When you see the Main Menu, which will ask you to choose between the *MasterType* game and the Training Ground, press the number of the program you want.

If you have selected the *MasterType* game and want to get back to the Training Ground, first complete the game you are playing. Then, when you see the following screen:

C = Change lesson, etc  
B = Beginner mode  
D = Demo mode  
← = Main menu

press ESC (the back arrow key located in the upper left corner of the keyboard) to return to the Main Menu.

If you selected the Training Ground and wish to switch to the *MasterType* game, press f1. Then press ESC to get to the Main Menu. From the Main Menu, select the *MasterType* game.

(Over)

## **V. Appendix**

Here is a list of the lessons that make up the *MasterType* game:

- Lesson 1 A S D F G H J K L ; on the home row, with each letter a separate word.
- Lesson 2 One-, two-, and three-letter words on the home row.
- Lesson 3 Three-, four-, and five-letter words on the home row.
- Lesson 4 Q W E R T Y U I O P on the third row with letters on the home row.
- Lesson 5 Short words using the home and third rows together.
- Lesson 6 Harder words on the home and third rows, with some bottom letters.
- Lesson 7 Z X C V B N M , . / on the bottom row.
- Lesson 8 Relating first- and third-row keys to their home-row counterparts.
- Lesson 9 Three- and four-letter words using all the letters.
- Lesson 10 Five-letter words using all the letters.
- Lesson 11 Five- and six-letter words.
- Lesson 12 Six- and seven-letter words.
- Lesson 13 Eight- and nine-letter words.
- Lesson 14 Numbers and unshifted punctuation marks.
- Lesson 15 Numbers and shifted symbols.
- Lesson 16 More numbers and punctuation marks.
- Lesson 17 Difficult numbers and symbols. (Available on disk only.)
- Lesson 18 Basic words.



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# Notes

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