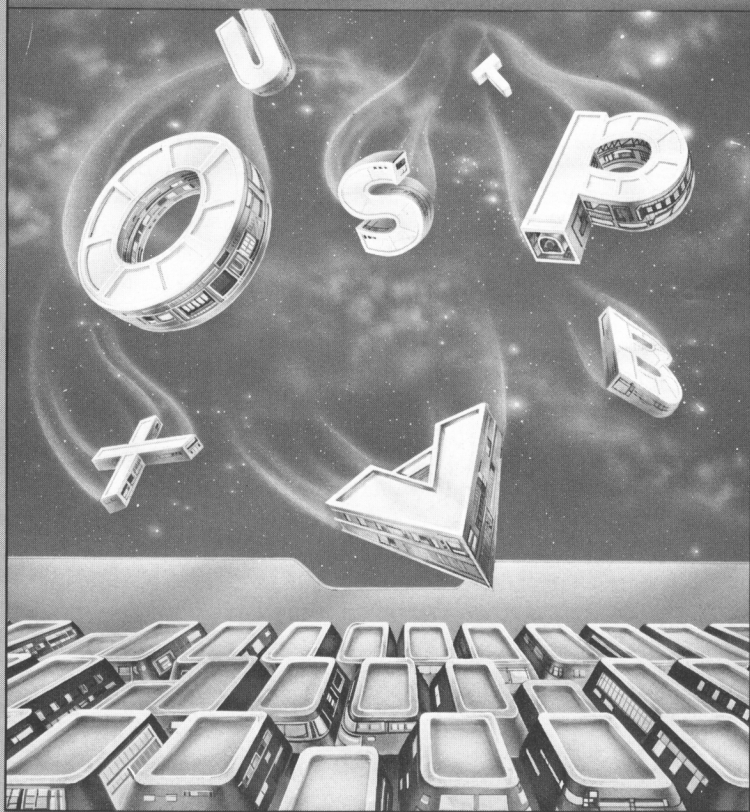


SiriusTM
presents

TYPE ATTACKTM



Game Design by Jim Hauser and Ernie Brock

Type Attack™

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 the Type Attack disk in the usual manner. (The disk will not boot if there are any ROM cartridges in your Atari.) Press the START key to interrupt the demo mode. You will be presented with the following choices:

1 SELECT SPEED

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 39 to choose the beginning preprogrammed 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 program lessons 40 to 99 if 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). If you enter 3 by mistake, press the ESC key 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 previously saved. (See below for save option.)

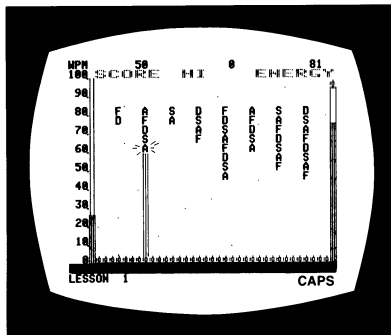
Game Controls:

START = Returns you to the selection menu

OPTION = Pauses the game until pressed again

Lesson Content:

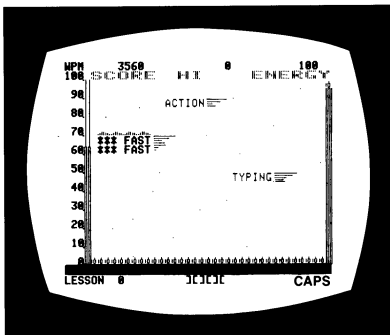
Each lesson consists of a Character Attack followed by a Word Attack. The first lesson covers the home key positions for the left hand, A, S, D and F. First you will practice typing these letters character by character and then in combinations. Wherever possible, commonly used words are presented. Lessons 1 to 39 progress in an order similar to traditional typing manuals.



Character Attack

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.



Word Attack

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:

BACKSPACE OR CTRL ← moves back one letter

RETURN erases all letters input or destroys word if correct letters were typed

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:

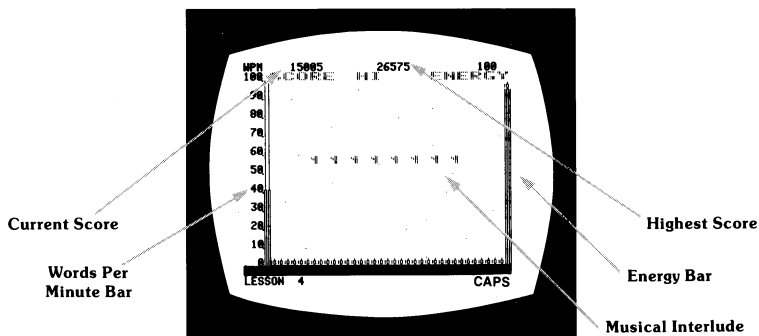
If you have earned all three Character Attack Trophies and blasted all of the words on their first pass, you are given Bonus Words. There are no penalties during the Bonus Word attack, only extra points!

Words Per Minute:

The blue bar at the left edge of the screen shows the speed at which you are typing. NOTE: Non-computer typing tests may differ slightly in word per minute rating.

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/Hall Of Fame:

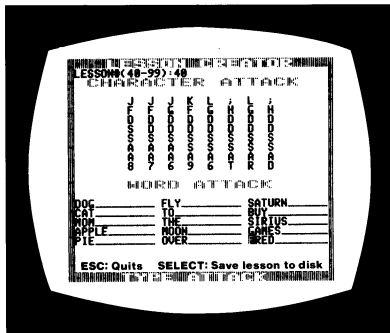
In the Character Attack you earn 5 points per letter destroyed and you lose 5 points for each error. In the Word Attack and Bonus Words you earn 20 points per letter in each word destroyed. At the end of each successfully completed lesson, you earn bonus points computed by multiplying your average Words Per Minute for that lesson times the speed level you choose to play. If your score is high enough, you are allowed to enter your initials in the "Hall Of Fame." Press RETURN after doing so to return to the selection menu.

Lesson Creator:

Upon being presented with the Lesson Creator screen, enter the lesson you wish to create (40-99) then type 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 group of words can be a maximum of 8 characters long. For shorter words or groups of words, use the SPACE BAR to fill the blank spaces. You must save the lesson to disk by pressing SELECT if you wish to play it. The following keys will make editing of lessons simpler:

- RETURN** = moves to next word or row
- CTRL** **↑** = moves cursor up
- CTRL** **↓** = moves cursor down
- CTRL** **←** = moves cursor back
- CTRL** **→** = moves cursor forward
- ESC** = returns to menu
- SELECT** = saves lesson to disk

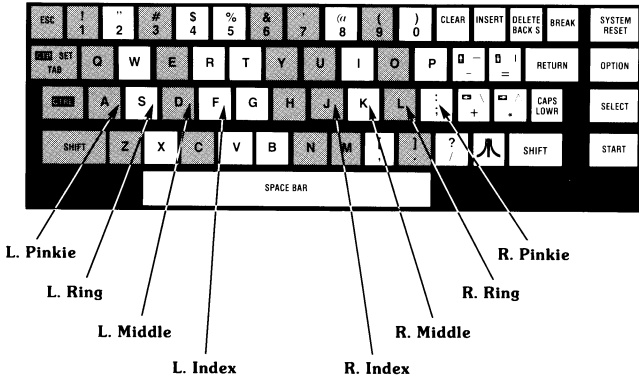


Lesson Creator

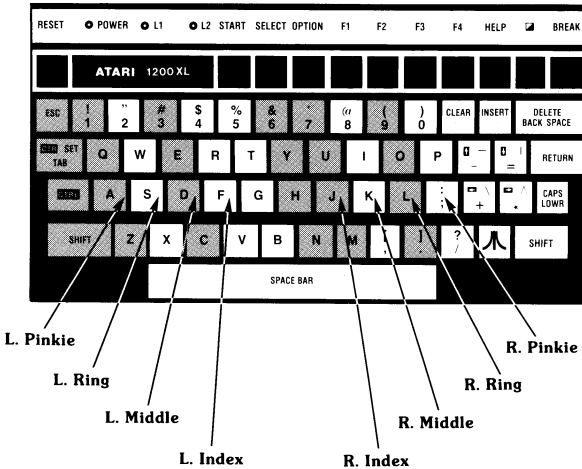
Finger Positioning:

The 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 shows all of the other keys that particular finger should type.

Atari 400/800 Home Key Positions



Atari 1200 Home Key Positions



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
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	1234	numbers
21	7890	numbers
22	4567	numbers
23	13579	odd numbers
24	24680	even numbers
25	„	punctuation
26	!?	punctuation
27	!*’	punctuation
28	” +	punctuation
29	()	punctuation
30	#:	punctuation

Number	Emphasis	Description
31	&-	punctuation
32	\$ =	punctuation
33	<>	punctuation
34	%/	punctuation
35	@	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.

WARNING: Always remove your disk from the disk drive before turning it off.

Limited One Year Warranty:

Sirius will replace any defective disk 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.

This warranty is not applicable and shall be void if the defect has arisen through misuse, tampering, modifications or excessive wear. Some states do not allow the limitations on how long an implied warranty lasts or do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you.

Important Notice:

This diskette, when booted, will do a quick test of itself and your computer. Failure of the test will cause BOOT ERROR to appear on your screen. Try the diskette on another computer to eliminate the possibility of a bad diskette. All of our products are tested prior to shipping.

Other Stars From Sirius™

Atari 800 & 1200 Disk:

Bandits	Repton	Twerps
Blade of Blackpoole	Snake Byte	Wavy Navy
Critical Mass	Sneakers	Wayout
Cyclod	Space Eggs	

For more information or a more current listing, contact your local Sirius™ dealer or write us at 10364 Rockingham Drive, Sacramento, CA 95827.



**Game design by Jim Hauser and Ernie Brock.
Atari 800/1200 version programmed by Ernie Brock.**

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