TYPO ATTACK

LEARNING

Type the right key and hit the Typos

For ages 8 and up

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APX

ATARI Program Exchange

Printed in U.S.A.

TYPO ATTACK

by

David Buehler

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Introduction

Overview

Can you defend eight bases at once from a bombardment of falling typos? Your best defense is your typing skill, which is bound to improve as you play TYPO ATTACK. To shoot down each falling typo, you type the character that appears beneath the base under bombardment. This fires an energy bolt at the typo to protect your base. To add to the challenge, the characters in the bases change randomly. The better you become at fending off the typos, the faster they fall and the greater the selection of keys displayed in the bases. If you wipe out one wave of invaders, you automatically face another wave. If a typo lands, it digs away at the buffer zone protecting your base. When a typo finally reaches a character in a base, the game is over.

Required accessories

- Cassette version

  8K RAM
  ATARI 410 Program Recorder

- Diskette version

  16K RAM
  ATARI 810 Disk Drive

Contacting the author

Users wishing to contact the author about TYPO ATTACK may write to him at:

901 W Co Road G-2
St. Paul MN 55112

Loading TYPO ATTACK into computer memory

1. Remove any program cartridge from the cartridge slot of your computer.

2. *If you have the cassette version of TYPO ATTACK:*

   a. Have your computer and your TV set turned OFF.

   b. Insert the TYPO ATTACK cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.

   c. Turn on the computer while holding down the START key.

   d. When you hear a beep, release the START key and press the RETURN key. Then turn on your TV set. The program will load into computer memory and start automatically.

   If you have the diskette version of TYPO ATTACK:

   a. Have your computer turned OFF.

   b. Turn on your disk drive.

   c. When the BUSY light goes out, open the disk drive door and insert the diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)

   d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

Skill levels

By pressing the OPTION key before the game begins, you can choose any skill level from 1 to 9. Higher skill levels have more typos per wave, a wider range of keys to press, and a faster rate of attacking typos (see Figure 1 to find the skill level on the scoreboard).

Playing TYPO ATTACK

Shooting

When you type a key, the base with that character on it fires an energy bolt to hit a typo falling in its line of fire. If no typo is falling, the energy bolt just flies off the screen with no penalty to you. If you press a key of a character not displayed, or if you press more than one key, nothing fires. Remember to release the last key before you type a new one. A maximum of four bolts can appear on the screen at once.

Special keys

The RETURN key is represented as "Rt" and the space bar is represented as "Sp".

Waves

After a certain number of typos appear, you move up to another wave. In each new wave, the typos fall faster, and you must type keys farther to the extreme right and left of the keyboard. You move on to higher and higher waves as long as a typo doesn't penetrate a base. Each time a typo makes it all the way to the ground, it digs a little farther toward your base. When one makes it all the way through the buffer zone protecting your base, an explosion ends the game.

Scoreboard screen display

Before the beginning of play, and before each new wave appears, a scoreboard displays on the screen. You can see your score and anticipate what's coming up next by checking the information in the following display:

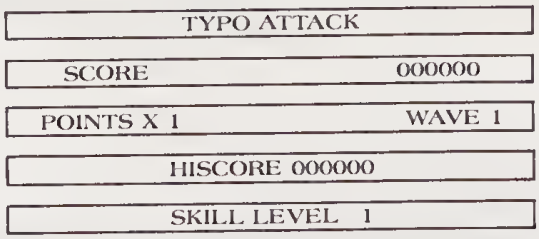

Figure 1. Scoreboard

Scoring

At first, every time you hit a typo you earn ten points. Your score appears in the upper box on the scoreboard display. The game begins with wave 1 of typos. Before each new wave begins, check the POINTS X box at the left. It shows you how many multiples of ten you score each time an energy bolt hits a typo. For example, during wave 1, the POINTS X box displays "1". This means that each time you hit a typo, you earn ten points. If the POINTS X box displays "3", you get thirty points each time you strike down a typo. You get more points as the typos start falling faster and faster. (Whenever the waves increase to 3, 6, 9, or any other number divisible by 3, the POINTS X number goes up one.)

High scores

The computer records your highest score for this session in the HISCORE box, as shown in Figure 1. If you top your last high score, a tune plays as this number changes.

Pausing

To pause during game play, press the SELECT key. The falling typos stop in midair. To resume play, press the SELECT key.

Suggested strategy

Try to shoot the typos near the top of the screen, since they speed up as they fall. The typos on the fourth wave are the hardest to hit, because your shots sometimes pass right through them. It's a good idea to shoot these typos twice.

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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

   _____ Easy to use
   _____ User-oriented (e.g., menus, prompts, clear language)
   _____ Enjoyable
   _____ Self-instructive
   _____ Use (non-game programs)
   _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

APX

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[seal here]

TYPO ATTACK
by David Buehler

- Learn touch typing the fun way
- Shoot down the invading typos with the right keys
- The better you get, the faster they fall

Do you remember the boring practices you did to improve your typing speed? Too bad *Typo Attack* wasn't around then. But you can still enjoy this fast-paced game for locating keys on the keyboard and improving your touch-typing speed and skill.

You defend eight bases against animated typo invaders falling directly overhead. Each base displays a keyboard character. To wipe out a typo with an energy bolt, you type the character directly below it in a base. The bolt fires only when you type one character, so don't try pressing several keys at once.

After the first few invasion waves, you have no time to search for the character on the keyboard. You must rely on your touch skill. And to add to the challenge, the characters in the bases change randomly. The better you become at fending off the typos, the faster they fall and the greater the selection of keys displayed in the bases. Each time a typo lands, it digs toward the base. When a typo penetrates to a character, the game is over.

To accommodate all levels of typists, *Typo Attack* has nine skill levels. This game can turn fledgling typists into champs, and they'll have great fun the whole time!

Requires:
Cassette
(APX-10180)
- ATARI 410™ Program Recorder
- 8K RAM

Diskette
(APX-20180)
- ATARI 810™ Disk Drive
- 16K RAM

About the author

DAVID BUEHLER

David Buehler, a high school junior from St. Paul, Minnesota, won a first prize in the Education category of the quarterly APX software contest for *Typo Attack*. As a three-year programming veteran, David prefers using assembly language. His skill is apparent in *Typo Attack*'s offbeat, arcade-style approach for improving touch-typing skills. David designed this slick program with the most basic of ATARI Home Computers: an ATARI 400 Computer with 16K of memory, an ATARI 410 Program Recorder, and the Assembler Editor Cartridge. When he's not pursuing his other hobbies, which include playing the violin, David is at work designing more games. We can expect to see more exciting and unusual programs from this talented young APX author.