TYPO ATTACK

A TYPING SKILLS PROGRAM

FOR ALL ATARI COMPUTERS

WWW.ATARIMANIA.COM

Develop touch typing skills

Destroy typo invaders

Ages 8 and up

Cartridge

ATARI®

HOME COMPUTERS

TEN DEADLY WEAPONS

These may look like ordinary fingers, but they're armed with the ability to touch type.
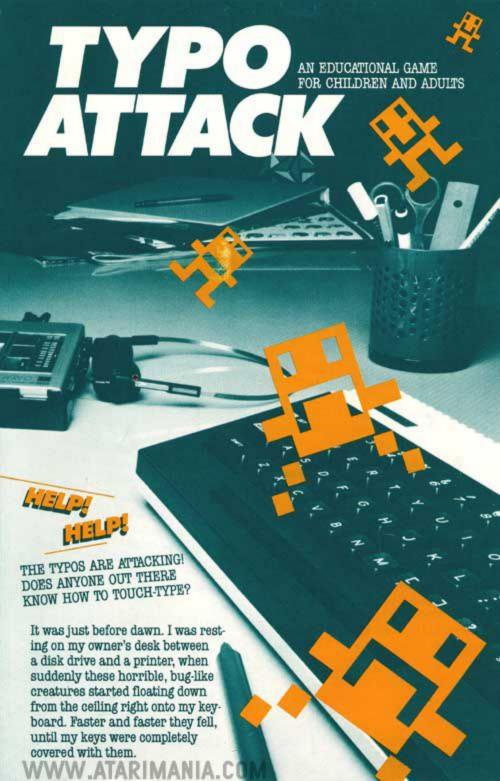
You're looking at the ten best friends you ever had—in the real world, and in the fast-paced action of Typo Attack. Now you can give your fingers a fun workout, while you practice typing skills.

Typo Attack pits your developing digits against waves of animated invaders called typos, bent on destroying your bases. You must type the character appearing in the base under attack to blast each typo. Destroying one wave brings on another, with typos falling faster and characters changing more quickly. Each typo that lands on a base chips away at part of its protective zone, until the base is totally destroyed.

The more you play Typo Attack, the greater your typing experience becomes. So you can develop a truly formidable touch while having a lot of fun. Now there's an entertaining way to master deadly skills.

Typo Attack

TYPO ATTACK

AN EDUCATIONAL GAME
FOR CHILDREN AND ADULTS

HELP!
HELP!

THE TYPOS ARE ATTACKING!
DOES ANYONE OUT THERE
KNOW HOW TO TOUCH-TYPE?

It was just before dawn. I was resting on my owner's desk between a disk drive and a printer, when suddenly these horrible, bug-like creatures started floating down from the ceiling right onto my keyboard. Faster and faster they fell, until my keys were completely covered with them.

HOW TO BEAT THE TYPOS AND RESCUE THE COMPUTER

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              ♚  ♙


      ▛▜▛▜▛▜▛▜▛▜▛▜▛▜▛▜
      A  5  D  E  T  K  L  U

        SCORE  000000
      POINTS  1 WAVE   1
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FLEX THOSE FINGERS!

If you can touch-type, or want to learn how, you can rescue me from these floating monsters.

Your job is to protect eight bases on my keyboard from the typo invaders. Under each base is stationed a letter, punctuation mark, number, symbol, or abbreviation ("Rt" for the RETURN key, "Sp" for the space bar, "Bk" for back space, and "Tb" for TAB). These characters constantly change. As the typos float down toward the bases, you zap the invaders with energy bolts by pressing the keys directly under attack, one at a time.

If you type all the letters correctly, you'll fend off the invasion. If you press the wrong key or type too slowly, a typo will land and begin to dig toward my base. If another typo lands on the same position, it digs a little further. Once a typo reaches the buffer zone protecting my base, the game is over.

But there's no rest for the weary. As soon as you knock off one battalion of invaders, a new horde descends from the sky. With each subsequent wave, the typos fall faster, and you must type keys located farther and farther to the extreme left or right on my keyboard.

LOADING INSTRUCTIONS

Insert the TYPO ATTACK Cartridge in your ATARI® computer as explained in your owner's guide, and turn on your computer.

Press the OPTION key to choose a SKILL LEVEL (1 through 9). Beginners should start with Level 1, and experienced touch-typists might want to start at the higher levels.

Press SELECT to switch to the GAMES OPTIONS screen. Press OPTION to choose one of four game options shown to the right. Be sure to press the SHIFT key to type uppercase (capital) letters and any symbols that appear on the upper half of keys. You don't have to press the SHIFT key to type uppercase letters in the UPPER or SYMBOLS game options.

UPPER Uppercase letters, period, comma, semicolon, space bar ("Sp")

UPPER AND LOWER Upper and lowercase letters, period, comma, semicolon, space bar ("Sp")

SYMBOLS Uppercase letters, period, comma, semicolon, space bar ("Sp"), numbers, symbols, RETURN ("Rt"), back space ("Bk"), TAB ("Tb")

FAST Upper and lowercase letters, numbers, symbols, period, comma, semicolon, space bar ("Sp"), RETURN ("Rt"), back space ("Bk"), and TAB ("Tb") at a flying fingers pace

Press SELECT to return to the SKILL LEVEL screen. Press it again to return to the GAME OPTIONS screen.

Press START to begin the game.

Press ESC to pause in the middle of a game. Press it again to resume play.

Press OPTION during game play to return to the title screen and begin the game again.

Now ready your digital defenses!

HANDY TIPS

Watch the screen—not the keyboard—or you'll miss the typos!

Try to shoot the typos near the top of the screen first; they speed up as they fall.

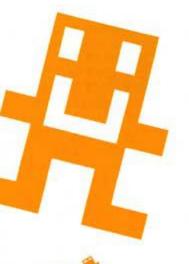Beware of the typos on the fourth wave. Sometimes your shots will pass right through them. To avoid certain destruction, hit them twice.

SCORING

You earn points every time you blast a typo out of the sky. As the typos fall faster, your scoring power increases by multiples of ten. Check the POINTS box on the screen for the correct multiple. As you begin the first wave, for example, the POINTS box displays 1, and you earn ten points for every typo you smash.

Watch your touch-typing skills improve in the HISCORE box, where your highest score is recorded. If you top your last high score, you'll be rewarded with a tune.

THE BASICS OF TOUCH-TYPING

TYPO ATTACK can get you started in touch-typing. If you already know how to touch-type, it can help you get your speed up to snuff.

The goal of touch-typing is to be able to type without looking at the keys, a technique that helps you type quickly and easily.

HOME KEYS

letters, numbers, symbols, and punctuation marks

Before you start to type, rest your fingers on the *home keys* as shown in the illustration—your left hand on **A S D F**, and your right hand on **J K L** ;. This is your *home position*, from which you stretch your fingers up, down, and sideways to reach the other rows and keys.

LEFT- AND RIGHT-HAND KEYS

On your computer, just as on a typewriter, the keyboard is divided into two sections by an imaginary diagonal line. You press all the keys to the *left* of the line with the fingers and thumb of your *left* hand; and all the keys to the *right* of the line with those of your *right* hand.

Every character on the keyboard —letters, numbers, symbols, punctuation marks, instruction keys, the space bar (the long bar at the bottom of the keyboard), and SHIFT and RETURN keys— is assigned a particular finger or thumb.

SPACE BAR, RETURN, AND SHIFT KEYS

Use your right or left thumb to press the space bar. Stretch your fourth fingers to press the SHIFT and RETURN keys.

Use the SHIFT key whenever you want to type capital (uppercase) letters and the symbols and punctuation marks displayed on the upper halves of keys. The fingering is identical to that used for the lowercase letters and symbols on the lower half of the keys.

Using the fourth finger of your *left* hand, press the *left* SHIFT key and hold it down while you type characters on the *right* side of the keyboard. Using the fourth finger of your *right* hand, press the *right* SHIFT key and hold it down while you type characters on the *left* side of the keyboard. This takes a bit of two-hand coordination, but with practice you'll get the hang of it in no time.

With an electric typewriter, you press the RETURN key to return the carriage to the beginning of the next line. On a computer keyboard, the RETURN key's function varies with each software program you use. Note that the RETURN key on your computer keyboard is farther away from the home keys than it is on a typewriter keyboard. Use the fourth finger on your *right* hand to press the return key.
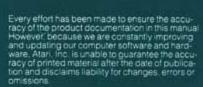
THE ORIGINS OF TYPO ATTACK

TYPO ATTACK was created by David Buehler of St. Paul, Minnesota, while he was in high school. Submitted to the ATARI Program Exchange (APX), TYPO ATTACK won first prize in the educational category in the APX quarterly contest for winter 1982 and the Atari Star Award for 1982.