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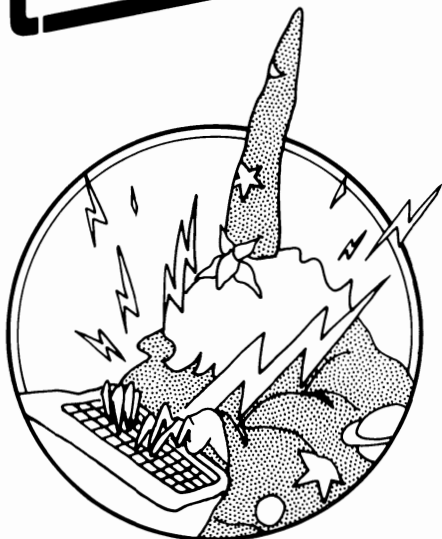
MasterType™

The Typing Instruction Game

by Bruce Zweig



MasterType



The Typing Instruction Game

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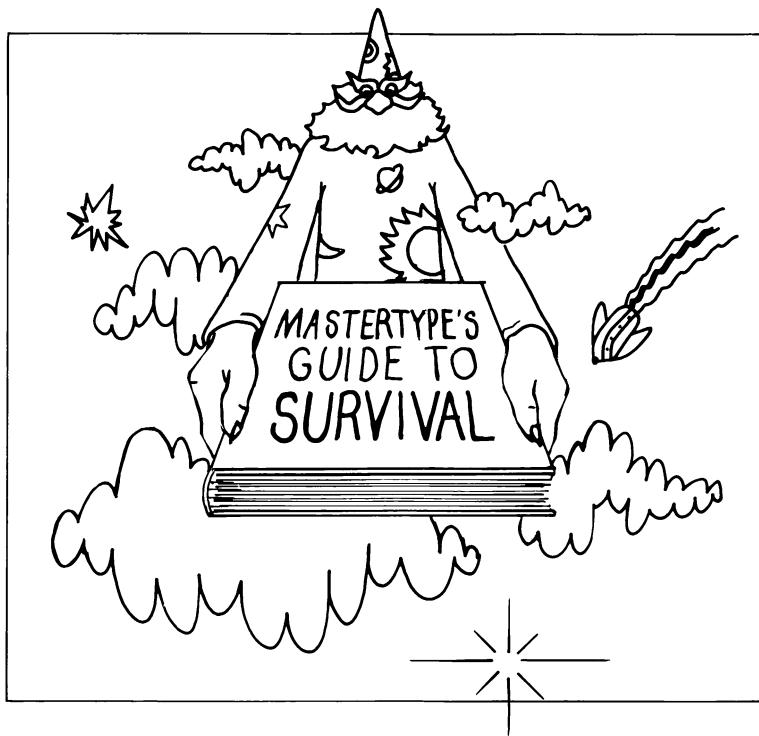
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INTRODUCTION



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.

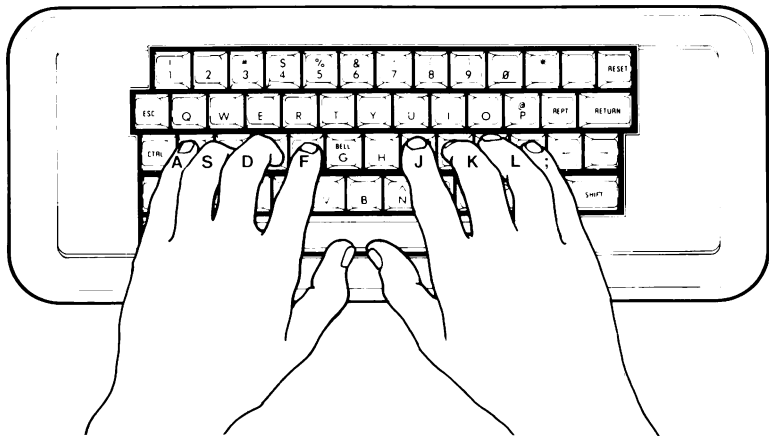


Figure 1: Before you even turn your computer on.

BEFORE YOU EVEN TURN YOUR COMPUTER ON, take a look at Figure 1. It shows you how to put your fingers on the home row keys: put the little finger of your left hand on the letter **A**. Drop your other fingers down on the **S**, **D**, and **F**. Memorize these four keys, for they are the source of your left hand's power, and will be your primary weapons in the first battle.

The right hand also has four power keys: **J K L** and **;** (semicolon). Put the little finger of your right hand on the **;** (semicolon) key. Drop the others down on the **L**, **K**, and **J**. Remember that your index finger lies on the **J** key, and that your little finger lies on the **;** (semicolon) key.

When you feel that you have learned the above information (it takes about five minutes), you will be ready to play the game and survive the first battle:

1. Insert your disk and turn on the computer.

(If you have a **Commodore-64** computer, type

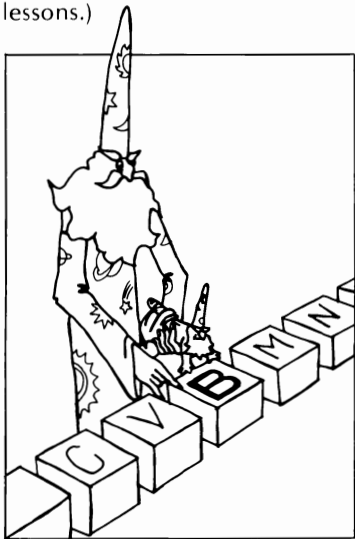
LOAD "*" ,8,1

RUN

to start the program. On all other machines it starts automatically.)

2. Press **RETURN** until the program asks you which lesson you want. Press **1** (one) for Lesson 1, and press **RETURN**.

(If you have an **IBM PC** computer, just press **ENTER** when it asks about lessons.)



B is for beginners.

3. Press **RETURN** until you see a screen with **B ==> Beginner Mode** on it. Press **B**.

(If you have an **IBM PC** computer, you'll have to press **ENTER** after you press **B**.)

4. 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.

5. 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, you can change to a higher speed in order to improve your score, and then go on to Lessons 2 and 3. This will complete your mastery of the Home Row keys. You will then need to read the rest of this manual in order to master the keys on the other rows.

The main body of this manual is divided into seven chapters. The first contains instructions on learning to type. Chapters two through five contain instructions on using some of the program's more advanced features on the four major home computers currently supported:

Apple, Atari, IBM PC and Commodore 64. Chapter six discusses advanced strategies for winning the game. Finally, chapter seven lists the 18 lessons available.

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A S D F J

I. LEARNING TO TYPE

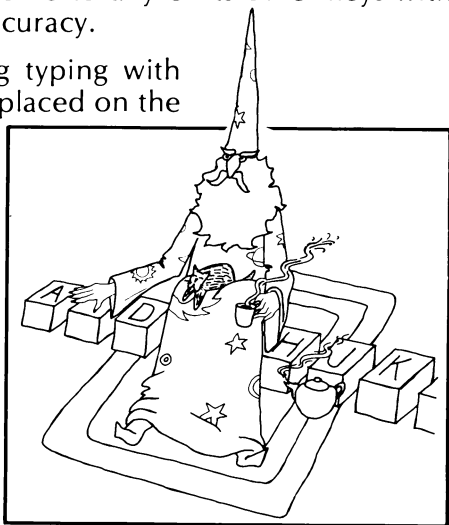
There are only a few important rules you need to follow to improve your typing skills. The MasterType has requested that all players learn them before entering combat:

1. DON'T LEAVE HOME

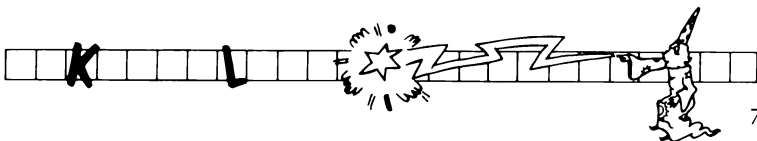
In the Introduction, you learned four keys for your left hand—**A S D F**—and four for your right hand—**J K L ;**. These eight keys are generally called the **HOME KEYS**, and each finger has its own home key where it comes to rest after flying to one of the other keys on the keyboard. As your typing becomes more and more advanced, you will come to realize the value of the home keys, because each of your fingers can always find its way back home, and can fly from its home to any of its other keys with amazing speed and accuracy.

You always being typing with your fingers correctly placed on the **HOME ROW** keys. From here you may reach up or down to strike other keys, but you will always return your fingers to the **HOME ROW**.

Figure 2 indicates the correct placement of fingers on the **HOME ROW**. The Introduction to this manual gives some more detail on



Typing begins at home.



HOME ROW finger placement. (Since there are slight variations in keyboard layout from computer to computer, please refer to the chapter about your machine for the exact layout of your keyboard.)

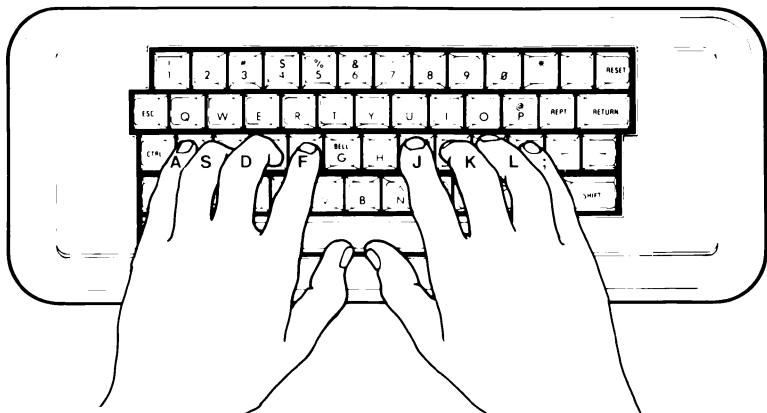


Figure 2:

Tutor Note: Although the beginning typist will be eager to play the game, allow time for practice on the keys asdf jkl;. Follow the instructions in the introduction to make sure the player uses the right finger to strike each key. This preliminary instruction will make the actual playing time more rewarding and beneficial.

2. PUT YOUR BEST FINGER FORWARD

To type most accurately and quickly, you must not only hit the correct key, but you must press it with the correct finger.

Once you are familiar with the **HOMEROW**, you can practice moving your fingers to other keys. Glance at Figure 3 and put your fingers on the **HOMEROW** keys. Move the little finger of your left hand up to the Q key, then back again to its proper place in the **HOMEROW**.



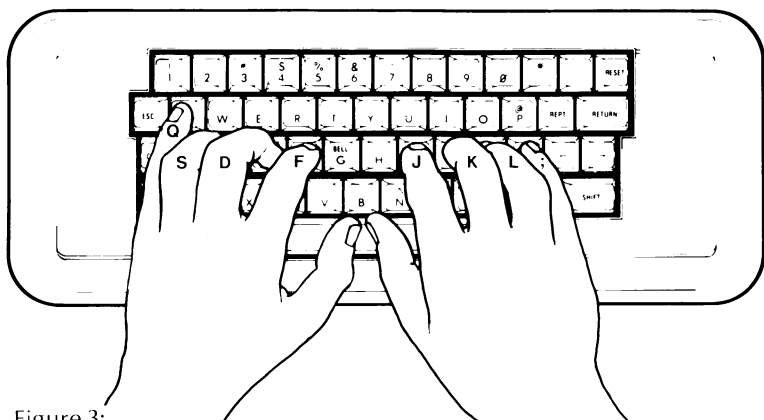


Figure 3:

Next, glance at Figure 4, and move the index finger of your right hand down to the N key and then back up to its proper place in the **HOME ROW**. This demonstrates how you can reach any key on the keyboard from your position on the **HOME ROW** and return to the **HOME ROW** afterwards.

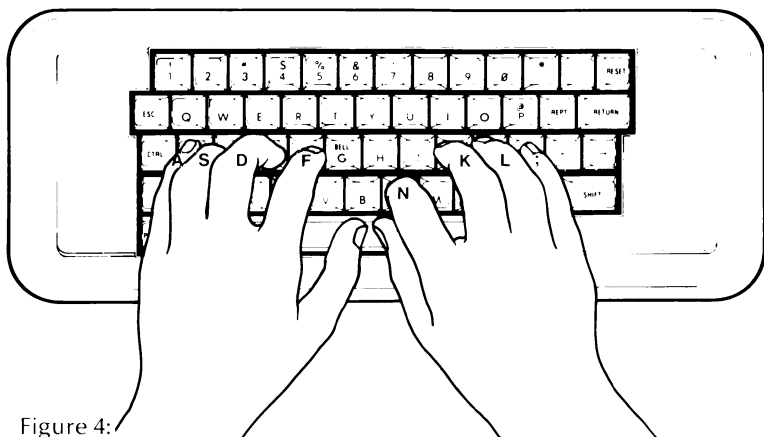
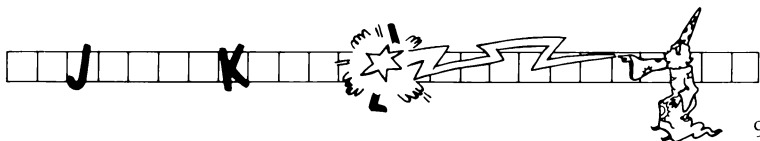


Figure 4:



3. WATCH THE SCREEN—NOT YOUR FINGERS

If you look at the diagram before each lesson and practice moving from the **HOME ROW** to other keys, using the correct fingers, you will gradually be able to play MasterType without looking at the keyboard (and dramatically increase your typing speed). (You are, however, permitted to peek at the keys while you are learning them.)

4. STEP BY STEP IS BEST

Learning to type is a process of successive mastery. Learn all the keys and the correct finger placements for the **HOME ROW**, then the next row, the next, and the next, as you progress through the eighteen MasterType Lessons. Practice and gradually master each key until you are able to hit any one with the correct finger and return to the **HOME ROW** without looking at the keyboard.

As you progress through the MasterType lessons, you will probably want to use some of the program's more advanced features. Since these features are slightly different on different computers, the next four chapters describe MasterType's features on each of the four computers in more detail. Please turn now to the chapter that describes your computer.



II. APPLE Options and Lesson Features

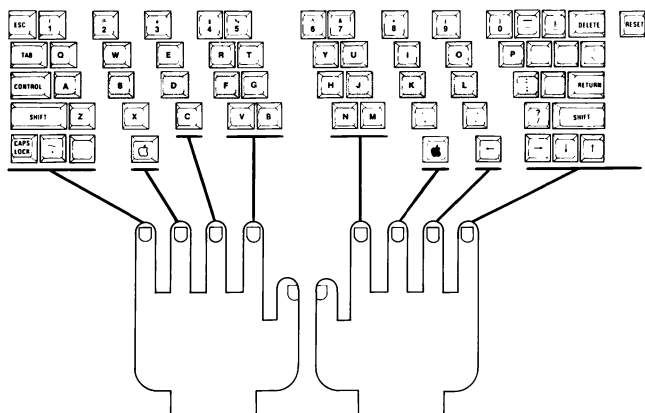


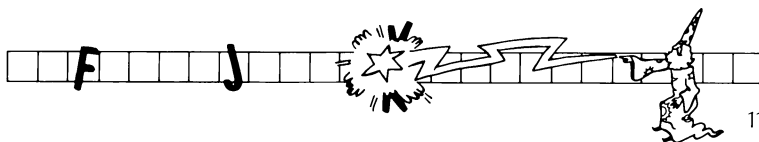
Figure 5: Finger placement on the Apple Keyboard. Arrows indicate which block of keys each finger must strike. Home keys are shaded.

MasterType will operate on the following Apple hardware configurations:

- Apple IIe
- Apple II+ with 48K and DOS 3.3.
- Apple II with 48K, Applesoft in ROM or loaded into the language card, and DOS 3.3.
- Apple III in emulation mode.

A 13-sector Apple II version is also available (through mail order from Lightning Software) for those with older systems.

The shift key is recognized on the Apple IIe.



TO BEGIN PLAY you need only insert the disk in drive 1 and turn on your computer.

SELECTING A LESSON:

Press **RETURN** after the title screen appears. The disk will spin and the program will then ask you which lesson you want to work on. If you are a beginner, press 1 (on the upper left-hand corner of the keyboard) and then press **RETURN**.

If you are not a beginner, look at the list of lessons at the end of this manual. Select an appropriate lesson, enter its number and press **RETURN**.

If you have created a lesson of your own, type the lesson name and press **RETURN**. The program will ask you a couple of questions to optimize disk access; you can simply press **RETURN** in response.

If you have created a lesson of your own on a separate disk, then you'll have to let the program read the disk. There are two options, depending on how many disk drives you have:

(a) **ONE DRIVE SYSTEMS:** if you have one disk drive, remove the MasterType disk after you type in the lesson name, and insert your own lesson disk. Press **RETURN** a couple of times until the lesson has loaded. Then remove your lesson disk and insert the MasterType disk when the program prompts you to do so.

(b) **TWO DRIVE SYSTEM:** if you have two disk drives, 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. Then, just press **RETURN** after the lesson loads in response to the program's prompt.

Once the lesson is selected, MasterType will print some brief instructions. Read these instructions and then press **RETURN**.

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ **A** □ □ □ □ □ **S** □ □

THE MAIN MENU

At this point a short menu will appear on the screen. You can select one of the five following choices (see figure 6).

The Main Menu

Press RETURN to play.

B → BEGINNER MODE (EASIER GAME).

C → CHANGE SPEED, LESSON, SOUND, ETC.

D → DEMO MODE.

Q → QUIT GAME.

The C Menu

Press RETURN to play

SPEED GOAL 14 TO 29 WORDS PER MINUTE.

Press 1 to turn beginner mode OFF.

Press 2 to reduce speed goal.

Press 3 to increase speed goal.

Press 4 to change lesson or end game.

Press 5 to switch to commander mode.

Press 6 to turn sound OFF.

Press 7 for UPPER/LOWER display.

Press 8 for unattended demonstration.

Press RETURN to play.

Figure 6: The Apple Menu System.



RETURN—to play the game at a slow speed (or the most recent speed).

B—an easy version of the game in which each word is only one letter long. Once you press **B**, the program stays in beginner mode until you press **B** again, so you only want to press **B** once in order to stay in Beginner mode.

C—change mode. This calls up a more extensive menu called the **C menu** that lets you change the game speed, call up a new lesson, or switch to upper/lower case and back.

D—turns on a short demonstration of the program.

Q—quits the game and allows you to boot a new disk.

THE C MENU

The menu produced by pressing **C** is fairly extensive, but it's easy to use. After you've played Lesson 1 a few times you can use it to try out some of the other options.

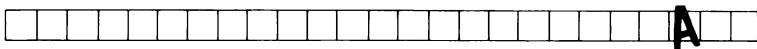
1 ==> Beginner Mode or

1 ==> Leave Beginner Mode

Pressing **1** "toggles" the beginner mode selection. For example, if you are not in Beginner mode, the first message above appears and pressing **1** will put you in beginner mode. Similarly, if you are already in beginner mode, pressing **1** will take you out of beginner mode.

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 goal (which determines the missile speed) is lowered by approximately ten percent. You can press **2** several times in a row to lower the speed more than ten percent.



3 ==> Raise speed goal

If the missiles are not moving fast enough to challenge you, you can increase their speed by pressing 3 on the C menu. Each time you press 3 your speed goal is increased by approximately ten percent. You can press 3 several times in a row to raise the speed more than ten percent.

4 ==> Change lesson or end game

When you are ready to go on to a new lesson, you can press 4 in the C menu. The computer will reboot your disk and then let you select a new lesson.

5 ==> Switch to Commander (or Cadet) mode

Commander mode is a game variation in which you are not permitted to see the letters you type in the center of the screen. The game starts out in Cadet mode, which lets you see what you type. If you try Commander mode, you can get a higher score.

6 ==> Turn sound off (or on)

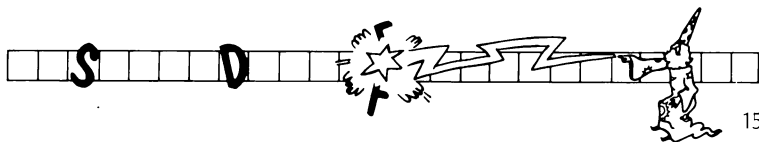
Pressing 6 from the C menu will allow you to turn the sound off. If you press 6 again you will turn the sound effects back on.

7 ==> For upper/lower (or all uppercase) display

Pressing 7 changes from an all uppercase display to an upper/lower display. On IIe systems, this option can be used to practice using the shift key for capital letters. On older systems, it merely changes the display and has no effect on the game itself.

8 ==> Unattended demonstration

Pressing 8 from the C menu will put the program into demo mode.



4. Next, you will type the forty words you want to use in the lesson, with a space or **RETURN** 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.

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.

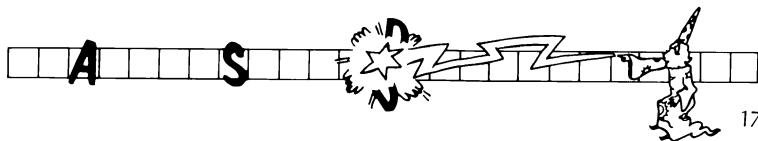
6. After you type the fortieth word and its **RETURN** or space, the program will display all of the words and ask if there are words you want to change. If yes, then follow the instructions to make the change or correction. When you're satisfied with the words, enter 0 (zero) and press **RETURN**.

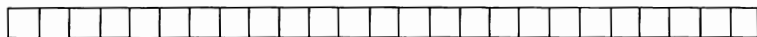
The program will then give you an opportunity to save the lesson on your own disk rather than the MasterType disk. If you wish to use your own lesson disk, any standard initialized 16-sector disk will work.

In any case, press **RETURN** or **SPACE** and it will save your lesson. Press **RETURN** again when the disk stops spinning and you will be returned to the title screen.

REQUESTING A CATALOG

You may request a catalog of your disk when the title screen appears. Simply press **C** when the short menu appears at the bottom of the title screen following booting. You will have an opportunity to delete any unwanted lessons from the MasterType disk at the end of the catalog.





III. ATARI

Options and Lesson Features

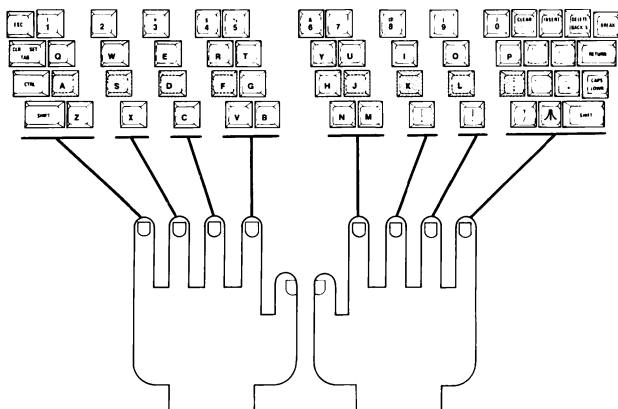
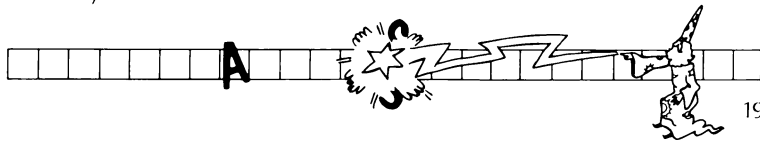


Figure 7: Finger placement on the Atari Keyboard. Arrows indicate which block of keys each finger must strike. Home keys are shaded.

MasterType will operate on the following hardware configurations:

- Atari 400
- Atari 600 XL
- Atari 800
- Atari 1200 XL
- Atari 1400 XL
- Atari 1450 XLD

Operation on all Atari machines requires at least 32K and a disk drive. The Basic cartridge is required on the 400, 800 and 1200XL machines (it's built in on the newer machines).



THE MAIN MENU

At this point a short menu will appear on the screen. You can select one of the four following choices (see figure 8).

Main Menu

PLEASE PRESS

P PLAY GAME

B BEGINNER GAME
(SINGLE LETTERS)

C CHANGE SPEED
OR LESSON

D DEMO MODE

The C Menu

PRESS RETURN TO PLAY

SPEED GOAL 13 WPM

1 FOR BEGINNERS

2 DECREASE SPEED

3 INCREASE-SPEED

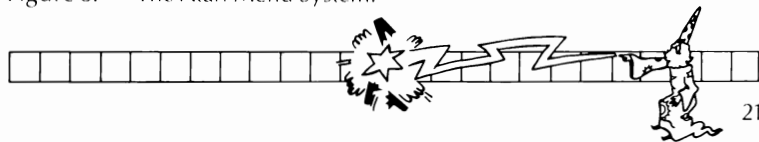
4 CHANGE LESSON

5 UPPER/LOWER CASE

6 DEMO MODE

PRESS RETURN TO PLAY

Figure 8: The Atari Menu System.



P—to play the game at a slow speed (or the most recent speed). **RETURN** will also start the game.

B—an easy version of the game in which each word is only one letter long.

C—change mode. This calls up a more extensive menu called the C menu that lets you change the game speed, call up a new lesson, or switch to upper/lower case and back.

D—turns on a short demonstration of the program.

THE C MENU

The menu produced by pressing **C** is fairly extensive, but it's easy to use. After you've played Lesson 1 a few times you can use it to try out some of the other options.

1 ==> For beginners or

1 ==> Word game

Pressing **1** “toggles” the beginner mode selection (see above). For example, when the game begins, you are in “word” mode, and you will have to type the words that are attacking your base and press the space bar after each one. Pressing **1** will put you in beginner mode, where you only need to type one letter and can omit the space bar. Similarly, if you are already in beginner mode, pressing **1** will take you out of beginner mode and put you in word mode.

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 goal (which determines the missile

Q W E R T

speed) is lowered by approximately ten percent. You can press **2** several times in a row to lower the speed more than ten percent.

3 ==> Raise speed goal

If the missiles are not moving fast enough to challenge you, you can increase their speed by pressing **3** on the C menu. Each time you press **3** your speed goal is increased by approximately ten percent. You can press **3** several times in a row to raise the speed more than ten percent.

4 ==> Change lesson

When you are ready to go on to a new lesson, you can press **4** in the C menu. The program will then let you select a new lesson as described above.

5 ==> For upper/lower case (or uppercase) only

Pressing **5** changes from an all uppercase display to an upper/lower display. This option can be used to practice using the shift key for capital letters.

6 ==> Demo mode

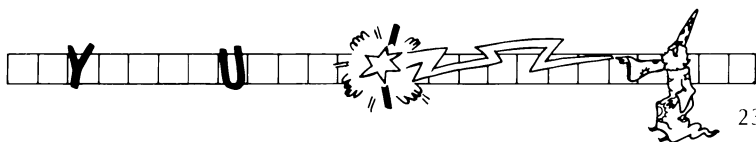
Pressing **6** from the C menu will put the program into demo mode.

Pressing **RETURN** from the C menu will begin the game using the options you have selected.

Remember, all of the above features are available to you by pressing **C** from the main menu.

MAKING YOUR OWN LESSONS

You can make your own lessons for use with the MasterType program. You can use these custom lessons for working on special problems or for additional words



to practice on. Many parents and teachers use this feature to create lists of friends' names or spelling words for grade-school students. Older users create lists of commonly used words from their own areas of interest.

To make a lesson, first, boot up the MasterType disk. When the title screen appears, there will be a small menu at the bottom of the screen. Press **M** at this point. This will put you in the lesson system.

Once you are in the lesson system, simply follow the instructions which appear on the screen:

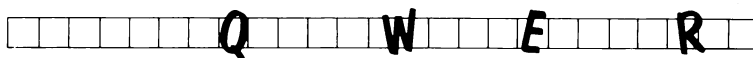
1. Input explanatory text: this lets you put a short message to the player at the beginning of the lesson. You can use this to describe the lesson and offer some instructions and encouragement to the player.

2. When you are done with the explanatory text, press the **ESC** key (next to the 1) to let the program know that you are done with the introduction.

3. Next, you will type the forty words you want to use in the lesson, with a space or **RETURN** 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.

It is a good idea to begin each word with a capital letter so that players can practice using the shift key when they request upper/lower case display from the C menu. This is not absolutely necessary, however.

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.



4. After you type the fortieth word and its **RETURN** or space, the program will display all of the words and ask if there are words you want to change. If yes, then follow the instructions to make the change or correction. When you're satisfied with the words, enter 0 (zero) and press **RETURN**.

5. At this point, the program will give you an opportunity to save the lesson on your own disk rather than the MasterType disk. If you wish to use your own lesson disk, remove the MasterType disk and insert any standard initialized Atari disk.

6. The program will then ask you for the Lesson name. Make up a name for your lesson that begins with a letter and has six or fewer characters in it.

After you type the lesson name, you should switch disks (if necessary) and then press **RETURN**. The program will save your lesson on the disk and return you to the title screen.

REQUESTING A DIRECTORY

You may request a directory of your disk when the title screen appears. Simply press **D** when the short menu appears at the bottom of the title screen following booting.

COMMON PROBLEMS

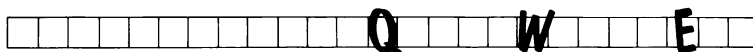
1. **Booting problems:** the most common source of booting problems is forgetting to put the BASIC cartridge in on the 400, 800 and 1200XL machines. If you're sure you have the BASIC cartridge in and you still have a booting problem, try booting the disk on a friend's computer or at the store where you bought your MasterType. If you still have problems you probably have a bad disk, and should



send it to Lightning (along with \$5.00 if more than thirty days have passed since purchased) and we'll send you a new one.

2. **“Freezing”**: sometimes the program will freeze right in the middle of play. This will occur if you have an illegally copied disk, or if your disk is defective. If your disk is defective, follow the instructions in the preceding paragraph.

3. **Making lessons**: if the instructions for making a lesson on your own disk seem too complicated, just save the lessons on the MasterType disk the first one or two times.



IV. IBM PC Options and Lesson Features

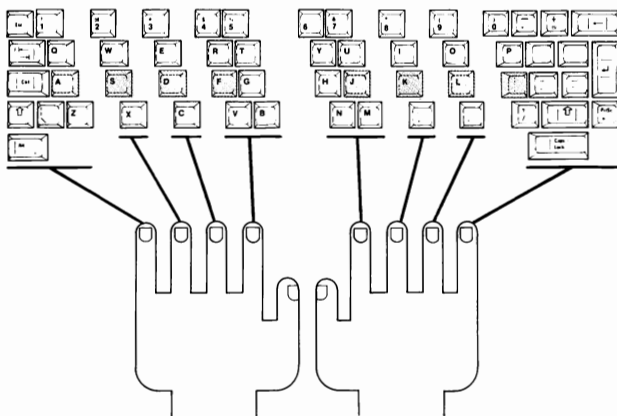
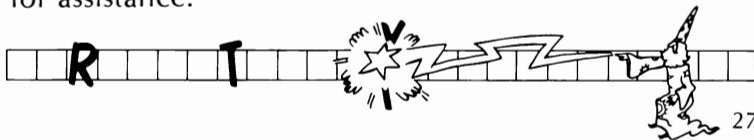


Figure 9: Finger placement on the IBM PC Keyboard. Arrows indicate which block of keys each finger must strike. Home keys are shaded.

The IBM PC™ version of MasterType will operate on any standard IBM PC with a disk drive and at least 64K of memory. Before you use it, you must do two things:

(1) note where the **ENTER** (↵) is located. It is the IBM PC's version of the **RETURN** key, and is located between the alphabetic keys and the numeric keypad on the right side of the keyboard.

(2) IBM PC's come in two flavors: color/graphics and monochrome. So does MasterType. There is a color/graphics version of the program on the front side of the disk, and a monochrome version on the other. You will need to determine which side is appropriate for your hardware configuration. If you are unsure, ask your dealer for assistance.



sponse to the program's prompt, and press **ENTER**. The lesson will load in, and you will see the Lesson Menu again. Press **ENTER** again to get to the main menu.

THE MAIN MENU

At this point a short menu will appear on the screen. You can select one of the six following choices (see figure 10).

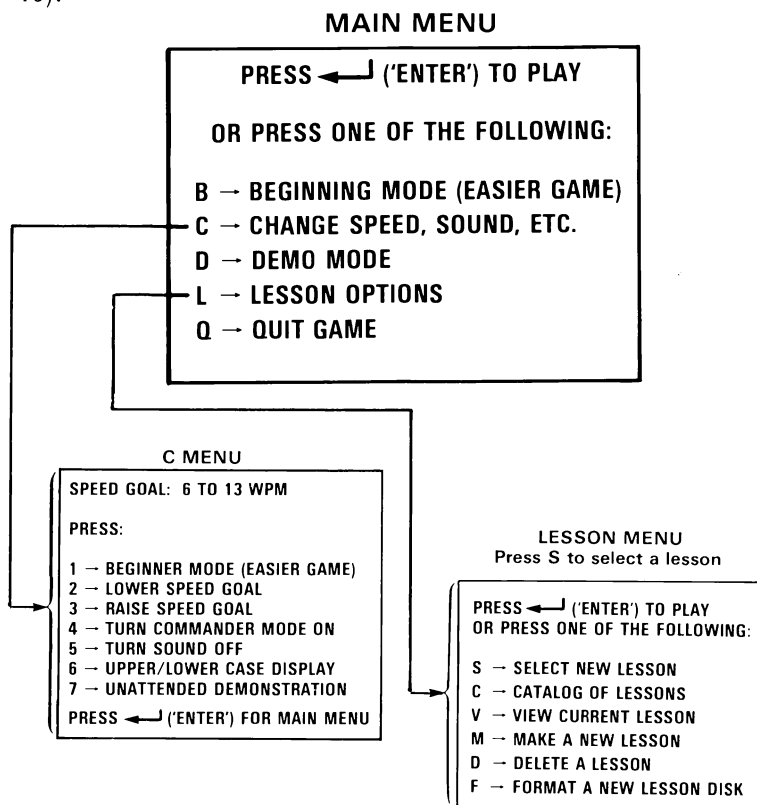
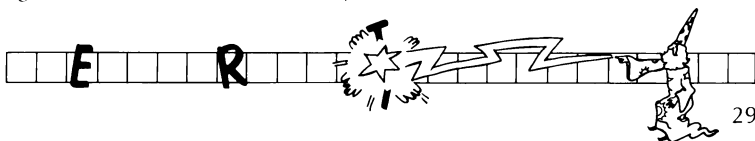


Figure 10: The IBM PC Menu System.



ENTER—to play the game at a slow speed (or the most recent speed).

B—an easy version of the game in which each word is only one letter long.

C—change mode. This calls up a more extensive menu called the C menu that lets you change the game speed, switch to upper/lower case and back, and adjust other game parameters.

D—turns on a short demonstration of the program.

L—Lesson menu. This puts you in the lesson menu where you can request a new lesson, add or delete new lessons, or look at the lessons on the disk.

Q—quits the game and allows you to boot a new disk.

Remember, press **ENTER** to begin the game.

THE L AND C MENUS

As you can see, there are three menus in the Master-Type system: the main menu (with **B C D L Q**), the **C** or Change menu, and the **L** or Lesson menu. As figure 1 shows, you can reach the **C** and **L** menus from the main menu by pressing **C** or **L** respectively. These two menus return you to the main menu when you are done with them.

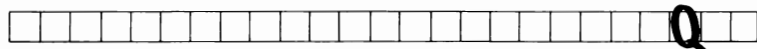
THE C MENU

The menu produced by pressing **C** is fairly extensive, but it's easy to use. After you've played Lesson 1 a few times you can use it to try out some of the other options.

1 ==> Beginner Mode or

1 ==> Leave Beginner Mode

Pressing **1** “toggles” the beginner mode selection. For example, if you are not in Beginner mode, the first



message above appears and pressing **1** will put you in beginner mode. Similarly, if you are already in beginner mode, pressing **1** will take you out of beginner mode. Pressing **1** here has the same effect as pressing **B** in the main menu.

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 goal (which determines the missile speed) is lowered by approximately ten percent. You can press **2** several times in a row to lower the speed more than ten percent.

3 ==> Raise speed goal

If the missiles are not moving fast enough to challenge you, you can increase their speed by pressing **3** on the C menu. Each time you press **3** your speed goal is increased by approximately ten percent. You can press **3** several times in a row to raise the speed more than ten percent.

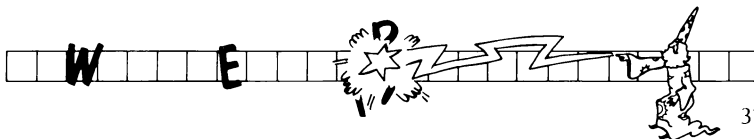
4 ==> Turn Commander mode on (or off)

Commander mode is a game variation in which you are not permitted to see the letters you type in the center of the screen. The game starts out in Cadet mode, which lets you see what you type. You can try Commander mode for more challenge.

5 ==> Turn sound off (or on)

Pressing **5** from the C menu will allow you to turn the sound off. If you press **5** again you will turn the sound effects back on.

6 ==> For upper/lower case display (or all uppercase display)



son you've selected, press **V** to view the lesson. **V** only permits you to view the current lesson. If you want to look at another lesson, you will first have to select it.

M ==> MAKE A NEW LESSON

Pressing **M** will allow you to make your own lesson. This feature is described in more detail below.

D ==> DELETE A LESSON

If you are not happy with one of the lessons you have made, you can delete it by pressing **D** and then entering the lesson's name in response to the program's prompt.

F ==> FORMAT A NEW LESSON DISK

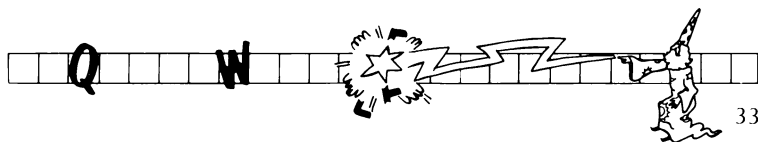
You can save your custom lessons on the MasterType disk or on your own disk. If you wish to save them on a separate disk, you must first format the disk. Press **F** from the Lesson menu and then follow the program's instructions. Be sure to remove the MasterType disk and insert a blank disk when the program tells you to.

MAKING YOUR OWN LESSONS

You can make your own lessons for use with the MasterType program. You can use these custom lessons for working on special problems or for additional words to practice on. Many parents and teachers use this feature to create lists of friends' names or spelling words for grade-school students. Older users create lists of commonly used words from their own areas of interest.

To create a lesson, press **L** from the main menu to get into the Lesson menu. Press **M** at this point. This will start the lesson creation process. Simply follow the instructions which appear on the screen:

1. Lesson name: make up a name for your lesson that



begins with a letter and has fourteen or fewer characters in it. For example, if you create a lesson with accounting words in it, you might want to name the lesson ACCOUNTING. Or, if you make a set of lessons for a child named Mary, you can name the lessons Mary1, Mary2, etc.

2. Input explanatory text: this lets you put a short message to the player at the beginning of the lesson. You can use this to describe the lesson and offer some instructions and encouragement to the player. You can enter up to ten lines of explanatory text. If you wish to enter fewer than ten lines, simply press **ENTER** until you get to the bottom of the screen.

3. You will have a chance to edit your introduction when you finish entering it. The program will ask you “Would you like to edit this (Y/N)?” Press **N** if you have no changes. Press **Y** if you wish to make changes.

4. Next, you will type the forty words you want to use in the lesson, with a space or **RETURN** 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.

5. 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.

6. After you type the fortieth word and its **ENTER** or space, the program will display all of the words and ask if there are words you want to change. If yes, then follow the instructions to make the change or correction. When you're satisfied with the words, enter **N** (for **NO**) and press **ENTER**.

[illegible]

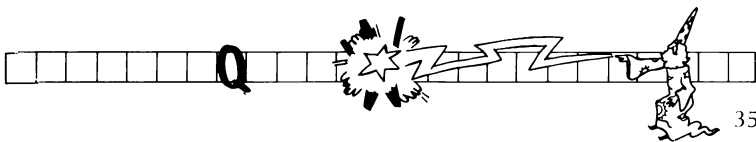
The program will then save the lesson on the disk in drive 1, and return you to the lesson menu. Press **ENTER** to get to the main menu, and press **ENTER** again to play your new lesson.

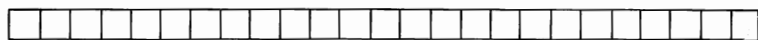
OTHER FEATURES

You can end a game at any time by pressing the **ESCAPE** key (next to the 1).

You can “freeze” the game at any time by pressing the **CONTROL** and **NUM-LOCK** keys simultaneously. Pressing any other key will unfreeze the game.

You can turn off the music that plays while the disk is booting by pressing the **ESCAPE** key (next to the 1). To eliminate all of the game’s sound effects, you will need to press **C** from the main menu and then press **S** from the **C** menu.





V. COMMODORE 64

Options and Lesson Features

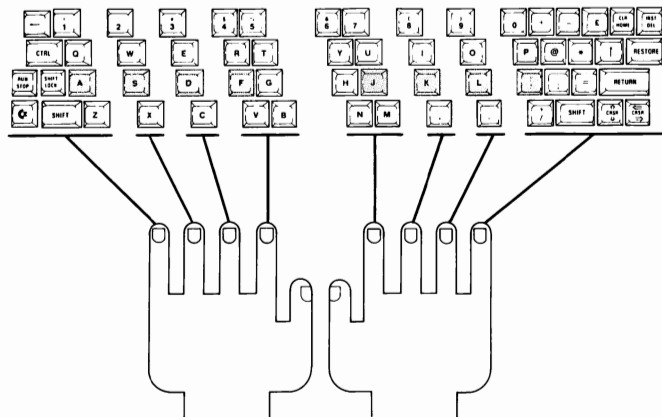


Figure 11: Finger placement on the Commodore 64 Keyboard. Arrows indicate which block of keys each finger must strike. Home keys are shaded.

MasterType will operate on the Commodore 64 computer if it is equipped with a disk drive.

TO BEGIN PLAY:

1. Insert the disk in your disk drive.
2. Turn on your computer.
3. Type

LOAD "*",8,1
RUN

A title screen will display the message "Loading Program" for about two minutes, followed by a short demonstration sequence. Press **RETURN** to leave the demonstration sequence.



SELECTING A LESSON

The program will then ask you what lesson you want to work on. If you are a beginner, press **1** (on the upper left-hand corner of the keyboard) and then press **RETURN**.

If you are not a beginner, wait for a second and a list of lessons will appear on the screen. Select an appropriate lesson, enter its number and press **RETURN**.

If you have created a lesson of your own, type the lesson name and press **RETURN**. If you have saved your lesson on your own disk, you must remove the MasterType disk and replace it with your lesson disk at this time.

Once the lesson is selected, MasterType will print some brief instructions. Read these instructions and then press **RETURN**.

THE MAIN MENU

At this point a short menu will appear on the screen. You can select one of the four following choices (see figure 11).

RETURN—to Play the game at a slow speed (or the most recent speed).

C—change mode. This calls up a more extensive menu called the C menu that lets you change the game speed, call up a new lesson, make a new lesson, or switch to upper/lower case and back.

B—an easy version of the game in which each word is only one letter long.

D—turns on a short demonstration of the program.



The Main Menu

Press RETURN
to play

or press one of
the following:

B = Beginner mode

C = Change lesson, etc.

D = Demo mode

The C Menu

Press RETURN
to play

Your current speed
goal is 13

1 = reduce speed goal

2 = increase speed goal

3 = change case to up/lo upper/lower

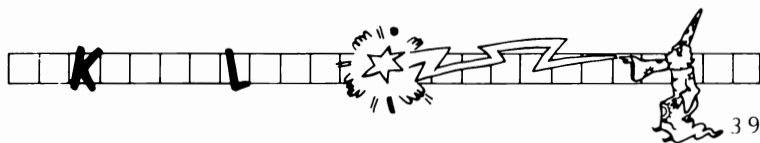
4 = change lesson

5 = create new lesson

6 = redisplay score

7 = catalog (DISK ONLY)

Figure 12: The Commodore 64 Menu System.



THE C MENU

The menu produced by pressing C is fairly extensive, but it's easy to use. After you've played Lesson 1 a few times you can use it to try out some of the other options.

1 ==> Lower 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 goal (which determines the missile speed) is lowered by approximately ten percent. You can press 1 several times in a row to lower the speed more than ten percent.

2 ==> Raise speed goal

If the missiles are not moving fast enough to challenge you, you can increase their speed by pressing 2 on the C menu. Each time you press 2 your speed goal is increased by approximately ten percent. You can press 2 several times in a row to raise the speed more than ten percent.

3 ==> Redisplay score

If you'd like to redisplay your score from the last game, press 3 from the C menu.

4 ==> Change lesson

When you are ready to go on to a new lesson, you can press 4 in the C menu. The program will then take you through the lesson selection sequence.

5 ==> Catalog

Press 5 to obtain a catalog of your disk, which will show you all of the lessons on the disk.



6 ==> Create new lesson

Pressing 6 from the C menu will allow you to make your own lesson and store it on the disk. See the special instructions for making your own lesson in the section below.

7 ==> For upper/lower case (or uppercase only)

Pressing 7 changes from an all uppercase display to an upper/lower display. This option can be used to practice using the shift key for capital letters.

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

Remember, all of the above features are available to you by pressing **C** from the main menu.

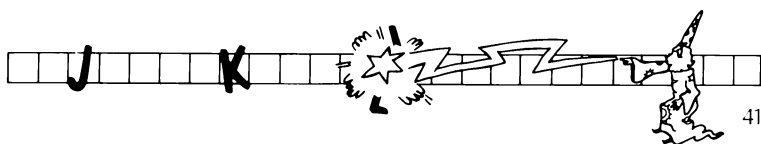
MAKING YOUR OWN LESSONS

You can make your own lessons for use with the MasterType program. You can use these custom lessons for working on special problems or for additional words to practice on. Many parents and teachers use this feature to create lists of friends' names or spelling words for grade-school students. Older users create lists of commonly used words from their own areas of interest.

To make a lesson, press **C** from the main menu to get into the C menu. Press 6 from the C menu to begin the lesson creation process.

Once you are in the lesson system, simply follow the instructions which appear on the screen:

1. Lesson name: make up a name for your lesson that begins with a letter and has ten or fewer characters in it.



2. Input explanatory text: this lets you put a short message to the player at the beginning of the lesson. You can use this to describe the lesson and offer some instructions and encouragement to the player. You may use the cursor movement keys to make corrections as you enter the introduction.

3. When you are done with the explanatory text, press the **F1** key to let the program know that you are done with the introduction.

4. Next, you will type the forty words you want to use in the lesson, with a space or **RETURN** after each one. If you make a mistake in typing a word, you can use the **DEL** key to correct it. You will also have a chance to correct words before saving the lesson.

It is a good idea to begin each word with a capital letter so that players can practice using the shift key when they request upper/lower case display from the C menu. This is not absolutely necessary, however.

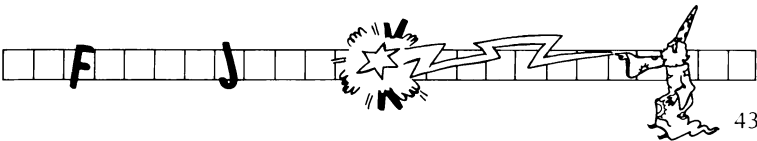
5. Forty words are required for each lesson. The maximum length for a word is twelve characters. Words may not contain a space (since MasterType uses the space to mark the end of a word). A word can be as short as one character.

6. After you type the fortieth word and its **RETURN** or space, the program will display all of the words and ask if there are words you want to change. If yes, then follow the instructions to make the change or correction. When you're satisfied with the words, enter **D** (for "done") and press **RETURN**.

7. At this point, you can save the lesson on disk. The program will let you press **D** to save on disk, **E** to return to



lesson edit mode, or **X** to exit without saving the lesson.
Press **D** to save your lesson.



AS

VI. STRATEGY AND HELPFUL HINTS

MEETING THE ENEMY

After you've pressed **B** or **RETURN** from the main menu, the battle will begin. One enemy "word" will appear in each corner of the screen. Usually, these words will be regular 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!

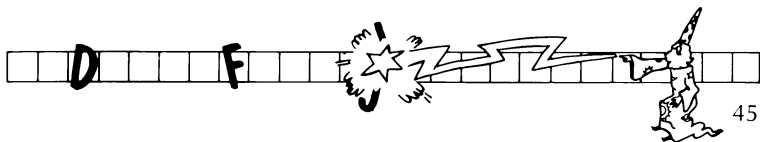
RULES OF BATTLE

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

1. Type only the words, letters, punctuation marks or symbols you see on the screen. You may type them in any order that you choose.

2. If you are not using beginner mode, you must press the space bar after typing each "word." This tells the Mas-terType that you have finished typing and signals him to release his Force against the enemy word and its invading missiles.

3. You must type the words quickly in order to blow them up. If you type slowly, the words will keep shooting at you until you can type quickly.



IF AT FIRST. . .

If you make a mistake and fail to destroy the enemy missile on the first try, press the space bar 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” key to backspace over your mistake and retype it.

HELPFUL HINTS

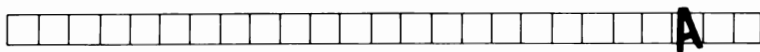
Rule 1 states that you can type the words on the screen in any order. But, your first priority should be to hit the missiles which are most threatening to your Command Ship. Therefore, if a missile is getting close to your ship, you should type the word that it’s coming from (with a space at the end, 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 is just starting to move, it is near its word. If you blow up the missile at this point, the explosion hits the word itself and blows it up as well. This gives you a lot of extra bonus points and a new enemy word.

Finally, try to use the shields to maximum advantage. You are allowed to get hit once on each side before your ship is destroyed. You can use this feature to get through the most difficult parts of a lesson by sacrificing one or more shields.

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. You will then see the C menu. Your current speed goal is listed at the top of the

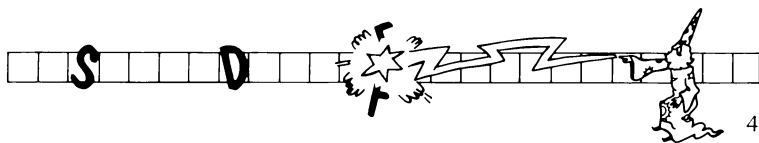


screen. Below it, you will see a menu that tells you which key to press to increase your speed goal, and which to press to reduce it. You can press these keys as many times as you like in order to adjust the speed goal to your precise specifications.

CARING FOR YOUR DISKETTE

MasterType™ is produced on quality diskettes, and with proper care your disk should be good for many hundreds of executions. Lightning Software recommends that you write protect your disk by placing a tab over the notch on the left-hand side of the disk. This will make it a little more complicated to make your lessons, but is probably worth it for the extra security.

If you purchase a defective diskette, Lightning Software will replace it free of charge if the original and proof of purchase are returned within thirty days of purchase. If the disk is damaged after that, a replacement will be issued for \$5.00 upon receipt of the original.



VII. APPENDIX

LIST OF LESSONS

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

ACKNOWLEDGEMENTS

MasterType™ was designed by Bruce Zweig, the president of Lightning Software. Following several years of research into computer-based typing systems, he decided that only a video game could make learning to type exciting and enjoyable. He wrote all of the APPLE versions of MasterType, starting with a text version in January, 1981, and continuing through Revision 1.7 in February, 1983. The APPLE versions are written in a combination of assembler (for graphics and sound) and compiled BASIC. The TASC compiler from Microsoft was used to compile the BASIC portions.

The Atari version was written by Aric Wilmunder. It is written in a combination of assembler language and Basic.

The IBM PC version was written in FORTH by Softweaver, a group of programmers in Santa Cruz, CA.

The Commodore 64 version was written entirely in 6502 assembler by Edward Chu and James Fox, of Lightning Software.

This manual was written by Bruce Zweig.

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