

The Ruler's Way

The Typer Island Adventure



Lesson 2

Your goal in Typing Instructor for Kids is to reach the Castle and become the ruler of Typer Island. The adventure consists of several fun typing activities, including Lessons, Games, and Challenges. Just follow the path to the Castle, and you'll be touch-typing in no time. Work hard and you'll get there!

Along the way, you'll earn rewards! Each land on Typer Island, features a different treasure, such as diamond and gold. By participating in the Challenges presented to you, you'll gather these precious jewels and earn points.



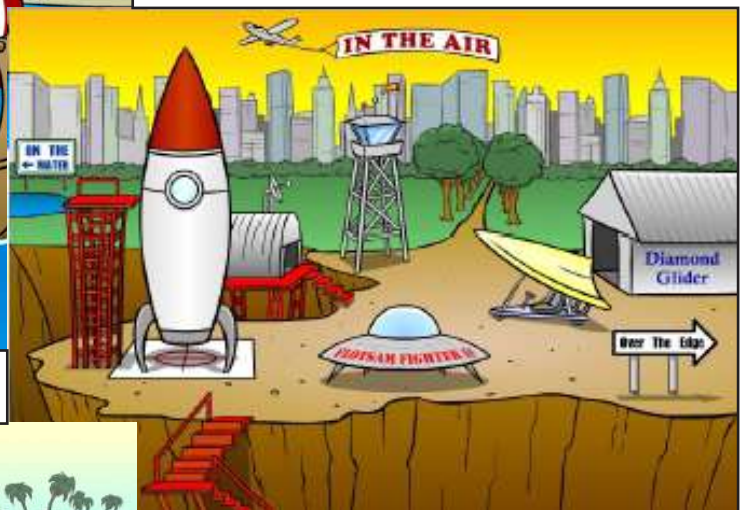
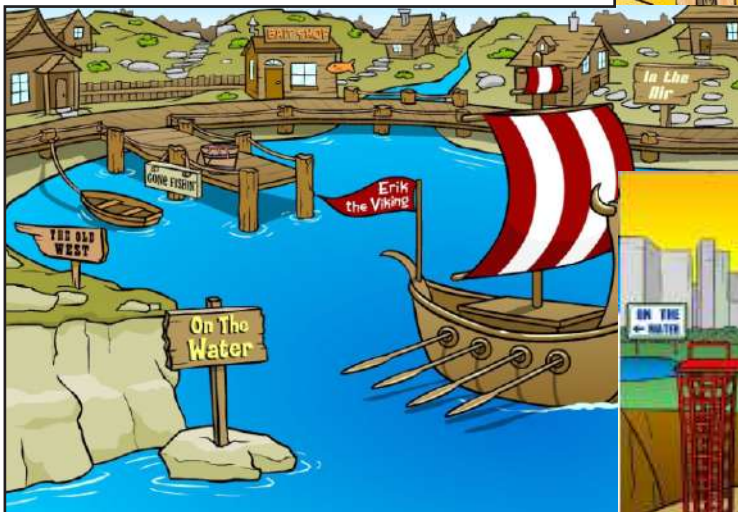
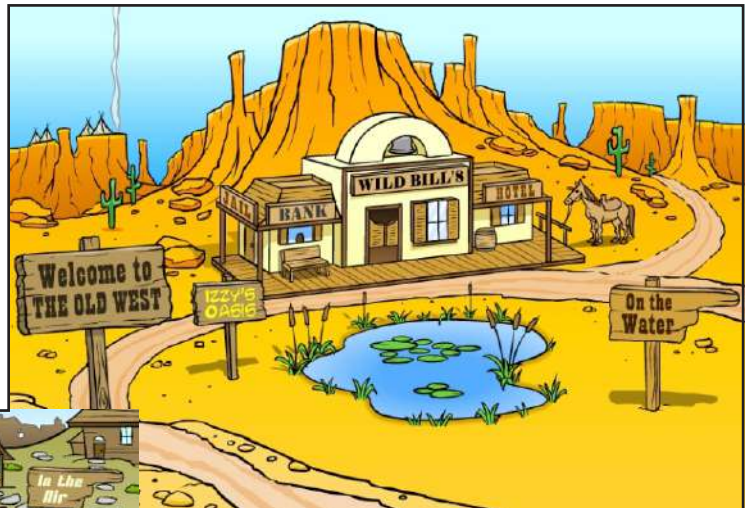
The points and treasures you will acquire are based upon your typing performance - the higher your Words Per Minute (WPM) score and the better accuracy percentage you achieve, the more points and treasures you'll get!

In the Lessons, you'll need to achieve 90% accuracy and reach your Goal WPM. In the Challenges, you'll need to achieve 70% accuracy and reach your Goal WPM.

To capture the Castle and become the ruler of Typer Island, you'll need to achieve 90% accuracy and 15 WPM on a Touch Typist Challenge.

The Island

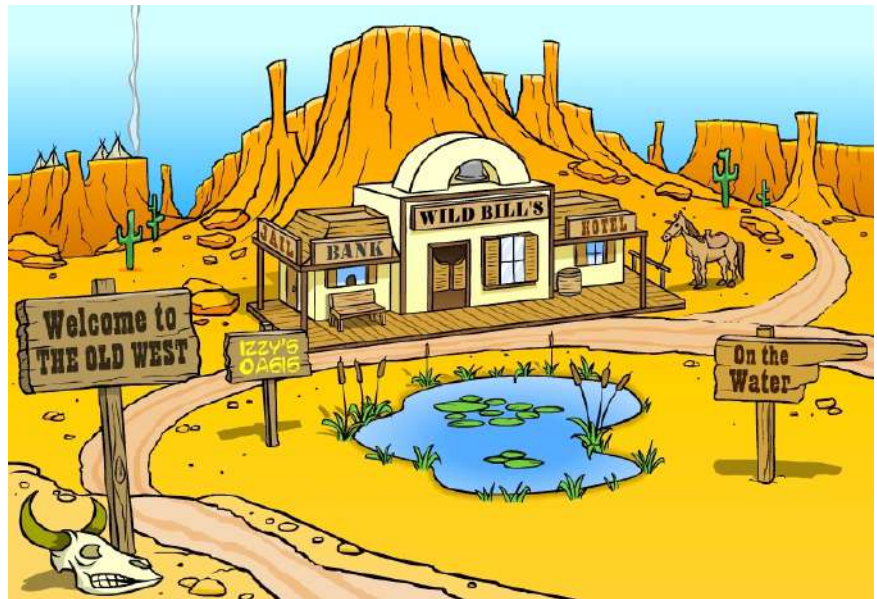
There are five distinct lands in the Typer Island Adventure, with different terrain and unique typing challenges each. You should pass all of these challenges to reach your goal of becoming the ruler of Typer Island.



Each of the five lands presents you with the keys you'll need to learn to become a touch typist.

1. The Old West

It has **d, f, j, k, a, s, l, g, h,** and **;** keys. Gold can be found on this island. You can have it if you pass all the challenges under this land.



2. On the Water

The keys are **t, y, e** and **l** keys. On this island, you'll be playing for coins. After passing all the typing challenges, you will be rewarded with gold coins to toss for a good luck.



3. In the Air

The keys are **r, u, q, w, o** and **p**. You can win all the gemstones if you pass all the typing challenges.



4. Over the Edge

The keys to be learned are **v, b, n, m, x, c**, and **,** keys. The treasures in this land that you will win are sparkling jewels of red rubies.



5. Under the Sea

The keys are **z, ', Shift, :, ?, and "**. Passing all the typing challenges will let you find all the wonderful hidden places of precious pearls.

