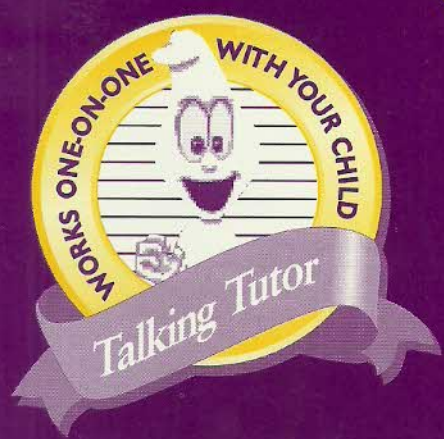


Kid's Typing

*Meet Spooky.
He makes learning
to type fun!*



KID'S TYPING



Developed by: Bright Star Technology, Inc.
Producer: Lynn Luukinen
Designer: Mark Swardstrom
Lead Engineer: Mark Marion
Software Engineer: Steve Schonberger
Artists: Travis Brady
Darrin Heart
William Olmstead
Mark Swardstrom
Audio Director/Composer: Gordon van Ekstrom
Lead Audio Engineer: Kevin Cannon
Voice Talent: Annette Toutonghi
Quality Assurance: Tim Knappenberger
Jay Williams
User Guide: Cathy Malmrose
Leslie Geller

© Bright Star Technology, Inc., a wholly owned subsidiary of Sierra On-Line, Inc.
All rights reserved. U.S. Patent Nos. 4,884,972 and 5,111,409.
Other U.S. and foreign patents pending. Inventions by Elon Gasper.

Microsoft Windows is a trademark of Microsoft Corporation.
Macintosh is a trademark of Apple Computer, Inc.
IBM AT is a trademark of International Business Machines Corporation.

TABLE OF CONTENTS



Welcome!	2
Educational Benefits of Kid's Typing	3
How to Install Kid's Typing	4
System Requirements	5
Progression of Learning	6
Walk-through Kid's Typing	8
Learning rooms	8
Attic	8
Game rooms	10
Library	10
Exiting the rooms	11
Monitoring Progress	12
Statistics	12
Certificates	13
Maximum Learning - Ergonomics For Your Child	1
Additional Activities	14
Bibliography	15
Troubleshooting	16
Getting Help	17
Sierra Guarantee	19
Limited Warranty Notice	19

WELCOME!



(KIDS - READ THIS!)

You're about to meet a little ghost named Spooky who lives in the attic of a seemingly normal suburban family home. Spooky tries with all his energetic might to scare the family, but they don't seem to notice.

Spooky is your personal typing coach. He'll show you where each letter is located on your keyboard and will tell you where to place your fingers. While you learn to type, you'll meet the family. You'll see Tammy on the phone most of the time and Timmy sitting on the dining room table. Dad is always watching TV and Mom is in the kitchen arranging flowers. You'll also meet Woody, the cat, who usually stays in the closet and peers out at the world. While you get to know the family, you'll learn to improve your typing skills, and the faster you type the more haunted the house becomes.

You can go to the library from the attic at any time to practice your typing skills while reading classic stories like "Cinderella" and "Rumpelstiltskin." To type some one-of-a-kind stories, venture into the encyclopedia set. Just click on the encyclopedia that has the letter you want to practice and a story will appear for you to type. Be careful, because these stories are real finger-twisters!

No matter what game room you are in, Spooky will try hard to scare the family by turning on the blender, lifting the TV into thin air, and doing other unnatural things. The faster you can type, the scarier it becomes.

EDUCATIONAL BENEFITS OF KID'S TYPING



(PARENTS - READ THIS!)

Kid's Typing has been designed for children between the ages of seven and ten. Our goal is to teach children to type accurately and quickly with the guidance of an infinitely patient, always cheerful, animated on-screen teacher. Your child learns to type quickly and to correct mistakes with the positive, immediate feedback that this tutor readily provides.

Your child's personal coach and teacher, Spooky, helps your child learn key location, basic typing and speed typing. Your child can practice typing in five different game rooms where the text is created specifically to improve weak areas. Also, your child has access to a large library of interesting texts, including classic tales by Hans Christian Andersen, the Grimm brothers, and other famous writers, plus an encyclopedia set to work on specific letters. The library provides a nearly unlimited supply of texts so that your child can read new material each time he or she practices typing.

Sierra created a uniquely effective way of making the text scroll without jumping. Your child will see three lines of text at a time, and the text will smoothly roll up, revealing subsequent lines of text as your child types. This method makes it easy for your child to concentrate on typing, reduces eye strain, and increases accuracy.

A primary instructional benefit of **Kid's Typing** is the amazing capability to create lessons based on your child's educational needs. Each lesson is designed to strengthen your child's weakest keystrokes. No lesson or game will ever be the same.

Kid's Typing is designed to teach speed and accuracy on the letter keys. Common symbols are taught, but the primary goal of the program is to consistently improve letter key speed.

Unlike other typing software available today, your child will have immediate positive feedback, a talking tutor, and one-on-one instruction from a personal, friendly coach. Congratulations on buying a wonderful learning tool for your child!

HOW TO INSTALL KID'S TYPING



FLOPPY DISK INSTALLATION

ON YOUR MACINTOSH SYSTEM

To install **Kid's Typing** on your Macintosh hard drive:

1. Place Disk #1 into your disk drive.
2. Double-click on the **Kid's Typing** INSTALL icon and follow the on-screen prompts to complete the installation.

The INSTALL program will transfer all the files you need to run the program on your Macintosh. Double-click on the **Kid's Typing** icon to start the program.

NOTE: Double-clicking is easy for adults, but hard for some children. You may need to help your child get started.

ON YOUR WINDOWS SYSTEM

To install **Kid's Typing** on your hard drive:

1. Begin at the Microsoft Windows™ Program Manager. (If you are not familiar with the Microsoft Windows Program Manager, please consult your Windows manual.)
2. Place Disk #1 in your floppy drive.
3. Select "RUN" from the "File" menu in the Windows Program Manager.
4. On the command line, type `x:\SETUP` (where "x" is the drive containing Disk #1) and then select "OK". The setup program will now transfer all the files you need to run **Kid's Typing** from Windows. Double-click on the **Kid's Typing** icon to start the program.

NOTE: Double-clicking is easy for adults, but hard for some children. You may need to help your child get started.

CD-ROM INSTALLATION

ON YOUR MACINTOSH® SYSTEM

1. Insert the **Kid's Typing** CD-ROM into your CD-ROM drive using a carrier if appropriate.
2. When you open the CD-ROM from the Finder, you should see the **Kid's Typing** icon.
3. Double click on this icon to launch the program. It will read from the CD-ROM drive; it will not install on your hard drive.

ON YOUR WINDOWS® SYSTEM

1. Insert the **Kid's Typing** CD-ROM into your CD-ROM drive using a carrier if appropriate.
2. Begin at the Microsoft Windows Program Manager. (If you are not familiar with the Windows Program Manager, please consult your windows manual.)
3. Select "RUN" from the "FILE" menu in the Windows Program Manager.
4. On the command line, type `x:\SETUP` (where "x" is the CD-ROM drive) and press Enter or click on the OK button.
5. A new icon for **Kid's Typing** will be automatically created for you in the Sierra program group.
6. Double click on the icon and the program will read from the CD-ROM drive. The application will not install on your hard drive.

SYSTEM REQUIREMENTS



MACINTOSH SYSTEMS

To run **Kid's Typing**, your Macintosh system should include:

- Color Macintosh system
- 4 MB system memory
- System 6.0.7 or higher
- 16 MB free disk space (11.5 MB after installation)
- Eight-bit color monitor

WINDOWS SYSTEMS

To run *Kid's Typing*, your Windows system should include:

HARDWARE

- IBM AT bus-compatible system
- 386SX/20 MHz or greater CPU
- Hard drive
- 14 MB free disk space (11.5 MB after installation)
- 4 MB system memory
- VGA display and video board capable of displaying 256 colors @ 640x480
- Sound card that supports Windows 3.1
- Audio speaker or headphones
- Microsoft compatible mouse

SOFTWARE

- Windows 3.1 or better installed
- Sound card driver that supports Windows 3.1
- VGA driver that supports 256 colors @ 640x480 under Windows 3.1

PROGRESSION OF LEARNING



Kid's Typing progresses logically and naturally as your child learns. Your child will learn and practice typing in three different environments: the attic, the game rooms, and the library.

Your child begins in the **attic**. Here Spooky teaches letter location on the keyboard through a series of lessons. Spooky introduces the keys in this order:

- 1) A, S, D, F, J, K, L, Semicolon (;), Space bar
- 2) H, E
- 3) I, R
- 4) O, T
- 5) N, G

- 6) Left shift, M
- 7) U, C
- 8) W, Right shift
- 9) B, Y
- 10) Apostrophe ('), X
- 11) P, V
- 12) Q, Comma (,)
- 13) Z, Period (.)
- 14) Question mark (?), Exclamation point (!)
- 15) Quotation mark ("), Colon (:)

In each of these fifteen lessons, Spooky first teaches finger placement on the keys. Then he asks your child to type the individual keys that have just been taught. Next, your child is given simple words as an exercise to practice individual keys. (Note that some of these are nonsense words, created especially for practicing particular keys.) Accuracy is stressed in these attic practice exercises. As soon as your child has mastered typing words in each lesson, Spooky takes him or her into a game room.

The **game rooms** are designed to improve typing speed. When your child is first learning key location, the text for the game rooms consists of words using only the letters that have been taught. After all fifteen lessons have been completed, your child will be treated to short, silly sentences for typing practice. These sentences are generated to insure variety and to help focus on the specific keystrokes being practiced.

As your child's typing skills advance, more complex text, including stories, will be presented in the game rooms. In this manner, your child is continually challenged by new and increasingly difficult material to type.

The **library** is designed for general typing practice and to encourage your child to type for extended periods of time. Thus there is a wide variety of stories available to hold your child's interest. Your child can enter the library from the attic at any time, but the text in the library is most appropriate for typists who have completed all fifteen lessons on key placement.

