MARIO

Teaches Typing 2

™

Instruction Manual

MARIO TEACHES TYPING 2

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SYSTEM REQUIREMENTS

WINDOWS REQUIREMENTS

- Requires an IBM™ or 100% compatible computer with a 486/66 or faster microprocessor
- 8MB RAM
- 2MB of free hard disk space
- Win3.1 or Win95
- VGA monitor
- CD-ROM drive
- 100% Microsoft compatible Mouse
- SoundBlaster™ or compatible sound card recommended.

MACINTOSH REQUIREMENTS

- Power Mac or 68040 based system
- 8MB RAM, 2MB of hard disk space
- System 7.1 or later
- A double-speed or faster CD-ROM drive
- 7000K free memory
- 13" Monitor or larger

INSTALLATION

1. Insert Mario Teaches Typing 2 CD-Rom into the CD-ROM Drive.
2. Follow the instructions on your screen.
3. After installing the program, simply double-click the Mario Teaches Typing 2 icon.

TO START THE PROGRAM

1) Double-click the Mario icon to start the typing program.

2) On the Welcome Screen, click the New Student button.

3) Choose which character you want to play by clicking the banner of either Mario, the Princess, or Luigi.

4) Type your name and press [ENTER].

5) The Lesson Plan screen has three options from which you must choose. The Step by Step Course takes you automatically through each level of the game from absolute beginner to advanced typist. The Evaluation Test is designed for someone who has some typing experience. The test will take two minutes and then, depending on how well you type, the program will have you start on the Step by Step Course at its recommended level. The Choose Your Own Level option allows you to skip around to any typing level you want.

6) From there the program will automatically

guide you from first typing single letters to words, uppercase lettering, and finally full paragraphs. The program will concentrate on different aspects of the keyboard, starting with the home row, adding the top row, then the bottom row, numbers, and lastly symbols.

WELCOME SCREEN

You begin Mario Teaches Typing from the Welcome Screen. There is a separate Welcome Screen for the Windows and Macintosh versions. This screen has the following areas to explore:

Windows Welcome Screen

Macintosh Welcome Screen

NEW STUDENT

Allows you to set up a personal file. The information for each student is automatically saved with the information of your last typing lesson.

LOAD A SAVED STUDENT

Has a listing of all saved students. There is no limit to how many students you can save. If you click on a saved student, statistics for that student will appear on the left side of the screen. Then select the student you want to continue with by clicking the Load Student button.

EDIT LESSONS

You can edit all the existing typing lessons in the game and later type them with this option. For further details see LESSON EDITOR.

OPTIONS (PC ONLY)

Allows you to modify a variety of options in the game environment. For further description please see OPTIONS SCREEN.

GUIDE (Macintosh only)

Has quick chapters about the basics of typing from correct posture and lighting to discussions about the home row keys.
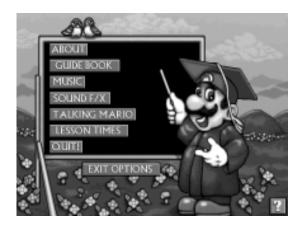
MARIO'S MAGICAL KEYBOARD

…is a fun guide introducing you to the keyboard. Each key is color-coded to show which fingers are responsible for typing which keys. Type any key and a special animation will appear, introducing you to a character or object in Mario's World.

WINDOWS OPTIONS

Allows you to modify a variety of options in the game environment.

ABOUT

Informs you about some of the creators of this game.

GUIDE BOOK

Has quick chapters about the basics of typing from correct posture and lighting to discussions about the home row keys.

MUSIC

Toggles the music on and off.

SOUND F/X

Toggles the sound effects on and off.

TALKING MARIO

Toggles the talking Mario movies on and off.

LESSON TIMES

Allows you to modify your Goal WPM as well as the allotted time of each typing lesson.

QUIT

This option exits you from the program.

MACINTOSH OPTIONS

File Menu

The following options are available in the File Menu:

NEW STUDENT

Allows you to set up a personal file. The information for each student is automatically saved with the information of your last typing lesson.

OPEN STUDENT

Has a listing of all saved students. There is no limit to how many students you can save. If you click on a saved student, statistics for that student will appear on the left side of the screen. Then select the student you want to continue with by clicking the Load Student button.

LESSON TIMES

Allows you to change the allotted time of each typing lesson.

SET GOAL WPM

Allows you to modify your Goal WPM on each typing level.

PRINT CERTIFICATE

After the completion of each world (beginning, intermediate, and advanced) a special color certificate illustration becomes available for printing purposes.

PRINT REPORT CARD

Allows you to print a report card from the just-finished typing lesson.

QUIT

This option exits you from the program.

Mario Menu

The following options are available in the Mario Menu:

MUSIC

Toggles the music on and off.

SOUND EFFECTS

Toggles the sound effects on and off.

TALKING MARIO

Toggles the talking Mario movies on and off.

HIDE BACKGROUND

If you are in a screen resolution greater than 640 x 480 and want to hide the background, check this option.

FASTER ANIMATION

If you are experiencing performance problems check on this option.
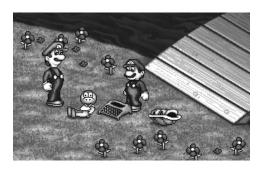
HELP SCREENS

Click on the Help icon on the bottom of any of the interface screens and text will appear to explain the different options on the screen.

MARIO'S SMASH & DASH
(BEGINNING WORLD)

Remember that with any lesson, students can choose to be Mario, Luigi, or the Princess. We will use Mario for the descriptions below.

In Mario's Smash & Dash, you help Mario race past a series of bricks and turtles blocking his path. Each brick and turtle is labeled with a letter. To help Mario, you must correctly type the letter that is on the brick or turtle with the guiding star over it. If you hit the correct key, the target brick will explode or the turtle will flip over on its back. Mario will run forward and the guiding star will move to your next target.

To load Mario's Smash & Dash, click the Beginning button on the right side of the screen.

Mario's Smash & Dash is designed for beginning typists. You start with a default setting of 10 WPM to pass a typing level. The default setting for time tests at this level is two minutes and you can type all lowercase letters. (Capitalization does not become a factor until the Intermediate Classroom.) Time test and Goal WPM settings can be modified on the LESSON TIMES screen located on the Options Menu.

MARIO'S WET WORLD CHALLENGE
(INTERMEDIATE WORLD)

In Mario's Wet World Challenge, you need to help Mario out-swim hungry sea creatures.

To escape the sea creatures, you need to type the scrolled words that appear in the middle of the screen. The faster you type, the higher in the water Mario will swim.
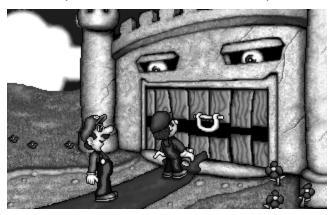
To load Mario's Wet World Challenge, click the Intermediate button on the right side of the screen.

The Intermediate World is designed for people who type between 10 and 25 WPM. This is the first level where uppercase lettering counts in your score. The time tests on this level have a default setting of five minutes.

MARIO'S TUNNEL OF DOOM
(ADVANCED WORLD)

In Mario's Tunnel Of Doom, students help Mario run through a tunnel filled with traps. To help Mario escape, students must correctly type the sentences that scroll across the top of the screen.
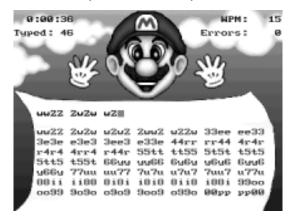
First, students need to evade the falling blocks. After an interlude in the sewer pipes, Mario will then need to swim through dangerous quicksand. Students cannot delay too long or Mario will be buried alive! Note that time does not count against you while Mario travels through the sewer pipes. However, you need to be prepared to start typing again the moment he escapes from the sewer pipes.

To load Mario's Tunnel Of Doom, click the Advanced button on the right side of the screen.

The Advanced World is designed for people typing between 25 and 50 WPM. Once you finish Mario's Tunnel Of Doom at 50 WPM, you will become a Mario Graduate. The time tests on this level have a default setting of five minutes.

MARIO'S EXPERT EXPRESS
(PRACTICE)

Mario's Expert Express allows you to practice keyboard skills with Mario as your personal tutor. Mario will check your work as you practice typing single letters, words, or sentences. Mario's face will appear happy, neutral, or sad depending on how close you are to your WPM goal.

To start Mario's Expert Express, click the Practice button on the right side of your screen.

Mario's Expert Express takes students away from the game elements of the typing tutor to allow you to type without any potential distractions. The time tests on this level have a default setting of five minutes. This practice level contains three different levels depending on the student's typing ability. These levels are as follows:

BEGINNING LEVEL: Students type single letters.

INTERMEDIATE LEVEL: Students type whole words.

ADVANCED LEVEL: Students type whole sentences.

THE STATUS BAR


```
0:00:33                    WPM:    16
Typed: 44         Q        Errors:   7
```
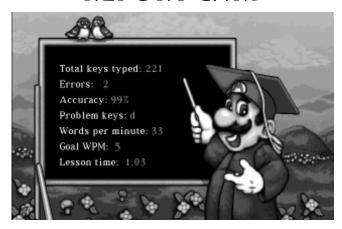
Each game screen has an information area to let students know how well they are typing during the current lesson. The Status Bar contains:

• A clock that shows you how much time you have spent on the current lesson.

• The total number of keys typed.

• The number of errors made.

• Your words-per-minute typing speed.

• Two gloved hands that illustrate which finger you should use to type the next letter (Each finger has a different color code.)

• The letter that you currently need to type (This pertains only to the Beginning World.)

REPORT CARD

Total keys typed: 221
Errors: 2
Accuracy: 99%
Problem keys: d
Words per minute: 33
Goal WPM: 5
Lesson time: 1:03
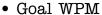
Mario's Report Card comes up automatically after you finish a typing lesson.

The report card includes the following:

• Keys Typed

• Errors

• Words Per Minute (WPM)

• Accuracy (percentage of correctly typed keys)

• Lesson Time (how long you typed for)

• Problem Keys (the key or keys that you are having the most difficulty with.)

• Goal WPM

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PRINTING OPTIONS
(PC ONLY)

The program contains the following printing options:

PRINT CERTIFICATE

After the completion of each world (beginning, inter-mediate, and advanced) a special color certificate illustration becomes available for printing purposes.

GO BACK TO MENU

Returns you to the welcome screen.

PRINT REPORT CARD

Allows you to print a report card from the just-finished typing lesson.

EXIT OPTIONS

Sends you back to Mario's Report Card.

LESSON EDITOR

The lesson editor allows you to create your own typing lessons, instead of using the ones that the game provides.

The options on the editor are:

- The <u>ARROW</u> keys allow you to scroll through the current lessons.

- The <u>RESTORE</u> button will let you restore the original lesson.

- The <u>EXIT</u> button takes you back to the welcome screen.

- The <u>SAVE</u> button will save whatever changes you made to the lesson.

NOTE: The ~ and ` characters that you see in the existing lessons needs to remain there if the game is going to work properly. These characters denote where a line or sentence is supposed to begin and end. They will not appear on your screen during the actual typing lessons.

BRAINSTORM

PRODUCER:	THOMAS R. DECKER
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	ARLENE SOMERS
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	KIRK TOME
MUSIC:	RICK JACKSON
	BRIAN LUZIETTI
	RON VALDEZ
SOUND EFFECTS:	GREG ALLEN
	PFIEFER DIGITAL SOUND
RE-RECORDING MIXER:	CHARLES DEENEN
TYPING LESSONS:	SEAN CRAMER
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MANUAL LAYOUT:	LUIS A. MORALES
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PC TESTERS:	AMY MITCHELL
	CHARLES CRAIL
	JAMES CHUNG
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LEAD PROGRAMMER :   ERIC SHEPHERD

PROGRAMMERS :   HIEP DAM
GREG TEMPLEMAN

ADDITIONAL ART :   JESSEE PEARCE
CHAD MAX

TESTER :   TRISTAN ANDERSON
GREG PARSONS
ZACH YOUNG

Customer Support

If you have any questions about this or any other Brainstorm product, you can reach our Customer Service/Technical Support Group at:

Brainstorm
16815 Von Karman Avenue
Irvine, CA 92606
Attn: Customer Service.

Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-9557.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

America Online: Coming soon!

CompuServe: Coming soon!

Internet: You can reach Brainstorm by sending Internet E-mail to "support@brainstormfun.com". Many Brainstorm demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to "http://www.brainstormfun.com" or you may check out our FTP site at: ftp.brainstormfun.com.

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<div align="center">

Warranty Replacements
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16815 Von Karman Avenue
Irvine, CA 92606

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Here at Brainstorm, many of our game-loving employees now have children of their own, and we know that we enjoy watching our kids learn even while they have a great time. Therefore, we love the idea of parents and youngsters from all over the world tapping into cyberspace to see, touch, and feel our latest creations. Our goal is to keep this website fresh and new, colorful and fascinating -- to make it a place where you can tell US what you like about our titles...and what you don't like about them. So feel free to use the feedback options on those pages and add your two-cents' worth.
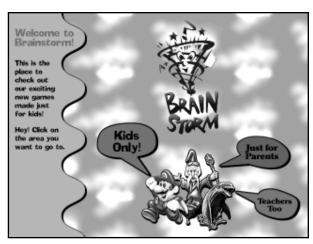
Enjoy your visit to our website, explore all the different activities we have to offer, and come back soon -- in the weeks and months ahead, we will be introducing even more exciting areas for you to experience.

Once again, welcome!

Brian Fargo

HOW TO GET THERE

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http://www.brainstormfun.com

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