

MARIO™ TEACHES TYPING



Interplay™

MARIO™

TEACHES TYPING

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ABOUT THE GAME:

Mario Teaches Typing is a fun way to develop your skills with the computer keyboard.

By helping Mario survive the games in this program, you can quickly improve your typing speed and accuracy.



TO INSTALL MARIO TEACHES TYPING TO YOUR HARD DRIVE OR FLOPPIES:

Getting Started

Mario Teaches Typing requires 640K of free memory and at least a 286 CPU. You can install to one(1) 1.2 MB 5.25" disk, two(2) 720K 3.5" disks or your hard disk.

Loading Instructions

1. Boot your computer with DOS. If you have a mouse, make sure it is connected and the driver is installed.
2. Insert the disk marked STARTUP into your disk drive.
3. Change the disk prompt to the drive that your STARTUP

disk is in by typing
A: (or B:)

4. To install *Mario Teaches Typing* to either your hard disk or to floppies, type
INSTALL

5. Follow the instructions there to install
Mario Teaches Typing.

TO START PLAYING:

1. Type the letter of the drive containing *Mario Teaches Typing* followed by a colon and press the [ENTER] key.

Example: *a:* and press [ENTER].

If loading from your hard disk, move to the appropriate subdirectory.

Example: *cd c:\mario*

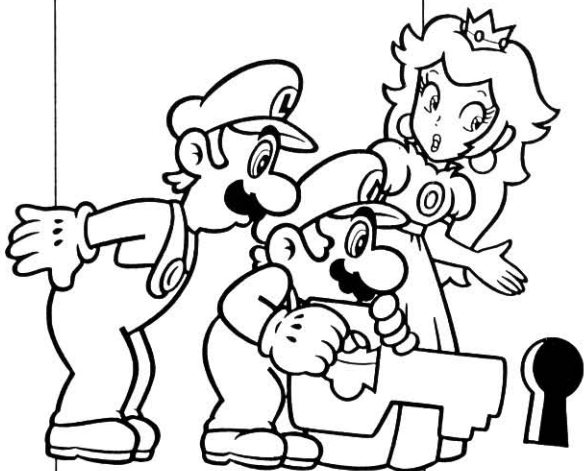
2. Type the word *Mario* and press the [ENTER] key.

Example: *MARIO* and press [ENTER].

3. Page through the title screens by typing [ENTER] or waiting at each screen. You will then come to the **Main Menu Screen**.

TO QUIT PLAYING:

Press the [ESC] key until you reach the **Main Menu Screen**, then either press the [Q] key or select **Quit** from the **File** menu.



MAIN MENU SCREEN:

You begin playing *Mario Teaches Typing* from the **Main Menu Screen**. This is the screen with a large picture of Mario, menu options across the top of the screen, and icons along the right-hand side.

At the top of this screen are the **File**, **Student**, and **Lesson** menus you use to set-up the game.

At the right of the **Main Menu Screen** is a stack of small pic-

tures called "icons". You use these icons to choose which game you want to play and to check your score.

You make choices from the **Main Menu** and the other menu screens either by selecting your choice with the mouse or by typing the proper key.

The **File Menu** offers four choices:

About -- Lists the people who created this program.

Demo -- Shows you examples of how the **Smash & Dash Run**,



the **Wet Word Challenge**, and the **Tunnel of Doom** are played.

Help -- Explains your choices at the **Main Menu Screen**.

Quit -- Quits the program.

The Student Menu offers three choices:

New -- Lets you set-up your personal file. You should do this the first time you play the game. Mario will then keep track of your progress for you. Type in your name, words-per-minute goal, and select the character to use when you play. Use the arrow keys to move from entry to entry. When you are done, press the [D] or click on **DONE** to return to the Main Menu screen.

Load -- Lets you load a personal file that already exists. Every time you quit the

game, Mario automatically saves your score and notes your progress in your personal file. The next time you play, select your personal file from the list offered in the **Load** menu to continue the game from where you left off. If Mario greets you with your name at the **Main Menu Screen**, you do not need to load your file.

Edit -- Lets you change the information in your personal file. You can change your words-per-minute goal and the character to use when you play. Sorry, you can't change your name.

The Lessons Menu lets you choose which keys will be used in the games you play. You have six choices:

1. **Home Row only**
2. **Add Top row**
3. **Add Bottom row**

4. Add numbers
5. Add symbols
6. All keyboard.

The game automatically starts with the **Home Row** only -- the row in the middle of the keyboard with the [A], [S], [D], [F], [G], [H], [J], [K], [L], and [;] keys.

As you improve, you will want to add other rows and keys until you master the entire keyboard.

To open the **File**, **Student**, or **Lesson** menu either select your choice with the mouse or use arrow keys to highlight the menu you want and press the [ENTER] key.

Once in the **File**, **Student**, or **Lesson** menus, either select the entry you want with the mouse or use the arrow keys to highlight your choice and press the [ENTER] key. Use the mouse to point to the selection you want and click with the left mouse



Main Menu Screen

button to select it. Click somewhere off the menu to exit without selecting.

NOTE: Make sure the [Num Lock] is off when using the keypad to make your selections.

MARIO'S SMASH & DASH

(BEGINNER LESSON/OUT- SIDE WORLD)

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

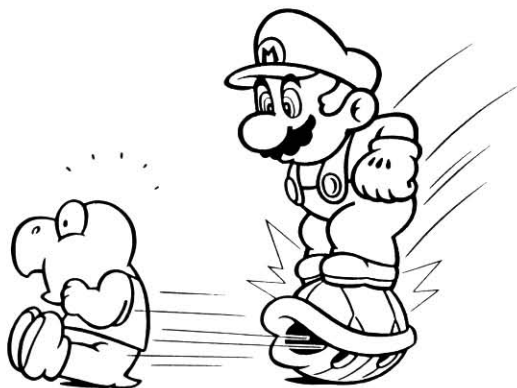
In **Mario's Smash & Dash**, you help Mario race past a series of boxes and turtles blocking his path.

Each box and turtle is labeled with a letter.

To help Mario, you must correctly type the letter that's on the box or turtle with the guiding star over it.

If you hit the correct key, the target box 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 play **Mario's Smash & Dash**, either select the top game icon on the **Main Menu Screen** with



your mouse or press the [1] key on the top row of your keyboard.

Mario's Smash and Dash is geared for beginners typing from 5 to 12 words per minute. If you are unable to increase your speed past about 9 words per minute, you may want to increase your goal words per minute to 12 and continue on to **Mario's Wed Word Challenge**.



Mario's Outside World

MARIO'S WET WORD CHALLENGE

(INTERMEDIATE LESSON/WATER WORLD)

In **Mario's Wet Word Challenge**, you help Mario swim across the screen while being chased by hungry sea creatures.

To help Mario escape, you must correctly

type the words which scroll across the middle of your screen.

The faster you type, the higher Mario rises above the dangerous clams lurking below him. Mario will also swim further away from the pursuing sea creature.

To play **Mario's Wet Word Challenge**, either select the second-from-the-top game icon on the **Main Menu Screen**



with your mouse or
press the [2] key on
the top row of your
keyboard.



Mario's Wet World Challenge

MARIO'S TUNNEL OF DOOM

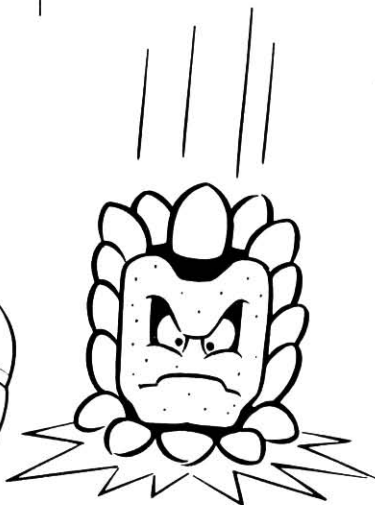
(ADVANCED LESSON/ UNDER- GROUND WORLD)

In Mario's Tunnel of Doom, you help Mario run through a tunnel filled with traps.

To help Mario escape, you must correctly type the sentences which scroll across the top of your screen.

You will first try to evade the falling blocks. Type too slow and Mario will be smashed. After an interlude in the sewer pipes, Mario will then have to wade through dangerous quicksand. Don't delay too long or Mario will be buried alive!

Note that time does not count against you while travelling through the sewer pipes. But be prepared to start typing again when he emerges from the other end!



To play Mario's **Tunnel of Doom**, either select the third- from-the-top game icon on the **Main Menu Screen** with your mouse or press the [3] key on the top row of your keyboard.

When you finish **Mario's Tunnel of Doom** at 50 words per minute, you are a Mario Graduate!



Mario's Tunnel Of Doom

MARIO'S EXPERT EXPRESS

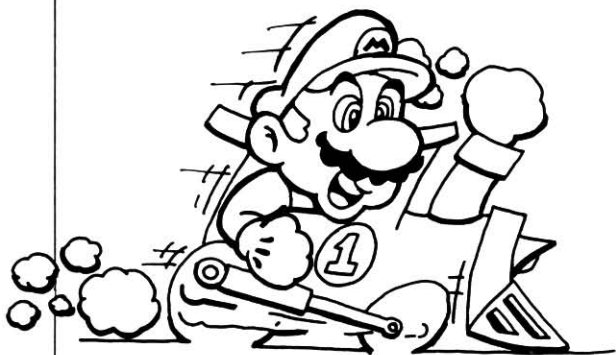
(PRACTICE LESSON)

Mario's Expert Express lets you practice your keyboard skills with Mario as your tutor.

Mario will check your work as you practice typing single let-

ters, words, or sentences. His face will appear happy, neutral, or sad depending on how close you're coming to your words-per-minute goal.

To start **Mario's Expert Express**, either select the fourth- from-the-top game icon on the Main Menu screen with your mouse or press the [4] key on the top row of your keyboard.



Mario's Expert Express takes you away from the game elements of the typing tutor to allow you to practice typing without distractions.



Mario's Expert Express

THE STATUS BAR

Each game screen has an information area to let you know how well you're doing as you play. This area contains:

- A clock that shows you how much time you've used.
- The total number of keys you've typed.
- Your typing speed in words-per-minute.
- The total number of typing errors you've made.
- A finger guide that shows you which finger you should use to type the next letter.

Each finger has a different color code.

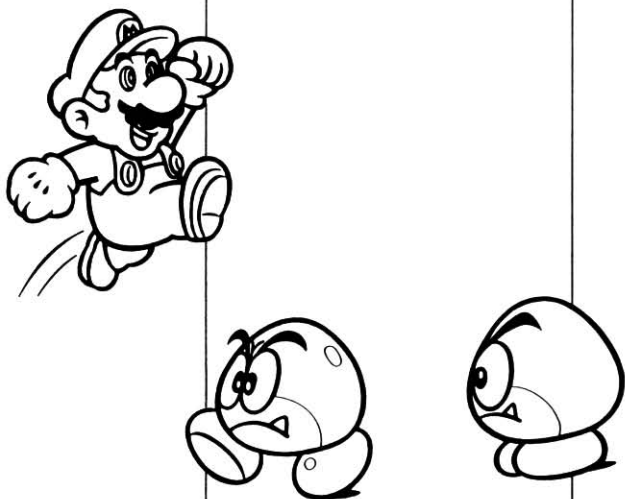


The Status Bar

VICTORY SCREEN

After any game in which you reach your words-per-minute goal, you will see Mario arrive at a special **Victory Screen**.

Special surprise screens can appear if you are lucky enough to discover them.



SCORING SCREEN

After each game, Mario will appear at a blackboard and show you the number of keys you typed, the number of errors you made, your accuracy, and your typing speed in words-per-minute.

To leave the blackboard screen and return to the **Main Menu**, press any key or click your mouse button.



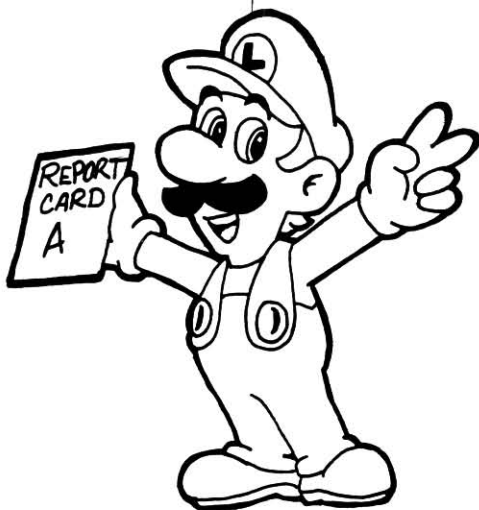
The Scoring Screen

REPORT CARD SCREEN

To check your skill level, either select the fifth-from-the-top game icon on the **Main Menu Screen** with your mouse or press the [5] key on the top row of your keyboard to see your **Report Card**.

The **Report Card** will show you how well you did the last time you played a game.

It will list your name, skill level, typing speed in words-per-minute, words-per-minute goal, accuracy rating, and any keys that gave you problems.



THE NEXT ICON

The **Next** icon is a short-cut you can use to advance to the next level on the Lesson menu when you reach your words-per-minute goal. It is advised that you make use of the Next feature to guide yourself through all levels of *Mario Teaches Typing*.

After a game in which you reach your words-per-minute goal, either select the bottom icon on the **Main Menu Screen** or press the [6] key on the top row of your

keyboard to add the next **Lesson** level's keyboard row or keys.

If you've already advanced through all **Lesson** levels, the **Next** icon will increase your words-per-minute goal.

If you increase from one level to the next (eg. from the **Outside World** to the **Water World**), you will be allowed to print out a certificate. Make sure your printer is on-line and turned on before you try to print out the certificate. If you do not have a printer, you can print out the certificate to the screen or to a text file.



The Next Icon

HOW TO GET HELP

[F1] any time

If you ever need help when playing *Mario Teaches Typing*, just press the [F1] key. This will cause a special **Help Screen** to appear.

To return to the game from the **Help Screen**, press the [ESC] key.

HOW TO GET MORE HELP

[F2] any time

If you forget which fingers should be used on which keys, just press the [F2] key. This will cause a special, color-coded **Keyboard Screen** to appear. The **Keyboard Screen** will show you what finger to use for each key.

To return to the game from the **Keyboard Screen**, press the [ESC] key.



Credits

Program

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Patrick Whelan

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David Govett in
association with
The Fat Man

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Produced and

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Manual

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Jason "Snake"
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Manual Layout and Design:

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Creative Screenshot Consultant:

Matthew Findley

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