

Stickybear[®] Typing

User's Guide

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Fast Food by Richard Hefter

Where is the Bear? by Richard Hefter

Lots of Little Bears by Richard Hefter

To Begin • Apple

Stickybear Typing will run on any Apple, Apple II, Apple II Plus, Apple IIe, Apple IIc, Apple IIc+ or Apple IIGS. 3.5 disks require 64K; 5.25" disks require 48K. It will also run on the Macintosh LC or LCII with an Apple IIe card installed. Please see your Warranty/Registration card for information on obtaining a backup copy.

To start, put the program disk into the drive and turn on your Apple. If you have Autostart, you will see the title panel displayed. If your Apple does not have the Autostart ROM, you will see the monitor cursor (*). Type **6** then **P** while holding down the key marked Control (**6 CTRL P**), then press the Return key. After the title panel, you will see the welcome panel:

**Stickybear Typing
Main Menu**

Choose your game:

- 1. Stickybear Keypress**
- 2. Stickybear Thump**
- 3. Stickybear Stories**

Press 1, 2, or 3

Make your selection from the main menu by typing 1, 2, or 3.

To Begin • MS-DOS

Stickybear Typing runs with the IBM PC/XT/AT, PS/1 and PS/2 models, the Tandy 1000 family, and any other MS-DOS compatible computers with 256K and which support EGA, CGA (color graphics adapter) or equivalent graphics. MS-DOS programs are not copy protected. Under copyright law, you have the right to make one backup copy for archival use. We strongly suggest that you make a backup copy of each of your disks before doing anything else.

To start the program from floppy disk:

Insert the program disk in your A or B drive. Change to that drive by typing **a:** or **b:** and pressing the Enter key. At your DOS prompt (**a:** or **b:**) type **Typing**. You will see the title screen appear.

Hard disk installation:

Insert the program disk in your A or B drive. Change to that drive by typing **a:** or **b:** and pressing the Enter key. At your DOS prompt (**a:** or **b:**) type **install** and press the Enter key. Follow the instructions on the screen to install the program. By pressing the Enter key at each flashing cursor, you have the option of allowing the installation program to automatically install *Stickybear Typing* to the hard drive and directory displayed (**c:\Stickybr\Typing**). If you wish to install the program to a different drive and path, simply backspace over the displayed option and reenter the new drive or installation path. The install program will create the new drive and path you entered.

To start the program from hard disk after installation:

Change to your installation drive (**c:** or **d:**) and press Enter. Change to the Stickybr directory by typing **cd\Stickybr** and pressing the Enter key. At your DOS prompt (**c:\Stickybr**) type **Typing**. You will see the title screen appear. If you have installed *Stickybear Typing* to a different drive and directory, you must change to that drive and directory then type **Typing** to start the program.

To exit the program and return to DOS:

When the welcome screen appears, press Esc to return to DOS.

After you have started the program from either your floppy or hard disk and the title panel has appeared, you will see the welcome panel:

**Stickybear Typing
Main Menu****Choose your game:**

- 1. Stickybear Keypress**
 - 2. Stickybear Thump**
 - 3. Stickybear Stories**
- Press 1, 2, or 3**

Make your selection from the main menu by typing 1,2, or 3.

Stickybear Typing Exercises

The first of the three exercises in *Stickybear Typing* is called Stickybear Keypress. It is most appropriate for young players, beginners, and anyone seeking to review the keyboard, home key position, and each of the keys in turn. A keyboard appears at the bottom of the screen. The lessons are structured toward mastery of the entire keyboard in 30 levels. Stickybear Keypress keeps track of the level reached and the speed for each user.

Stickybear Thump builds typing skills in a fast-action game. A robot provides letter groups for the player to type and tosses cubes at Stickybear. Each time a group of letters is typed correctly, Stickybear hurls a ball at the robot. The object of the game is to try to knock out the robot by typing quickly and accurately before Stickybear gets thumped. The letter groups get progressively harder (through the 30 levels) until the entire keyboard is mastered. Stickybear Thump records the scores of the top four players.

Stickybear Stories, the third game, allows typing practice with real text in a choice of categories, using the entire keyboard. Hundreds of facts, jokes, stories, riddles, and complex paragraphs are available for practice in timed, accuracy, typewriter, and word processor modes.

Game 1 • Stickybear Keypress

The Stickybear Keypress game shows a picture of the keyboard at the bottom of the screen. Letters are highlighted on the picture of the keyboard and you follow along, pressing the letters on your own keyboard as they are highlighted on the screen.

After you select Stickybear Keypress from the main menu, you will be asked to enter your name (up to nine letters), the level at which you want to start, and the typing mode.

The two typing modes are designed to simulate different typing conditions. In the typewriter mode, you must press the Return/Enter key at the end of each line, just as you would have to on a typewriter. In the word processor mode, you need to press only the space bar after the last word on the line. The computer will move down to the beginning of the next line automatically.

Stickybear Keypress is played in accuracy mode, which means that the computer will accept only correct letters. If you type a wrong letter, you will hear a low "bloop" sound, and no letter will appear on the screen.

After you type in your name, level, and mode, the computer will show you a screen with a keyboard at the bottom.

NOTE FOR APPLE USERS: A card showing the proper finger positions is included with your Stickybear typing program. You may stand it up under the monitor, or use the Control H command to display the hands on screen if you wish. The Control H command may be selected only at the main menu screen.

At the beginning of the lesson, the new keys that you will learn in that level are highlighted. Press any key to begin the lesson.

As keys are highlighted on the screen keyboard, press them on your keyboard. Take care to press the space bar, the Return/Enter key, or the Shift key when necessary.

If you press an incorrect key, you will hear a low "bloop" sound. Press the correct key, then continue. A timer will start calculating your words-per-minute (WPM) rate as soon as you press any key.

To complete a level, you must type in two screens of data. At the end of each level, you will see the report on your progress. The progress report will show the starting level, current level, words-per-minute typed, errors, and corrected WPM. A *word* is any sequence of five characters, whether they are letters, numbers, or spaces. An error is calculated as one error per word in which a word is a series of characters separated by spaces from other words. The corrected words per minute is the number of 5 character words per minute typed, minus the number of errors, divided by the number of minutes you have been typing. Press the Esc key to return to the main menu, or any other key to continue.

You may start at any level in Stickybear Keypress. As the levels increase, old letters are reviewed, new letters are introduced, and then all (old and new) letters learned so far are used. When you complete level 30, the computer will go to the report screen. If you choose to continue playing Stickybear Keypress at this point, the computer will repeat level 30 unless you select an earlier level from the main menu.

For text practice beyond Level 30, see game 3, (Stickybear Stories).

Game 2 • Stickybear Thump

Stickybear Thump lets you practice typing in a game format. To begin, enter the level at which you want to start. The object of the game is to "thump" the

robot without letting Stickybear get "thumped." At specific intervals, the robot will throw boxes, trying to hit Stickybear on the head. You control Stickybear. Each time you type a complete line, Stickybear will throw a ball at the robot.

The faster you type, the faster Stickybear throws the balls, giving you a better chance at thumping the robot. As the levels increase, however, the robot also throws the blocks at a faster pace.

At the top left of the screen, your score will be displayed. Next to that you will see the level you are practicing. To the right are five heads. Each time you get hit, you lose a Stickybear. When all the bears are gone, the game is finished. If the robot and Stickybear both throw their objects at nearly the same time, they will collide (SPLAT!) in midair, and no one will be hit.

If you want to pause while playing Stickybear Thump at any time, just press the Esc key. Press any other key to resume play. To get out of the game, press the Esc key to pause, then press it again. This will take you to the high score panel.

At the end of the game, you will see the high score panel. There will be 5 scores displayed. If you are not among the top 4, you will be listed in position 5. The last player, or the lowest of the five scores, will always occupy position 5 on the chart. Type in your name to store your score on the disk. Press the Return/Enter key and you will then return to the main menu.

Game 3 • Stickybear Stories

In Stickybear Stories, you can practice your typing skills while typing sentences, paragraphs, and stories. After choosing this game, you will be asked to enter your name and to select the kind of text you want to use.

The categories are:

Stories - A group of Stickybear's favorite short stories.

Riddles and Jokes - Learn to type and laugh at the same time.

Serious Thinking - Facts, figures, and timeless prose.

You will then be asked to select the mode you want for typing from the following choices:

Typewriter - In the typewriter mode, you must press the Return/Enter key at the end of each line. You cannot back up to change your mistakes. The wrong characters stay on the screen.

Word Processor - In the word processor mode, you can back up to change

your mistakes, and you do not need to press the Return/Enter key at the end of a line. The computer will automatically move down to the next line when you press the space bar after the last word on each line. If you correct your mistakes, they will not be counted as errors against your WPM score.

Accuracy - In the accuracy mode, the computer will accept only correctly typed letters. Mistakes will not appear, and you will not be able to back up. Errors will count against your words-per-minute score, even though they do not appear on the screen. Pressing the Return/Enter key after the last word on the line will move you down to the beginning of the next line.

Periodically, the computer will switch you to the report screen to let you see your progress.

To get out of Stickybear Stories at any time, press the Esc key. This will display the report screen.

Timed Test - You may test your typing skills with a three-minute or a five minute timed test using the Control T or Control F function described in the Options section. The timer will start as soon as the first words are displayed in the top panel. At the end of the three- or five-minute test, the computer will display the report screen.

Stickybear Typing has some additional functions that you may select. You may display the main menu by booting up the *Stickybear Typing* disk or by pressing the Esc key to stop the game you are playing.

Options

To view the Option screen, press the Control key and the **O** key at the same time (**CTRL O**). The options are as follows:

CONTROL D Delete name

CONTROL F Five-minute timed test

CONTROL H Toggles hands (Apple only)

CONTROL I Flash Letters (Apple only)

CONTROL O Display options

CONTROL Q Toggle sound

CONTROL R Display report

CONTROL T Three-minute timed test

CONTROL D - This command deletes any name that has been saved in memory on a report screen. The disk can hold up to 25 names. If you wish to add a new name after the list is full, it will be put in position 25, deleting the name that is currently occupying that space.

CONTROL F - As with the three-minute timing, the five-minute timing goes directly to game 3. When your five minutes are up, you will hear a beep and be presented with the individual report.

CONTROL H (Apple only) - *Stickybear Typing* boots up with a plain keyboard. You can display a pair of outlined hands with the fingers in the home position by using the **CONTROL H** command. The hands illustrate the proper placement of the fingers on the home row of the keyboard. To change back to a plain keyboard, use the **CONTROL H** option again. (Use in games 1 and 3 where the keyboard is visible at the bottom of the screen.)

CONTROL I (Apple only) - This command can be used only while game 3 is playing. The **CONTROL I** command is used to toggle the highlighting on. To turn it off, press **CONTROL I** again.

CONTROL O - This command shows you the option menu.

CONTROL Q - This command turns the sound on and off. It may be used at any time.

CONTROL R - This command will display all 25 names that have been saved on the disk. It will show the name, highest level achieved, and corrected WPM for each person. Since game 3 has no levels, there will be an asterisk (*) in the level column for those typists who have just played game 3. Playing game 3 therefore, will wipe out any report of the highest level achieved in game 1.

CONTROL T - When you choose this option, you automatically go to game 3 for a three minute timed test. A timer will be set. At the end of three minutes, you will hear a beep. The individual report screen will appear with a report on words typed, errors, and corrected WPM.

NOTE: There are a few keys on both Apple and IBM/MS-DOS computers that were not designated for a lesson only because they do not appear on the keyboards of all computers. A lesson using them on a computer that does not have the keys would be impossible to complete.

Levels

Level Number	New Reaches
1	j k f d space bar return/enter
2	a s l ; all home position keys
3	h
4	g u
5	e o
6	r i
7	c n
8	t .(period)
9	left shift
10	right shift
11	w m
12	v ,(comma)
13	y b
14	p z
15	q ?
16	x
17	1 3 7
18	! # &
19	5 9
20	% (
21	4 8
22	\$ *
23	2 0
24	@)
25	6 -
26	' "
27	/ :

28	= +
29	< >
30	Proper spacing: using two spaces between sentences and five spaces to indent runover paragraphs. Most commonly misspelled words.

Positioning

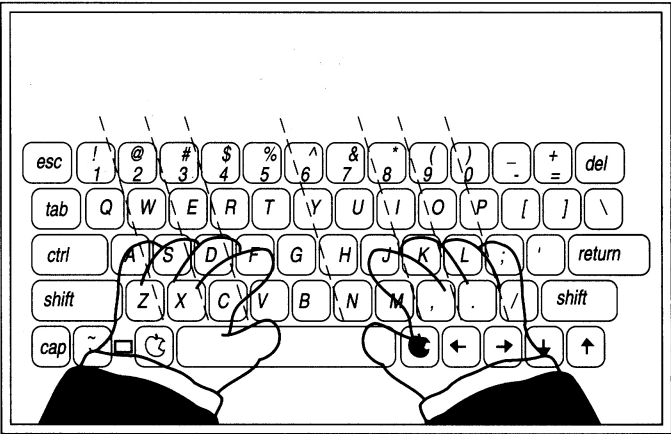
Good Posture is essential to good typing skills. Sit erect in the chair, with your body centered in front of the computer. Place your feet directly on the floor, one foot slightly in front of the other. Your hands should be held lightly in home position, wrists held slightly lower than fingers but not resting on the computer. The elbows should be held close to the body.

When you have mastered this typing program and go on to word processing, be sure to place the paper you are typing from to the right of the computer. Keep your eyes on the paper, while keeping the correct posture in front of the computer. It helps if the paper is on a copyholder or is somewhat elevated for easier reading.

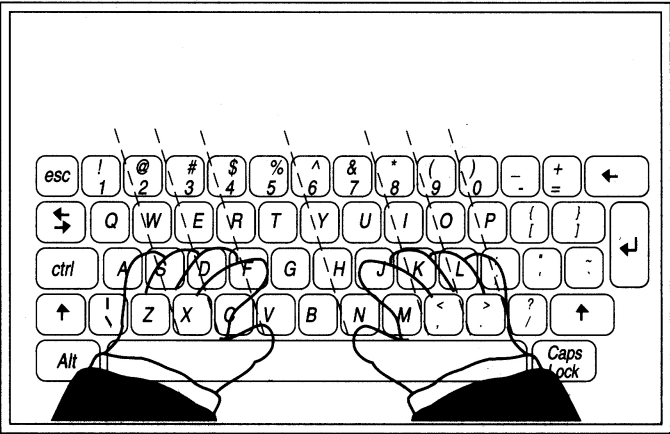
Follow the diagram on the back cover of this manual to position your hands on the home row. Don't rest your fingers heavily on the keys, just touch them lightly. Keep your fingers curved when typing. When you have to reach from the home position to press another key, make sure that your fingers stay at their home position. Stretch the finger you are reaching with, don't move your whole hand and arm.

Keep your keystrokes steady, developing your own rhythm for typing. Try to avoid any pauses when pressing the space bar or the Return/Enter key.

In the diagram on the back cover, the hands are positioned on the home row. The keys are divided into sections by dotted lines. Use the finger within each section for all keys in that section. For example, the right index finger is used for the keys j, h, n, m, y, u, 6, and 7. Remember to reposition that finger in the home row as soon as you strike another key. When reaching up to press the number keys, curl the other home row fingers under. Don't move all the fingers to the number row. The right thumb is used to press the space bar. Keep the left thumb positioned over the space bar, but do not use it.



Apple IIe Keyboard



IBM/MS-DOS Keyboard