

Mark Data Products

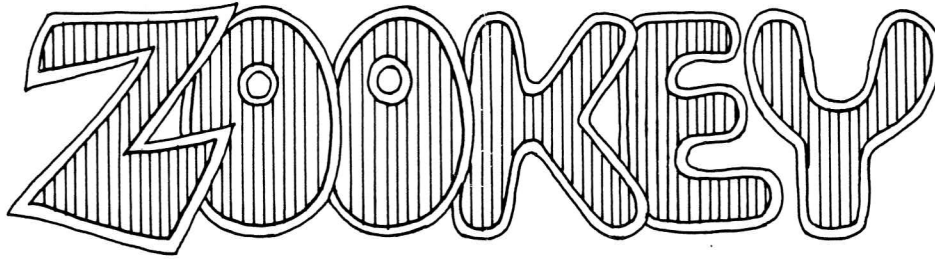
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ZOOKEY

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It's fun, educational and a great way to learn typing skills. The combination of exciting game-play action and colorful, hi-res graphics in Zookey make it an outstanding typing tutor. Skill levels and speed are fully adjustable to train the beginner or challenge the most experienced typist. Complete instructions are included inside this package along with a keyboard layout to get you started with the correct finger positions.

Zookey is stimulating for both youngsters and adults . . . Ideal for classroom or individual instruction.



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Typing is an extremely useful skill that everyone can benefit from learning. In an office, typing is a necessity whether it is used for correspondence or for entering information into a computer. School and college grades go up when reports and papers are neatly typed. If you are interested in programming, you know how valuable it is to be a proficient typist. Learning to type and increasing your typing speed can be fun using Zookey . . . just follow our easy instructions and we'll show you how.

STARTING THE PROGRAM

Install the cassette in your recorder, type CLOADM and press ENTER. If you have the disc version, install it in drive 0, type LOADM"ZOOKEY" and press ENTER. The computer will load the program and execute it.

Some colors may be reversed when you start this program because it uses hi-res graphics. The ZOOKEY title should be red. If it is blue, press and release the RESET button (at the right rear) until it changes to red.

ZOOKEY will request a skill level (1-easy) to (8-difficult) and then a speed level (1-slow) to (8-fast). If you are a beginning typist select an easy level and slow speed. Now select which keys you want to practice, 1-letters, 2-numbers, 3-symbols or 4-all keyboard characters.

ZOOKEY IS FUN

ZOOKEY divides the video screen into eight vertical columns and displays a letter, number or symbol at the bottom of each. There is a zookeeper directly above each character to prevent the animals at the top of the screen from escaping. As an animal runs toward a trap door to escape, you must quickly type the keyboard character associated with that column. If you hit the correct key in time, the zookeeper will reach the trap door first and return the animal to its cage. The score displayed at the lower left of the screen will increase. If you do not press the correct key in time, the animal will escape and you lose one of the keys displayed at the bottom of the screen. The game is over if you lose all the keys. You may run Zookey again at a different skill level or press ENTER at each prompt to retain the settings from the last game. Bonus keys are awarded as your score increases. The highest score achieved is shown at the lower right of the screen so that typists may compete against each other.

LEARNING TO TYPE

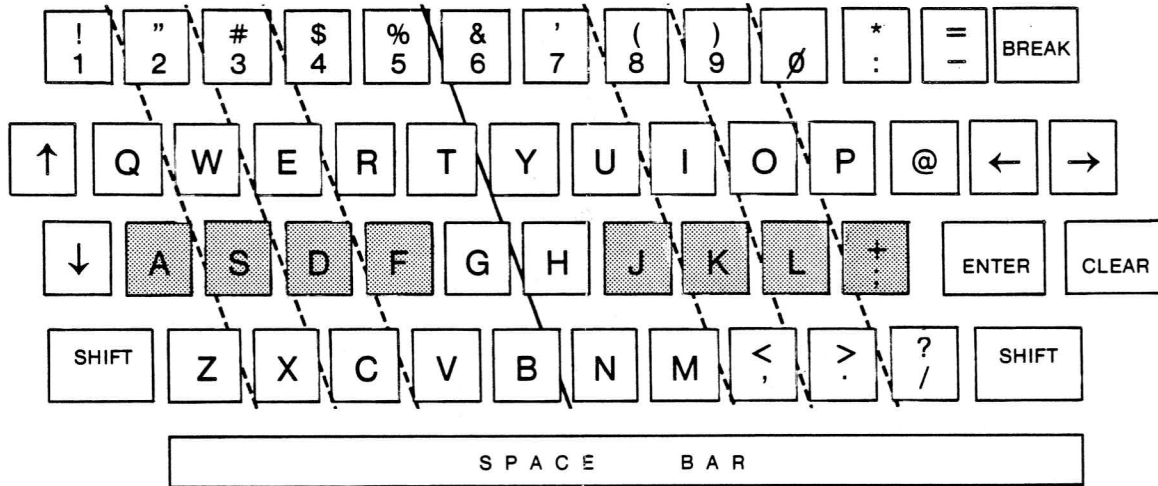
Beginners should study the keyboard layout design to make sure that both hands are properly placed. It is very important to observe proper finger placement; bad habits learned now will be very difficult to break in the future. Place your hands on the keyboard with your fingers slightly curved. Starting with the left hand, place your little finger on the "A" key, then your ring finger on the "S", middle finger on "D" and index finger on "F". With your right hand, place your little finger on the semicolon, then your ring finger on "L", middle on "K" and index finger on "J". These are your HOME ROW keys. Refer to the keyboard diagram and note that the home-row keys are shaded. The lines on the diagram divide the keys into groups and show which finger is used with each group. Fingers should return to their home position after striking each key. Fingers not being used should stay at home.

You may choose to practice letters, numbers, symbols or all three at once. Experiment with each separately and then try all of them together as you progress. You should learn to use punctuation marks since they will occur frequently in your typing. Symbols should also be learned, but it is not necessary to gain as much speed typing them as they are not used frequently. The shift keys are always held down by a little finger; the left finger for the left shift key and the right little finger for the right shift key. Use the shift key on the opposite side of the keyboard from the letter key you are typing.

Check your typing position; feet flat on the floor, keyboard squarely in front of you approximately one hand span away from the waist. Do your fingers begin to hurt a little? They probably will because you are using muscles you normally don't use. Try holding your wrists up a little higher to relax the finger muscles and make typing easier.

The secret of typing is concentration and keeping your mind on each letter. To do this, it is important to keep your eyes on the screen and say each letter aloud before you strike it. Have the keyboard diagram handy to make sure you are using the proper finger for each key. Practice every day. Fifteen minutes a day is better than two hours once a week. Typing is a skill that is best learned by regular practice and concentration.

Have fun with ZOOKEY . . . We hope you enjoy it.



LIMITED WARRANTY

Great care was taken to insure that this program operates as advertised. If you find a discrepancy in this software, please notify us. We will do our best to correct it, but we do not guarantee to do so. Mark Data Products does not warrant the suitability or functioning of its products for any particular user and will not be responsible for damages incidental to its use. This warranty is in lieu of all other warranties expressed or implied.