USER'S MANUAL FOR TYPE TREK

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by Joe Kretschmer

Tea Time Software

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WHAT IS TYPE TREK?

TYPE TREK is a typing tutor in game format. As a game,

it follows (loosely) the classic Star Trek games that originated

on mainframe computers, where the goal was to seek out and des-

troy Klingon ships. (That was long before "Star Trek: the Next

Generation" appeared, when Klingons were the enemy.) As a typing

tutor, TYPE TREK introduces the keys on the keyboard, starting

with the "home row" keys, and adding keys until the keyboard is

mastered. Controlled drills are provided through the use of

"code words" that fire phasers and photon torpedoes, move the

Enterprise, dock and refuel, etc.

TYPE TREK can be enjoyed by experienced typists as well as

novices. For example, Level 14 provides drills for the number

keys (usually the top row of keys). Typing classes may not

cover this row, since it really isn't essential, so here is a

chance to finally learn it. Level 15 provides a general review

of all the keys.

There are so many keyboard layouts that TYPE TREK does not

attempt to teach function keys (F1, F2, etc.) or specialized

keys such as PgUp, PgDn, Insert, Num Lock, and so on. TYPE TREK

concentrates on the "QUERTY" layout -- the alphabetic, number

and punctuation keys (including the SHIFT keys and the space bar)

normally found in the middle area of typewriters and computer

terminals.

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INSTALLING TYPE TREK

If you have a floppy disk system (no hard disk):

(1) Boot your computer with your DOS (system) diskette.

(2) Insert the TYPE TREK disk into Drive B.

(3) Type B:TTK and press ENTER to start TYPE TREK.

(If you have only one floppy drive and no hard drive, remove

your DOS disk from the drive and replace it with the TYPE

TREK disk. Type TTK and press ENTER to start.)

If you have a hard disk, I would suggest the following:

(1) Turn on your computer and get the C:> prompt.

(2) Insert the TYPE TREK diskette into drive A (or B).

(3) Make a subdirectory called TTREK by typing "md ttrek"

(without the quotes), then press the ENTER key. (The

space between "md" and "ttrek" is important!)

(4) Change to the new subdirectory by typing "cd ttrek".

(5) Type "copy a:ttk.\*" and press the ENTER key.

(Make that "b:" is your disk is in the B drive.)

+-------------------------------------------------------+

| TIP: The best way to have games on a hard disk is to |

| make a subdirectory called GAMES. (Type "md games" |

| and press ENTER.) Then type "cd games" [ENTER] to go |

| to this subdirectory. Then make "sub-subdirectories" |

| to hold each individual game and its files. (Type |

| "md xxxx" [ENTER] where "xxxx" is the name of the new |

| subdirectory. Eventually, you will end up with an |

| arrangement like this: |

| C:\------GAMES------+--game1 |

| (root) |--game2 |

| |--game3 ...etc. |

| This will keep you from overwriting README and other |

| files with similar names, and enable you to copy or |

| erase individual games easily. |

+-------------------------------------------------------+

TYPE TREK needs only the TTK.EXE file to execute. The files

on the distribution diskette include:

TTK.EXE -- the executable file README.COM -- how to install

TTK.DOC -- the manual (this file) POEM.COM -- mildly amusing

TTK.FRM -- registration form poem

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PLAYING TYPE TREK

The object of the game is the same as "classic" Star Treks:

to rid the galaxy of hostile Klingon ships. After you've picked

a playing level, boxes at the lower right of the screen will show

how many Klingons are left, as well as how many photon torpedoes

remain and the current quadrant coordinates. The TYPE TREK galaxy

is composed of 21 quadrants. Each quadrant may have a maximum of

4 Klingons, or it may be Klingon-free.

The TYPE TREK game screen is divided into four areas:

+---------------------------------------+

| +-------------------------+ | [WPM |

| | | | BOX] |

(1) VIEWPORT----> | |---------|

| | | | |

| +---[...Message Area...]--+ | <--- (3) WORD

| 1 2 3 4 5 6 7 8 9 0 - = <- | | BOXES

| Q W E R T Y U I O P [ ] | |---------|

(2) KEYBD.---> A S D F G H J K L ; '<-+ | |

| SH Z X C V B N M , . / SH | <--- (4) STATUS

| [ SPACEBAR ] | | AREA

+-----------------------------+---------+

The VIEWPORT (1) is where most action occurs. There is

also a message area right below the viewport where you will

do your typing, and receive messages from your crew. When you

type, each key is highlighted in the KEYBOARD (2) area, including

the space bar and shift keys. The keyboard area allows you to

have a keyboard image in front of you and watch the viewport at

the same time. During refueling, which is a "mini-game" by it-

self, certain keys will highlight and you will have to type them

to complete the refueling process.

-------------

SPECIAL NOTE: You will make faster progress if do NOT look at

------------- the keyboard (especially the real one) as you

type. However, at first it will be necessary

because you are just learning where the keys are.

Soon after you have mastered the"Home Row" keys,

you will be able to find any key without looking.

(See "Basics of Touch Typing" -- page 7.)

To do anything in TYPE TREK, you must type special code

words for each command. These words appear in the WORD BOXES (3)

area, and change after each action. These "code words" have been

specially selected to give you the practice you need at whatever

level you are playing. For example, at Level 1 you use only four

keys, A, S, D, and F, so the code words are words like "fad" or

"as". Sometimes the codes are two-word phrases. They may also

contain capital letters. You must press the ENTER key after

typing each code word or phrase. You can use the backspace key to

correct your mistakes, but if the word is misspelled or mistyped

when you press ENTER, a nearby Klingon ship will be alerted and

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move into your quadrant. You will get a lot of unwanted company

if you type carelessly!

Finally, the STATUS AREA (4) shows you how many torpedoes

you have left, how many Klingon ships are still lurking in the

galaxy, and the coordinates (e.g., A1, B3, C5, etc.) of the

current quadrant (the one the Enterprise is in).

When you select "Start a New Game" from the main menu, TYPE

TREK will ask you to select a playing level. This screen will

appear in the viewport:

+----------------------------------------------------+

| Choose from one of these levels... |

| |

| 1: ASDF only 6: adds Q P 11: adds Z X |

| 2: adds JKL; 7: adds G H 12: adds C , |

| 3: adds E I 8: adds T Y 13: adds ? . |

| 4: adds R U 9: adds V M 14: adds numbers |

| 5: adds W O 10: adds B N 15: all keys |

| |

| Type playing level and press ENTER: |

+----------------------------------------------------+

Type the number of the level, press the ENTER key, and you will

be asked:

Long or Short Game?

Press L or S key to select:

Just press the "L" or "S" key--you don't have to press ENTER.

A pop-up screen will show you where the code words are.

After you press a key, the pop-up box disappears and the

viewport shows you the current quadrant which is always the one

containing the Enterprise. It is a good idea to immediately type

the code word under the COMPUTER box, then press ENTER. A

computer scanner will display the contents of all 21 quadrants,

showing your present location (a flashing 'E'), the base ('B') and

any Klingons (K's) in the quadrant. You will be asked if you want

to warp to a new quadrant. You are not timed while studying the

scanner, so you can take your time to decide where you want to go,

or just take a break from the action.

Klingons may be destroyed by phasers or torpedoes. You may

have to hit the Klingons with several phaser blasts, but a torpedo

will always destroy them. In return, the Klingons will attack you

the instant you enter a quadrant where they are present, and every

so often, damage reports will appear. (Attacks are suspended when

you consult the computer scanner, however.)

When damage levels reach a certain point, a message will

appear, and you will have to take time out for repairs. Areas

of the Enterprise that have been damaged (such as warp drives,

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life support systems, etc.) will be shown in the viewport. The

specific areas that need repair (e.g., oxygen, water) will be

displayed over the word boxes, and you will have to type in code

words just as you do to fire phasers or bring up the computer

when you're in battle mode. The reserve computers will scan for

damages and tell you when they've been repaired.

In a short game (about 10-15 Klingons) you may be able to

finish your mission without docking, but in a long game (about

20-40 Klingons) you will eventually run out of torpedoes and

phaser power and will have to dock at the starbase to refuel.

(You have reserve tanks that will always get you to the quadrant

with the base.) When you type in the code word to dock, the

screen will change and the refueling area of the Enterprise will

appear. Now the game changes. Instead of typing words from

the boxes, you will have to type characters highlighted in the

keyboard area. You aren't timed during this exercise, but mis-

takes will prolong the process. When finished, you will have

full phaser power and a complete set of (10) torpedoes.

To move around the galaxy, type the code word for the

computer. A scanner will appear, showing the TYPE TREK galaxy:

+---------------------------------------------------------+

| QUAD: | 1 | 2 | 3 | 4 | 5 | 6 | 7 |

| -------+------+------+------+------+------+------+------|

| S | A | KKK | K | E | K | KK | | K |

| C | | | | | | | | |

| A +---+------+------+------+------+------+------+------|

| N | B | K | KK | K | | K | KKK | KKKK |

| N | | | | | | | | |

| E +---+------+------+------+------+------+------+------|

| R | C | KK | | | KKKK | KKK | K | KK |

| | | | B | | | | | |

+---------------------------------------------------------+

Quadrants are labelled by row and column: A, B or C for the

rows, and 1-7 for the columns. In the above example, the

Enterprise (a flashing "E") is in Quadrant A3 (Row A, Column 3).

The starbase ("B") is in C2. Each red "K" is a Klingon ship.

Stars are not shown in the computer scanner because they play

no real part in the game. A message will ask you: "Warp to a

new quad (Y/N)?" If you press the "N" key, you will be return-

ed to the game, but pressing "Y" will indicated that you want

to move (warp) to a new quadrant.

A "pop-up" sign will appear telling you how to warp to a

a new quadrant. After you press a key, the sign disappears and

a flashing cursor marks your present quadrant. Just move this

cursor with the arrow keys (it will move a quad at a time) to the

quadrant you want to go to, the press ENTER. After some special

effects, you will find yourself in the new quadrant, and you

will see the Enterprise, Klingon ships, stars, and whatever else

is there.

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The game is over when you have destroyed the last Klingon

ship, and an animated "congratulations" screen appears. When

you press a key, the next screen tells you if you have main-

tained an average typing speed of 25 WPM (words per minute). If

you have, you will be "promoted" and should pick the next higher

level for the next game you play.

TYPE TREK has no high score lists. In fact, TYPE TREK has

no scoring at all other than the WPM in the upper right of the

screen. The satisfaction comes from raising your typing speed

and mastering the entire keyboard. Even after you have done

this, it's still fun just to while away a few minutes blasting

Klingons.

TYPE TREK has many options while playing. First, the main

menu offers six options:

+----------------------------------+

| 1. Start a new game |

| 2. Resume a game in progress |

| 3. Playing instructions |

| 4. Basics of touch typing |

| 5. Registration information |

| 6. Quit and return to DOS |

+----------------------------------+

You can access this main menu anytime while playing TYPE TREK by

pressing the ESC key. To resume the game, just press the number

"2" key. Pressing the "3", "4" or "5" keys makes a "pop-up" box

appear with short playing instructions, touch typing hints, or

information on how to register your copy of TYPE TREK. Pressing

the "6" key immediately exits the program and returns you to DOS.

In addition to the main menu, five function keys are active

while you are playing TYPE TREK. Pressing F1 will bring up this

help screen:

+---------------------------------------------------------+

| SPECIAL KEY ASSIGNMENTS IN TYPE TREK: |

| |

| F1 -- Shows this hints screen. |

| F2 -- Shows a Home Row Fingering Chart |

| F3 -- Shows a 'Reach Chart' (which fingers type keys |

| other than those on the Home Row.) |

| F4 -- Shows playing hints. |

| F5 -- 'Boss Key': clears the screen and shows a DOS |

| prompt. Pressing any key will resume the game. |

+---------------------------------------------------------+

Pressing F2 or F3 displays fingering charts in the viewport. These

charts can be very helpful for those just learning to type. See

the section on touch typing for more details. Pressing F4 brings

up a screen of playing hints. F5 is the traditional "boss key",

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and will cause the entire game screen to disappear and be replaced

by a blank screen with a "C:>" prompt and flashing cursor. Just

press any key to instantly restore the game at the point where

you pressed F5. This means you have five ways to pause the game:

pressing ESC, or F1 through F5.

While the object of TYPE TREK is to clear out the Klingons,

the actual goal of the game is to provide an entertaining way to

learn to type. TYPE TREK provides exercises at appropriate levels,

but it is also necessary to understand certain techniques that

form the basis of touch typing. This is the subject of the next

section.

BASICS OF TOUCH TYPING

Watching an experienced typist's fingers fly over the keys

can be intimidating. You could easily get the impression that

rapid typing is the result of years of learning complex tech-

niques. The truth is that the touch typing method is very simple.

The "secret" is memorizing the positions of only eight keys,

called the HOME ROW KEYS. These keys are show below:

+---+---+---+---+---+---+---+---+---+---+

| A | S | D | F | G | H | J | K | L | ; |

+-|-+-|-+-|-+-|-+---+---+-|-+-|-+-|-+-|-+

little | | | | | | little

ring | | | | ring

middle | | middle

index index

Don't worry about the G and H keys, they will be learned later.

When you begin to type, the bottoms of your palms rest just in

front of the keyboard. The left little finger rests on the A

key, the left ring finger on the S key, the left middle on the D

key, and the left index finger on the F key. The right hand

fingers rest on the J, K, L, and semicolon (;) keys respectively.

The most important habit to form when touch typing is to

ALWAYS KEEP YOUR FINGERS ON THE HOME KEYS. Of course, you will

have to lift a finger or two temporarily while you type keys

other than A-S-D-F-J-K-L-;, but immediately after typing a non-

home-row key, your finger should always "come home" to it's

assigned home row key. For example, to type "dad" you don't

have to leave the home row--just press the D key with the left

middle finger, press the A key with the left little finger, then

press the D with the left middle finger again. But to type a

word like "fade", you would type the f-a-d with home row keys,

then "reach up" with the left middle finger to type the "e",

then RETURN YOUR LEFT MIDDLE FINGER TO ITS "HOME"--THE D KEY.

This last point cannot be emphasized enough--it is the key to

touch typing, for it enables you to find every key without

looking at the keyboard. In other words, by "touch."

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This might seem difficult at first, but it's really not

too hard. The trick is to take it slowly, mastering the home

row keys first, then adding one or two others until the whole

keyboard is committed to "kinesthetic memory"--a psychological

term for "muscle" or "touch" memory. It's the same kind of

memory that enabled you to learn to walk, ride a bicycle, swim

or do most physical activities.

To make the task of "finding" the other keys easier, each

finger has several "non-home-row" keys assigned to it. Below is

a "reach chart"--it shows which keys are assigned to each finger:

Q W E R T Y U I O P

| | | | / \ | | | |

+---+ +---+ +---+ +---+ +---+ +---+ +---+ +---+

| A | | S | | D | | F |--G H-- | J | | K | | L | | ; |

+---+ +---+ +---+ +---+ +---+ +---+ +---+ +---+

| | | | \ / | | | |

Z X C V B N M , . /

If you study the chart, you can see that the index fingers bear

most of the work, being responsible for 12 keys--almost half of

the 30 keys shown. The other fingers have only three keys to

worry about, with the exception of the right little finger,

which reaches over to press the ENTER key when necessary.

(By the way, both the HOME ROW chart and the REACH CHART

are available for reference during the game. Just press F2 to

see the HOME ROW chart, and F3 to see the REACH CHART. Then

press any key to return to the game without penalty.)

There are four other keys you will use right from the

start: the SPACEBAR, the ENTER key, and the two SHIFT keys.

The SPACEBAR, the long key at the very bottom of the keyboard, is

always typed with one thumb or the other. For example, if you

are typing with your left hand, it will be easier to press the

spacebar with your right thumb. You won't really have to think

about this--after a while it will come naturally.

It takes a bit of a stretch to press the ENTER key while

keeping your fingers on the home row keys, but don't be tempted

to lift your fingers. On most IBM-compatible computers the

ENTER key (also called the RETURN key) is located to the right

of the "quote" key, as shown below:

"Quote" key +---+

| | |

+---+---+---+---+---+---+---+---+---+---+-|-+--+ | |

| A | S | D | F | G | H | J | K | L | ; | " | <--+ |

+---+---+---+---+---+---+---+---+---+---+---+---|--+

|

ENTER key

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Since the left little finger is normally resting on the semi-

colon (;) key, it's just a short stretch to the ENTER key. To

make the ENTER key easier to find by touch, most considerate key-

board manufacturers not only make this key larger, but give it a

"backwards L" shape. You shouldn't have any trouble finding this

key after a while, especially since TYPE TREK requires pressing

ENTER after you type in each code word.

The SHIFT keys take a little getting used to. To type a

capital letter (or the symbols over the numbers on the top row),

you have to HOLD DOWN one of the shift keys while typing the key

you want 'shifted.' TYPE TREK will mix in capital with small

letters from the first level so you will learn this quickly. You

only have to hold down one of the shift keys, so common sense will

tell you to use one nearest the hand that is not busy typing the

letter. (Again, this will come naturally with practice.)

TYPE TREK provides exercises in order of difficulty, start-

ing with the left home row keys (Level 1: ASDF), then the right

home keys (Level 2: JKL;). Each level above Level 1 also re-

views the previous levels by providing words with those letters

as well. For example, Level 1 has words like AS, FAD, SAD.

Level 2 has words such as LAD, SALAD and FLASK, which use

the ASDF keys as well. This way the words get far more inter-

esting and realistic as you progress up the levels. Level 3

adds E and I, Level 4 adds R and U, Level 5 adds W and O, and

Level 6 adds Q and P. Thus, by Level 6 you will have mastered

most of the three major rows of keys. Each level (beyond 2)

adds two new keys, one for each hand.

The bottom row of keys are generally the hardest to learn,

because they require some unusual stretches. For this reason,

keys like B, N, C, Z, X and V are added last--Levels 9-13 in

TYPE TREK. Level 14 gives you the opportunity to learn the num-

ber keys along the top row of the keyboard. This was important

to master during the age of typewriters, but most computer key-

boards have a numeric keypad to the right that is really better

suited for numeric entry. Nevertheless, many people still like

to use the top row numbers, and often need the symbols (!, @, #,

$, %, ^, &, \*, (, ), \_ + ) which are accessed by holding down

one of the SHIFT keys and pressing the appropriate number key.

TYPE TREK provides this practice in Level 14. Level 15 uses all

the keys, including the number keys on occasion.

A short comment is in order regarding WPM (words per minute)

scores. TYPE TREK's algorithm to compute WPM is not exact--but

it is based on average word lengths and comes close. I would

recommend against trying to become a speed demon, but urge you

to strive for accuracy instead. Take your time and have fun with

your game lessons. Most people do very well "coasting along" at

20-30 WPM. (Actually, this is pretty fast.) If you were enrolled

in an actual credit typing class, your WPM would be adjusted for

any mistakes you made while typing. TYPE TREK uses subtle methods

(such as luring Klingons to your quadrant) to penalize inaccurate

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typing, so if your WPM is 18, but 100% accurate, it's probably as

good as 35 WPM with several "type-o's" every 100 words or so.

Generally speaking, don't get hung up on speed--especially on levels

14 and 15. You are not "promoted" past Level 13 anyway, since these

levels are designed to be especially challenging.

Besides keeping your fingers on their assigned "home" keys,

and working your way through the levels one at a time, the only

sure way to master the keyboard is practice! Practice at least

15-20 minutes a day--more if possible. With an hour a day of

concentrated practice, most people should be able to master touch

typing in less than a month. With more practice, learning will

go faster. However long it takes you, it will be one of the best

investments of time you can make. Touch typing is like riding a

bicycle--once you learn it, you never really have to learn it

again, especially if you use it frequently. TYPE TREK not only

provides a way to learn to type, it also provides a pleasant way

to keep your skills fresh, or to become even faster and more

accurate.

WHAT IS SHAREWARE?

Shareware distribution gives users a chance to try software

before buying it. If you try a Shareware program and continue

using it, you are expected to register. Individual programs

differ on details -- some request registration while others

require it, some specify a maximum trial period. With

registration, you get anything from the simple right to continue

using the software to an updated program with printed manual.

Copyright laws apply to both Shareware and commercial software,

and the copyright holder retains all rights, with a few specific

exceptions as stated below. Shareware authors are accomplished

programmers, just like commercial authors, and the programs are

of comparable quality. (In both cases, there are good programs

and bad ones!) The main difference is in the method of

distribution. The author specifically grants the right to copy

and distribute the software, either to all and sundry or to a

specific group. For example, some authors require written

permission before a commercial disk vendor may copy their

Shareware.

Shareware is a distribution method, not a type of software.

You should find software that suits your needs and pocketbook,

whether it's commercial or Shareware. The Shareware system makes

fitting your needs easier, because you can try before you buy.

And because the overhead is low, prices are low also. Shareware

has the ultimate money-back guarantee--if you don't use the

product, you don't pay for it.

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DISCLAIMER - AGREEMENT

Users of TYPE TREK must accept this disclaimer of warranty:

"TYPE TREK is supplied as is. The author disclaims all

warranties, expressed or implied, including, without limitation,

the warranties of merchantability and of fitness for any purpose.

The author assumes no liability for damages, direct or conse-

quential, which may result from the use of TYPE TREK."

TYPE TREK is a "shareware program" and is provided at no

charge to the user for evaluation. Feel free to share it with

your friends, but please do not give it away altered or as part of

another system. The essence of "user-supported" software is to

provide personal computer users with quality software without

high prices, and yet to provide incentive for programmers to

continue to develop new products. If you find this program

useful and find that you are using TYPE TREK and continue to use

TYPE TREK after a reasonable trial period, you must make a reg-

istration payment of $20 to Tea Time Software. The $20

registration fee will license one copy for use on any one

computer at any one time. You must treat this software just like

a book. An example is that this software may be used by any

number of people and may be freely moved from one computer

location to another, so long as there is no possibility of it

being used at one location while it's being used at another.

Just as a book cannot be read by two different persons at the

same time.

Commercial users of TYPE TREK must register and pay for

their copies of TYPE TREK within 30 days of first use or their

license is withdrawn. Site-License arrangements may be made by

contacting Tea Time Software.

Anyone distributing TYPE TREK for any kind of remuneration

must first contact Tea Time Software at the address below for

authorization. Authorization is automatically granted to

distributors recognized by the Association of Shareware

Professionals as adhering to its guidelines for shareware

distributors, and such distributors may begin offering TYPE TREK

immediately. (However, Tea Time Software must still be advised so

that the distributor can be kept up-to-date with the latest

version of TYPE TREK.)

This program is produced by a member of the Association of

Shareware Professionals (ASP). ASP wants to make sure that the

shareware principle works for you. If you are unable to resolve a

shareware-related problem with an ASP member by contacting the member

directly, ASP may be able to help. The ASP Ombudsman can help you re-

solve a dispute or problem with an ASP member, but does not provide

technical support for members' products. Please write to the ASP

Ombudsman at 545 Grover Road, Muskegon, MI 49442 or send a CompuServe

message via CompuServe Mail to ASP Ombudsman 70007,3536.

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REGISTERING YOUR COPY OF TYPE TREK

To register your copy of TYPE TREK, just print the file

on the disk called TTK.FRM. With the distribution disk in

the A drive, type "copy a:ttorder.frm prn". (Spaces are

important! If the disk is in the B drive, just substitute "b:"

for "a:".) You could also type "print a:ttorder.frm" with

the same results.

If you don't have a printer, give the command "type

a:ttorder.frm" and copy the form from the screen.

Filling out the order form will insure we have a complete

record of your registration so that you can receive notices of

new products, free updates, technical support and, of course,

your 20% discount on all future Tea Time Software registrations.

Send the form with cash, or a check or money order for $20 made

out to Tea Time Software. (Ohio residents add $1.00 for sales tax.)

Send your registration to:

Tea Time Software

92 Acorn Circle

Oxford OH 45056

Soon after we receive your registration you will receive a

postcard which will serve as a receipt and acknowledgement. If

you have any problems or questions about TYPE TREK or any Tea

Time Software product, please contact Joe Kretschmer at the above

address or via CompuServe at 71020,1350. Sorry, but I don't have

telephone support yet--I haven't "quit my day job" as they say.

TYPE TREK was beta-tested by both adults and children, and I think

I've gotten all of the bugs out, but there is always a possible

"sneaky bug" lurking out there. Technical support is available

for any Tea Time product for a full year after the software is

registered. (But we're probably not going to turn away your

calls or letters even after the year has elapsed. Shareware

authors tend to be rather flexible about these things.)

Many of TYPE TREK's best features were suggested by my beta

testers, so if you have comments or suggestions, feel free to

let me know. And be on the look-out for WORDTRIS--a new EGA/VGA

game from Tea Time Software that teaches phonics through a Tetris-

like game format, complete with high-resolution, full-color

picture clues! This game should be available sometime in the fall

of 1991.

Thanks again for considering TYPE TREK for your software

collection. It made its first appearance as a 16K BASIC program

for the Tandy Color Computer. Since then, it has been converted to

compiled BASIC for the IBM PC, then completely rewritten in Turbo C++.

It consists of over 9,600 lines of code. It has been a labor of

love for me, as well as a valuable learning experience. I hope

it will be a pleasant experience for you as well.

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