TYPOMAN

A typing exercise game for the *TI-99/4A*

NAVARONE

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A unique new experience in typing exercizes. Typoman is a game designed to provide a challenging yet fun way to exercize and improve your typing skills.

The object of the game is to type at least as fast as the *WPM* you have set to keep the *Jaws* from being caught by the *fists*. As you type the correct letter, the *Jaws* will eat the letter and proceed to the next character. You can earn points for each correct letter you type. Bonus points are given for bonus letters. 1000 bonus points for each bonus character, and 20000 points are given for eight (8) bonus letters.

To start the program, Insert the TYPOMAN cartridge into the computer.

Turn the power on and select the **TYPO** program from the main selection menu.

Before you actually start the game you need to set up the Words per minute and time for the program.
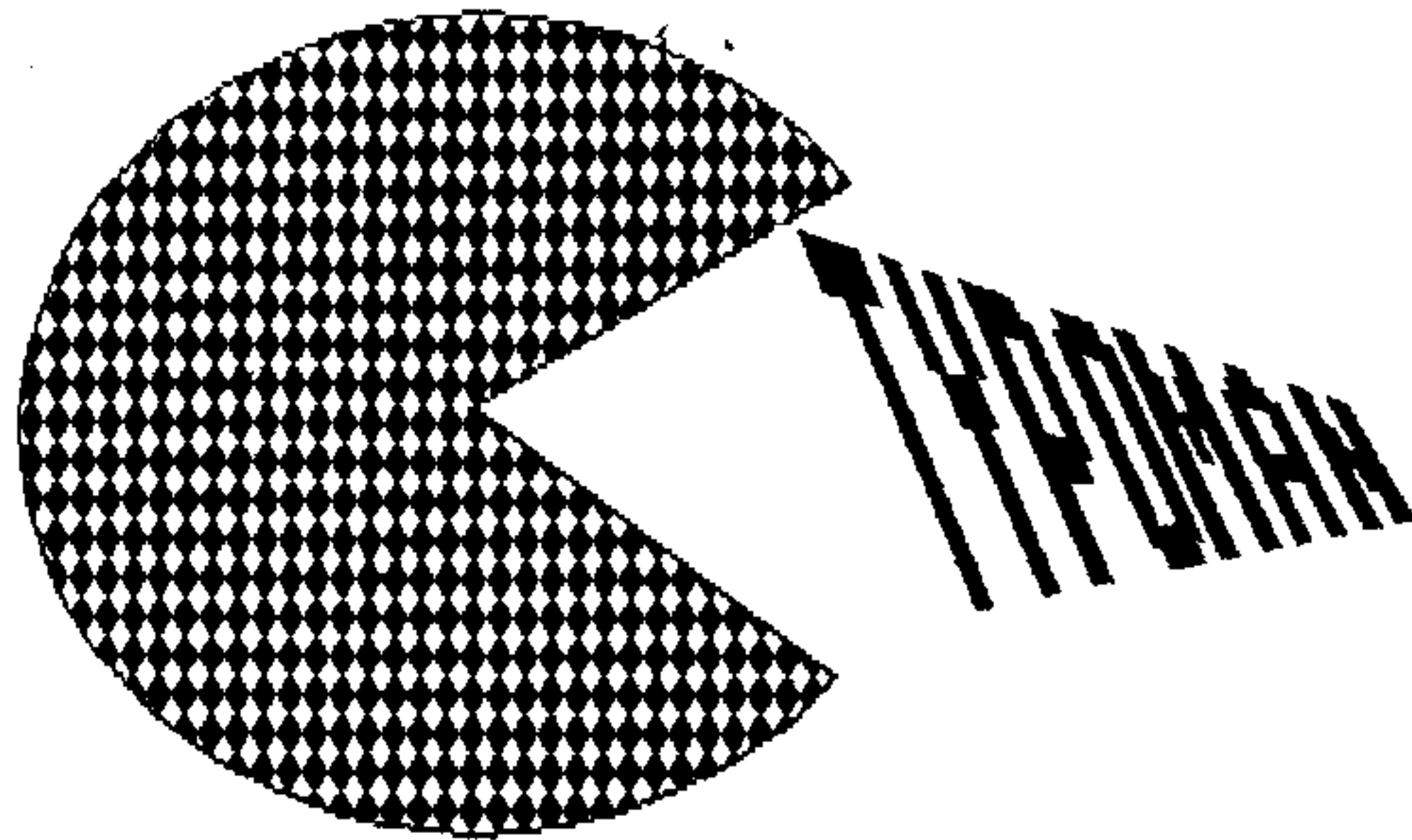
Press **T** to set the time for the game.

Press **W** to set the WPM. Press S to start the exercise game.

Press **S** to start the game exercize.

(T) Time: The time is entered in minutes.
(W) WPM: the WPM is entered in words per minute (1-120).