

# KeyBoard Caper 1.1



Copyright 1994-1996 SparTech Software  
<http://www.flash.net/~spartech>

Welcome to **KeyBoard Caper!**

Click on a topic below for more information.

**Introduction**

- Introduction to KeyBoard Caper

**Game Play Instructions**

- Instructions on playing KeyBoard Caper

**Menu Options**

- Description of menu options

**Screen Layout**

- Description of screen layout

**Distribution Program**

- Free Software!

**Program Registration**

- Shareware registration instructions

**Contacting SparTech Software**

- How to get in touch with us!

**Credits**

- Thanks to all those special people

## Introduction

### General

KeyBoard Caper is an educational type software designed especially for children. The game teaches children the layout of the keyboard and familiarizes them with alphabetical letters and numbers. Using the interchangeable Character Packs, the game can also familiarize children with the different appearances that these characters can take on (due to different typesets and fonts).

The game will present the play with a letter (or number) on the main game board and will then pause until the player presses the correct key. When the correct key has been pressed, the letter (or number) will be added to the animated thumbnail area (at the top of the screen) and the letter will begin its keyboard caper. Occasionally, some of the letters on the main board will also 'come to life' and begin a keyboard caper of their own.....

If the player is having trouble locating the key, have them click anywhere on the main screen to bring up a Game Hint screen which will display a graphic of their keyboard and flash the location of the key in question.

Help is only a keystroke (or mouse click) away. Fully context sensitive help is available by clicking on the control in question and then hitting the F1 key. Also you can access the KeyBoard Caper Help from the Help menu item. Additionally, wherever you see the KeyBoard Caper Logo, you may click on it to get a more general description of that particular screen.

### Flexibility

The game is very flexible, allowing the player (or parent) to customize most every setting. The timer gauge can be disabled and removed from the screen if you feel it causes too much 'clutter'. Also, the timer limit can be set.

Additionally, you have the ability to customize some of the animation characteristics. This can be done to affect machine performance, to enhance the animations sequences, or simply to 'goof around' and see how the animation sequences work. The animation for the thumbnail images (located at the top of the screen) can be disabled if you desire. Also, the speed of the animation sequence can be adjusted. You also have the ability to disable and/or adjust the speed of the main character animations. Also, the number of times the main character animation sequence is conducted can be set.

For players with slower machines (386 and lower), these settings can be tweaked to allow the game to continue at an acceptable pace. If animations are struggling to complete on your machine then you can either lower the speed of the animation or disable the animation entirely (note, disabling main character animation produces the most dramatic results).

Setting the number of times the main character animation is conducted can be useful for smaller children. Since only selected few of the main characters perform animation sequences, sometimes the children (especially smaller children) may miss the animated sequence or catch it just about the time it completes. If you notice this to be the case with your child, you can use this setting to cause the animated sequence to initiate more than a single time.

Finally, Game Hints characteristics can be customized. The Game Hints function can be disabled if you desire. This might be desirable if the child continues to mistakenly click on the screen and bring up the Game Hints screen. Or, you could disable Game Hints and set the hints to come up with a press of the spacebar. Whichever seems to be the easiest for your child - your choice.

## **Educational Value**

KeyBoard Caper can teach the child the layout of a computer keyboard in a fun-filled manner. In this day and age, familiarity with a computer keyboard is a necessity and a child is never too young to learn.

Additionally, the exposure to the alphabetical letters (both upper and lower case) and numbers will naturally assist the child in learning the alphabet and how to count. All letters and numbers are presented in their correct sequence so the child learns the correct order. Most children (if they do not already know) will want to know the name of the character (or number) and usually call them out loud while playing the game. This is a good opportunity to participate with your child and use KeyBoard Caper to teach many concepts related to the names of the characters, phonetics (how they 'sound'), numerical principles, etc.

## **Getting Help**

We've done our best to make KeyBoard Caper as easy to use as possible by providing an easy-to-access online help engine. KeyBoard Caper online help may be accessed in several different ways. You may start the online help from the Help-Index menu option from the main game board. This will bring up the Help 'table of contents'. This is a good starting point.

Specific game instructions can be obtained from the [Help-Game Play Instructions](#) menu option from the main game board.

Most controls, gauges, data entry fields, etc. have [context sensitive help](#) attached to them also. Click the control and press F1 to get specific help about that control. If you cannot access context sensitive Help for a control, try checking the status bar for a brief explanation of the control's function.

Also, screens that contain the [KeyBoard Caper logo](#) contain general help discussions about that particular screen. Click on the KeyBoard Caper logo to access online help pertaining to that screen.

## **Conclusion**

There are no limits to what the child can learn using KeyBoard Caper. The game by itself serves to teach the child the layout of the computer keyboard as well as familiarity with the different letters and numbers. While this is certainly well worth the price of registration, we would also hope that the parent could use this game as an opportunity to teach the child other alphabetical and numerical principles. By sitting down with the child and participating while they play the game, KeyBoard Caper can become a very valuable tool in your teaching repertoire. Everything in life can be used as a 'learning' experience - but KeyBoard Caper was designed to facilitate a learning experience in a manner that will surely provide the child with much delight.

Enjoy!



## Game Play Instructions

### Beginning a new game

Before beginning a game, ensure that all of the **Game Layout** and **Game Environment** settings are set to your liking. Then click on File-**New Game** to clear the game board and set it up for a new game or alternatively, click on the **Play Game button** located above the **Stop button** on the button bar.

### Game play operation

Once the game has been started, the first character will be displayed on the main board. The player should locate and press this key on the keyboard. When the correct key has been pressed, the character will be added to the thumbnail character area (located at the top of the screen) and will begin its Keyboard Caper. Then next character will be displayed on the main board and play continues.

Characters on the thumbnail character area are animated one-at-a-time in sequence. The speed of the animation can be adjusted from the Game Environment screen.

Every so often, one of the characters on the main board will also become animated and conduct a keyboard caper after its key has been located and pressed. The speed and number of times it cycles through its animation sequence can also be adjusted from the Game Environment screen.

### Game conclusion

Once all of the characters have been found and pressed, the play will be presented with a screen congratulating them and the current game will end. To setup a new game simply click on File-New Game to clear the board and set it up for a new game or alternatively, click on the Play Game button.

## Menu Options

The KeyBoard Caper Menu Bar contains the following items. Click on the Menu Bar item below for more information.

- File** - File menu options
- Options** - Set game options
- Help** - Help, registration, distribution instructions

## File Menu

The File Menu contains the following options. Click on the file menu option below for more information.

**Open Picture File** - Opens a new Character Pack

**New Game** - Starts a new game.

**Exit KeyBoard Caper** - Exit KeyBoard Caper

## Open Picture File (File Menu)

### Introduction

The authors of KeyBoard Caper chose to implement the display of game characters a little differently than you may be used to. Rather than develop the game so that all game characters were included within the game itself, KeyBoard Caper uses a specially formatted input file called a Character Pack. This allows you to change Character Packs and present the player with a little more variety (Character Packs differ in the type of font the characters are presented in and in color schemes). Additional Character Packs are constantly being developed and are available for a modest charge to registered users (contact SparTech Software for a list of currently available Character Packs, including 'seasonal' Character Packs).

The default Character Pack file is loaded automatically into KeyBoard Caper when the game begins. The last Character Pack file used will be the default Character Pack file. To switch to another Character Pack, you use this menu option.

### Opening a Character Pack

Ensure that all Character Packs are kept in the same directory as KeyBoard Caper to assure that they show up correctly in the Open Picture File screen. To switch to another Character Pack, simply scroll to the Character Pack you wish to load and click. This Character Pack will be loaded into the game board and used in all subsequent sessions (until you change to another Character Pack).



## New Game (File Menu)

The **New Game** menu option will clear the current game board and set up a new game. Pictures will be randomly selected and arranged on the game board.

This option may be chosen at any time (including while in the middle of playing a game).

Note that it may be necessary to press the Play Button in order to actually start the game. This is usually necessary if a game has just been completed or some part of the game layout has just been changed. If you select **New Game** menu option while in the middle of playing a game, the game pieces are set up and the game started automatically.

## Exit KeyBoard Caper (File Menu)

The **Exit KeyBoard Caper** option will close the KeyBoard Caper program and return control back to Windows.

All game settings will be saved and restored the next time KeyBoard Caper is restarted.

## Options Menu

The Options Menu contains the following options. Click on the option below for more information.

**Game Layout** - Set Game Layout options

**Game Environment** - Set Environment options

## Game Layout (Options Menu)

From this screen you may change the graphic type used in the KeyBoard Caper game. Graphics types include **Upper Case Letters**, **Lower Case Letters**, and **Numbers**. To choose a different graphic type simply click on the graphic type selection and then click the OK button to accept the changes you have made.

## Game Environment (Options Menu)

### Changing the KeyBoard Caper environment

From this screen you may alter settings that affect the general KeyBoard Caper game environment. Settings related to the game board and animations (both Thumbnail Images and Main Character Images) may be altered.

### Changing Game Board Settings

From here you may show/hide the game timer by checking the **Display Timer Gauge** option. You can also set the **Game Timer Limit Setting**. This time limit is actually not very restrictive. If the game time specified expires, the player is still allowed to continue (the time remaining gauge will change from 'time remaining' to 'time over').

If you do not wish to use the Game Timer to actually time a game but do wish to keep it on the board for added animation effect, realize that the lower the time limit specified, the quicker the Timer Remaining gauge will change.

From here you can also configure how Game Hints can be activated. Game Hints can be set to activate when any surface of the game playing area is clicked (by checking **Enable Game Hints On Click**) or when the space bar is pressed (by checking **Enable Game Hints On Spacebar**).

You may choose to disable KeyBoard Caper sound effects. You can do this by removing the check mark for the **Enable Sound** setting.

### Changing Thumbnail Images Settings

Thumbnail animation can be configured here. You can enable Thumbnail animation by checking the **Enable Animation** option. Additionally, you can set the animation speed by adjusting the slider labeled **Animation Speed**.

### Changing Main Character Images Settings

Main character animation can be configured here. You can enable Thumbnail animation by checking the **Enable Animation** option. Additionally, you can set the animation speed by adjusting the slider labeled **Animation Speed**.

By adjusting the **Repeat Animation** slider, you can alter how many animation cycles the main character goes through.

### Restoring Default Values

Click on the **Defaults Button** to restore all values back to their original defaults.

## Display Timer Gauge

Setting the **Display Timer Gauge** option (from the Options-Game Environment screen) will allow the display of the **Game Timer Gauge** on the game board. Unchecking this option will suppress the display of the gauge and disable the game timer.

## Game Timer Limit Setting

The **Game Timer Limit Setting** option (from the Options-Game Environment screen) allows you to specify a game time limit for the current game. This game timer will be updated immediately without affecting any game you may currently be playing.

## Game Time Limits

A game time limit may be set to provide a more competitive game playing environment. This time limit is not very restrictive. When the time expires you simply receive a message informing you of such and are allowed to continue (if the Game Timer Gauge is displayed, the gauge will change from a 'time remaining' gauge to a 'time over' gauge.



## Enable Game Hints On Click

Checking this option (from the Options-Game Environment screen) will allow the play to click anywhere on the main board to bring up the **Game Hints** screen.

If the player is inadvertently bringing up the Game Hints screen (by accidentally clicking on the main board) then you may wish to disable this option.

## Enable Sound

Checking this option (from the Options-Game Environment screen) will cause KeyBoard Caper to produce sound effects when a correct key is pressed, and incorrect key is pressed, and when a game is completed. You may wish to disable this option (by unchecking) if your computer does not have a sound card.

## Game Hints



Game hints are provided to assist the player in locating the correct key. Accessing game hints can be done by either clicking anywhere on the main board or by pressing the spacebar (depending upon your **Game Environment** settings).

The game hints screen will display a graphic of your keyboard (or a keyboard similar to your keyboard). The current character on the main game board will be shown as 'flashing'. The player should then be able to get a general idea of where the key in question is located.

To close the Game Hints screen, you may click the OK button or simply click on any part of the Game Hints screen.

## Enable Game Hints On Spacebar

Checking this option (from the Options-Game Environment screen) will allow the player to press the spacebar to bring up the **Game Hints** screen.

If the player is inadvertently pressing the spacebar (common with smaller children) then you may wish to disable this option and possibly set the **Enable Game Hints On Click** option instead.

## Enable Animation (Thumbnail)

Checking this option (from the Options-Game Environment screen) will enable the **Thumbnail animation** sequences (located above the game board).

If this animation proves distracting or your machine cannot process the graphics quickly enough then you may wish to disable this option (first try decreasing the **Animation Speed**). Note that the Thumbnail Animation sequences are the least 'processor intensive' graphics in KeyBoard Caper - therefore if processor speed has become a problem you may wish to tweak the Main Character animation graphics first.

## Enable Animation (Main Character)

Checking this option (from the Options-Game Environment screen) will enable the **Main Character animation** sequences (for certain characters).

If this animation proves distracting or your machine cannot process the graphics quickly enough then you may wish to disable this option (first try decreasing the **Animation Speed** or **Repeat Animation**). Note that the Main Character animation is the most 'processor intensive' graphics in KeyBoard Caper. If processor performance has become a problem then you may wish to tweak these graphics first.

## Animation Speed

KeyBoard Caper was designed so that the animation speed of the animation sequences could be adjusted by the user. This was done for two reasons - (1) so the user could set up the animation appearance more precisely to their liking, and (2) so users with slower machines could slow down the animation in order to obtain more desirable performance.

The animation speed can be changed from pre-programmed values ranging from 1 to 50. The incremental change in animation speed is not the same for each pre-programmed value. The lower the value (i.e. the slower the animation speed) the greater the incremental difference. For example, the difference between animation speeds 49 and 50 (the two fastest speeds) may only be a couple of milliseconds while the difference in animation speeds 1 and 2 may be a few hundred milliseconds.

KeyBoard Caper has been tested on a variety of platforms. Most 486 and Pentium machines should have no trouble with even the fastest animation speeds. 386 users may need to drop the animation speeds down a little. If animation still appears to be 'jerky' then you may need to disable the animation entirely (try disabling the main character animation first since it is the most processor intensive graphic).

## Repeat Animation

The **Main Character animation** can be set to cycle through the animation sequences from 1 to 6 times. The default setting is once. However, testing indicated that some smaller children were so involved in finding the correct key that after finding and pressing the key they paused to reflect on their accomplishment before looking back up at the screen. If the character chosen was one of the Main Character animations then they usually missed some of the animation. Rather than pre-program a pause before the animation sequence (we did not want to slow down the game play for more advanced players), we allow the player to set how many times they wish the animated sequence to repeat. Usually 2-3 repetitions is enough for most children to be able to notice and enjoy the animated sequence.



## Thumbnail Animation

Thumbnail animations occur after the player has found and pressed the correct key. A thumbnail image will be placed above the game board for every correct key chosen. These thumbnails will produce sequential animations, cycling through each of the thumbnail characters. When the game has been completed, all thumbnail animations are accelerated.

## Main Character Animation

Selected Main Characters will produce animation sequences. The characters that become animated vary with each **Character Pack**. The speed of the animation can be adjusted via the **Animation Speed** setting. Additionally, the number of times the Main Character animation cycles through can also be set by the player (via the **Repeat Animation** setting).

Main Character animation sequences are the most processor intensive graphics in the KeyBoard Caper game. They can sometimes cause performance problems on lower end 386 machines. Tweaking the Animation Speed and Repeat Animation values can eliminate these performance problems.

## Defaults Button



Clicking on this button will restore all of the values in the **Game Environment** screen back to their original default values (as pre-programmed by SparTech Software).

## Yes Button

Yep, I want to do exactly what this screen says.

## No Button

Nope, I changed my mind.

## Help Menu

The Help Menu contains the following options. Click on the option below for more information.

- Index** - Display the Help Index
- Game Play Instruction** - Display brief KeyBoard Caper instructions
- KeyBoard Caper Registration** - Access KeyBoard Caper registration functions
- Create Distribution Copy** - Create a KeyBoard Caper distribution copy
- About** - Display the KeyBoard Caper About screen

## Index (Help Menu)

Clicking the **Index** menu option brings up the **KeyBoard Caper Help Index** (Main Menu).

## Game Play Instruction (Help Menu)

Clicking the **Game Play Instruction** menu option brings up the KeyBoard Caper Help Instruction screen containing brief instructions on playing the KeyBoard Caper game.



## KeyBoard Caper Registration (Help Menu)

KeyBoard Caper 1.1 is distributed under the shareware concept. This method of distribution allows you to try out our software before you purchase it. If you do not continue to use the software you simply agree to remove it from your system. Otherwise, you are expected to register the software with the vendor (see registering KeyBoard Caper for further details and **benefits** of program registration).

Clicking on the **KeyBoard Caper Registration** menu option will bring up the registration screen. This screen allows you to actually register the software by clicking on the Register Button or print the registration form by clicking the Print Registration Form Button.

## Program Registration

### KeyBoard Caper is NOT free.

KeyBoard Caper 1.1 is distributed under the shareware concept. This method of distribution allows you to try out our software before you purchase it. If you do not continue to use the software after a reasonable length of time (generally regarded as 30-days), you simply agree to remove it from your system. Otherwise, you are expected to register the software with the vendor.

To register the software you must first send in your registration fee. Once the fee has been processed, you will promptly be supplied with a user name, serial number, and pass code that you then enter on the Help-KeyBoard Caper Registration-Register screen. Once the correct codes have been entered, the program will be flagged as registered.

Some of the advantages of registering KeyBoard Caper (other than a clear conscience) include:

- (1) no more 'Nag' screen!
- (2) half-price upgrades on future versions of KeyBoard Caper.
- (3) 20% off on other SparTech Software software packages.
- (4) notification of new Character Packs.
- (5) notification of new releases of KeyBoard Caper.
- (6) notification of new SparTech Software software package releases.

To register KeyBoard Caper:

- (1) Choose **KeyBoard Caper Registration** from the **Help** menu.
- (2) Click on the **Print Registration Form** button.
- (3) Complete the registration form.
- (4) Make your check payable to **Brian F. Haddock**.
- (5) Mail the registration form and your payment to  
**SparTech Software**  
**1309 Windy Meadows Dr.**  
**Burleson, TX 76028**

You will receive your registration user name, serial number, and pass code that you then enter to update KeyBoard Caper's status to 'registered'.

Note: if you are not able to print the registration form, please **contact SparTech Software** for the most recent price list and further instructions on registration.

Thanks for your interest in registering KeyBoard Caper!

## Register Button



Clicking the **Register Button** brings up the registration screen where you may register the KeyBoard Caper software..

## Registration Screen

After mailing in your registration form and payment, you should have received a packet containing a **User Name**, **Serial Number**, and **Pass Key**. If you did not receive these then **contact SparTech Software** for further instructions.

Upon receipt of the registration packet, enter the items in the text boxes provided. Click OK to accept the items you entered. If everything was entered OK then you will receive a message informing you that KeyBoard Caper has been registered and requesting that you restart KeyBoard Caper for the new 'registered' status to take effect.

If everything is not entered correctly then you will receive a message informing you that KeyBoard Caper was **not** registered. If this occurs, please reenter the items specified again to assure that you did not enter one of the them incorrectly. Check to assure that all spaces, numbers, letters, etc. are entered exactly as they appear on your registration packet. Also look for common mistakes such as entering a 0 (number 0) rather than an O (letter O) or an I (letter I) rather than a 1 (number 1).

If KeyBoard Caper still will not register then **contact SparTech Software** for further instructions.

## User Name

Enter the User Name as specified in your registration packet. Please ensure that the User Name is entered exactly as it appears on the registration form provided.

## **Serial Number**

Enter the Serial Number as specified in your registration packet. Please ensure that the Serial Number is entered exactly as it appears on the registration form provided.

Note that the Serial Number may contain a combination of letters and numerals.

## **Pass Key**

Enter the Pass Key as specified in your registration packet. Please ensure that the Pass Key is entered exactly as it appears on the registration form provided.

Note that the Pass Key may contain a combination of letters and numerals.

## Print Registration Form Button



Clicking the **Print Registration Form** button brings up the print registration form screen allowing you to print the KeyBoard Caper registration form (which is mailed in along with your registration fee in order to register the KeyBoard Caper software).



## Create Distribution Copy (Help Menu)

Clicking on the **Create Distribution Copy** menu option will bring up the create distribution copy screen. This screen allows you to create a distribution copy of the KeyBoard Caper software so that you may participate in the SparTech Software **Distribution Incentive Program** and possibly earn a free registered copy of KeyBoard Caper.

## About (Help Menu)

Clicking this option brings up the KeyBoard Caper About screen.

## Screen Layout

Click on the topic below for more information concerning screen components of the KeyBoard Caper game. Alternatively, you may select the object on the screen and click the PF1 key to access the context sensitive help.

**Game Board Gauges**

**KeyBoard Caper Menus**

**KeyBoard Caper Toolbar**

## Gauges

Click on the topic below for more information concerning gauges used in the KeyBoard Caper game. Alternatively, you may select the gauge on the screen and click the PF1 key to access the [context sensitive help](#).

**Game Timer Gauge** - Game time remaining

**Status Bar** - short descriptive messages

## Game Timer Gauge

This gauge displays the time remaining in the current game.

When the gauge reaches its maximum value it will automatically be reset to zero and begin counting again. You will receive a message indicating that the time for this game has expired. The gauge numeric display will change from black to red and the caption will be changed from 'time remaining' to 'time over'.

The numeric display located below the Game Timer Gauge is a textual representation of the game time remaining (or time over) in a minutes:seconds format.

## Status Bar

The KeyBoard Caper status bar (located along the bottom of the screen) will display several useful bits of information. In the large box on the left, you will find the status message area. This area displays short descriptive messages will be displayed informing you of such things as the results of you last action or the current screen control that the cursor is resting on.

To the left of the status message area is the key presses count. This area displays the number of keypresses the player has made during the current game.

Located on the right of the status bar is the average time area. This area displays the average time between each correct keypress (up to the current game piece).

## KeyBoard Caper Toolbar

The KeyBoard Caper toolbar allows children to easily change the type of game pieces displayed and to pause a game in progress or start a new game.

Choices for game piece types include capital letters, small letters, or numbers.

Note that when game piece types are selected from the menu the corresponding button on the KeyBoard Caper toolbar will be automatically depressed.

Click on the toolbar button below for more information about that button.



## Capital Letters Button



The **Capital Letters Button** (located on the KeyBoard Caper Toolbar) is used to specify upper case letters type game pieces.



## Upper Case Letters Game Pieces

All letters displayed will be upper case (capital) letters. Each letter is presented in its proper sequence.

Different Character Packs contain slight variations in the styles and colors of letters. This is useful in presenting the various appearances that a alphabetical character can take.

## Lower Case Letters Button



The **Lower Case Letters Button** (located on the KeyBoard Caper Toolbar) is used to specify lower case letter game pieces.

## Lower Case Letters Game Pieces

All letters displayed will be lower case (small) letters. Each letter is presented in its proper sequence.

Different Character Packs contain slight variations in the styles and colors of letters. This is useful in presenting the various appearances that a alphabetical character can take.

## Numbers Button



The **Numbers Button** (located on the KeyBoard Caper Toolbar) is used to specify numbers game pieces.

## Numbers Game Pieces

All numbers displayed will be in their proper sequence. Only number 0 - 9 are presented.

Different Character Packs contain slight variations in the styles and colors of numbers (including numbers displayed as Roman Numerals). This is useful in presenting the various appearances that a number character can take.

## Play Button



The **Play Button** (located on the KeyBoard Caper Toolbar) serves two different functions. It can be used to restart a paused game or to start a new game.

If the game has been paused (via the stop button) then the Play Button will appear as an hourglass and will represent the restart function.

If different choices have been made concerning game piece types or the number of game pieces or if a game has been completed, the Play Button will become the **New Game** button (button graphic is a 'green' stoplight). Pressing the Play Button is required to restart the game and will automatically set up a new game board with the new options selected.

## Pause Button



If the game has been paused (via the Stop Button) then the Play Button will appear as the Pause Button (with an hourglass graphic) and will represent the restart function. To restart the game, simply click on the Pause Button.

## Stop Button



The **Stop Button** (located on the KeyBoard Caper Toolbar) can be used to pause a game in progress. The game timer will also be paused.



## Distribution Program

SparTech Software offers its users a unique software distribution program that was developed to provide users with an incentive to further the distribution of KeyBoard Caper shareware software.

The concept is very simple. If you are an unregistered user you may earn enough credits to obtain a free product registration. If you are a registered user you may earn enough credits to get all of the money you paid back!

What do you have to do? Simple. Let us explain.

First, you must put an original installation copy of KeyBoard Caper in a separate directory (create one via MD if needed). This original copy is the first **unregistered** copy of KeyBoard Caper that you downloaded and used to install KeyBoard Caper on your machine - it should contain the SETUP program and its associated compressed installation files. If this copy is zipped then unzip it before continuing and delete the \*.ZIP file. Please be sure that a separate directory is used for this process to assure that only the required KeyBoard Caper files are included in the new distribution copy you create.

Next you need to fill out the **Distribution Incentive Program form** (obtained from **Help-Create Distribution Copy** menu option). This will create a KEYBOARD CAPER.DST file in your installation directory containing the necessary information about yourself (so that we may get you proper credits to you). The KEYBOARD CAPER.DST file should have been created in the installation directory and not your KeyBoard Caper directory.

Upon completing the Distribution Incentive Program form, you will be prompted with a screen requesting you select the directory that the installation files are located in. After selecting the directory and clicking 'OK', KeyBoard Caper will perform a verification of installation files. If all required files are not found or additional files are found (that should not be included with the installation files) then you will receive a message informing you of the missing (or additional) files detected. Most often this is a result of specifying the incorrect installation directory. If you receive this message, assure that you specified the directory where the installation files have been unzipped. If you still receive the message then this is indicative of a corrupted copy of KeyBoard Caper. You should contact the BBS where you obtained KeyBoard Caper and inform them that the KeyBoard Caper copy you download from them is incomplete or corrupted. A 'good' copy of KeyBoard Caper (containing all the required files) should be obtainable from another online service provider.

Finally, zip the KeyBoard Caper installation files and your new KEYBOARD CAPER.DST file and upload the software to your favorite BBS or online service. Whenever a user registers a copy of KeyBoard Caper, the registration form (printed) contains the info you entered above so that you will be properly credited with the registration.

Simple huh?

If you are a registered user of KeyBoard Caper, you will receive an entire refund if 3 or more people register off of this distribution copy. If you are an unregistered user, it takes 6 people or more to earn you a free registered copy of KeyBoard Caper.

These numbers actually are very reasonable. The larger the BBS or online service you upload the copy to, the better your chance of other users registering off of your copy.

The hardest part is finding a BBS to upload to. Most sysops won't allow you to upload an

already existing copy of software so you must find a BBS that doesn't already have a copy on file.

When you reach your required credits, we will promptly provide you with the appropriate serial number and pass code and inform you of the registration steps to take or, if you are a registered user, we will promptly refund your money.

In summary, to create a KeyBoard Caper Distribution Copy:

- (1) Put your original (unregistered) installation copy of KeyBoard Caper in a separate directory.
- (2) Unzip the original installation copy (if zipped).
- (3) Delete the zip file.
- (4) Complete the Distribution Incentive Program form (KEYBOARD CAPER.DST file created in the installation directory) and specify the installation directory.
- (5) Zip the files back up to create uploadable copy for distribution.

If you have any questions concerning the Distribution Incentive Program, feel free to **contact SparTech Software.**

**Thanks for your interest!**

## Distribution Incentive Program Form

This form should be completed in order to participate in the **Distribution Incentive Program**. The data you complete in this form is written to a file named KEYCAPER.DST that you include with your uploadable KeyBoard Caper software.

The Distribution Incentive Program Form consists of two parts. Only 1 of the two parts needs to be completed. If you wish to quickly receive your registration serial number and pass code then complete the Email section. If you do not have a Email address then complete the US Mail section.

Also, if you are a registered user be sure to enter your registration serial number.

Click on the topic below for further details on data entry in the Distribution Incentive Program Form.

### Email

<b><u>Name</u></b>	- User Name
<b><u>Email Address</u></b>	- Internet Email Address

### US Mail

<b><u>Name</u></b>	- User Name
<b><u>Address</u></b>	- US Mail Postal Address
<b><u>City</u></b>	- City part of mailing address
<b><u>State</u></b>	- State part of mailing address
<b><u>Zip</u></b>	- Zip code of mailing address
<b><u>Registration Serial Number</u></b>	- Registration Serial Number

## Name

Enter your full real name. The data input can be any alphanumeric text but must be less than 30 characters long.

## Email Address

Enter your Internet Email Address. This address cannot be a Online Service Email Address unless it is accessible via the Internet (most are).

This address will be in a form such as **YourEMailName@something.com**,

## Address

Enter your mailing address. This is the US Postal Service mailing address such as the street address or Post Office box number.

Two lines are provided if your mailing address will not fit on a single line.

## City

Enter the city part of your mailing address.

## State

Enter the state abbreviation part of your mailing address. Note that this must be the state's name abbreviation and not the full name.



## Zip Code

Enter the Zip Code part of your mailing address. Data input should be in the form such as 99999 or 99999-9999.

## **Registration Serial Number**

If you are a registered user then please enter your Registration Serial Number that was provided to you with your registration packet.

For registered users, this must be completed for proper credit.

## Credits

**Kudos to the following, whom without, KeyBoard Caper would never have materialized.**

**Blake** - my little 6 month old buddy, who always makes programming more of a challenge (ever tried to hold a kid in one hand and type code with the other? - try it!, It's harder than juggling.....).

**Cameron** - for your grueling, relentless testing sessions, hour after hour, day after day, constantly pounding the keyboard looking for 'bugs' - that only a three-year old could have discovered. A definite member of my 'permanent' beta facility.

**My Wife** - for her wonderful enlightenments, tips, and ideas (and sometimes quite blunt too) that only a computer novice could have dreamed up. They all served to make KeyBoard Caper a much better program. Sorry I could not bring all of your ideas to life (never did figure out how to make that letter jump off the screen and walk around the desk - ah well, there's always tomorrow).

And finally, to every user who supported the shareware concept by registering (in good faith) their copy of KeyBoard Caper (I don't do this for fun you know..... on the other hand, maybe I do!).

## Contacting SparTech Software

SparTech Software welcomes your questions, comments, and suggestions.

SparTech Software may be contacted via Email at [spartech@flash.net](mailto:spartech@flash.net), on the Web at <http://www.flash.net/~spartech>, or via U.S. Mail at **SparTech Software, 1309 Windy Meadows Dr., Burleson, TX 76028.**

In your correspondence, please include the name and version number of the software package your question or comment refers to. Also include your name and address (Email address preferred). If you're a registered user, include your software serial number and registration code (for verification).

Any 'bug' reports should also be directed to the addresses above (yep, we're not perfect - remind us sometime to tell you the story of 'Dorian', the programmer who made a pact with the devil that in return for his programs being preserved as perfect, any problems that would have degraded his programs would afflict his own person instead - scary stuff!).

Once again, we welcome any comments.

## OK Button

Clicking on the OK button will close the current screen. If the current screen required data entry, the data will be saved before closing the screen.

## Cancel Button

Clicking the Cancel button will close the current screen. If the current screen required some type of data entry (such as entering data in a text box, choosing an option from a drop down list box, etc.), the data will **not** be saved before closing the screen.

## Help Button

Clicking this button will bring up KeyBoard Caper Help regarding the specific function you are currently attempting.

A **Character Pack** is a collection of specially formatted graphics files that contain the pictures used on the KeyBoard Caper game pieces. These Character Packs are user selectable and interchangeable (can be switched out with another Character Pack) in order to offer more variety in the game playing environment.

Note that only a single Character Pack can be selected at a time.



The **Game Board** is the term used to indicate the game playing surface area in KeyBoard Caper. This includes the area where the game pieces may be located.

**Context sensitive help** is a special feature of the Windows Help system that allows you to select a control you need more information about (i.e. give the control the **focus**) and press the F1 key in order to bring up the online help specific to that particular control. If a particular control does not have context sensitive help attached to it, you will receive a message informing you of such.

You give the control in question the focus by clicking on the control.

If the control is a command button and you do not wish to actually execute the command buttons operation, then you click the command button and drag the cursor off the button before releasing the mouse button. This will give the command button the focus without actually executing the command buttons operation.

If the control is a menu option and you do not wish to actually execute the menu option's operation, then you click the menu option and press F1 before releasing the mouse button. This will bring up the context sensitive help regarding that menu option (after the online help screen is displayed you may release the mouse button).

**ZIP file** is a term used to indicate a file compressed using PKWare's PKZIP utility. This utility is also shareware and can be easily downloaded from any BBS or online service.

You asked for it, you got it! This is the 'official' KeyBoard Caper logo (accept no substitutes!).



On screens that contain the KeyBoard Caper logo, you may click on the logo to obtain a overview of that screen's particular function (in this case clicking on it will simply make it disappear).



