# Contents

# Introduction

**Kid Keys** is a graphical Windows game to introduce young children to the computer keyboard.   Adults can also use it as a typing tutor.

Characters (letters, numbers and symbols) attached to open umbrellas appear at the top of the play field and begin to fall.   The open umbrellas help the characters float down the playfield.   The player must find the displayed character on the keyboard and press the corresponding key before the character disappears from the playfield.

When the player presses a key corresponding to one of the characters on the playfield, its umbrella changes into a rocket and the character ascends to disappear off the top of the playfield.   **Kid Keys** provides an audible reward for correctly pressing a character.

If the player has not pressed the corresponding key by the time a character reaches Netherland (the line border near the bottom of playfield), the umbrella closes and the rate of descent increases.

**Kid Keys** permits the player to make a limited number of errors as represented by umbrella and keyboard icons. The status bar below the playfield shows the number of umbrellas and keyboards remaining.   The player loses an umbrella if a playfield umbrella carrying a character disappears off the bottom of the playfiled.   The player loses a keyboard after pressing a character on the keyboard that does not correspond to one of the characters attached to an umbrella on the playfield.   **Kid Keys** provides audible indications that the player has lost either a keyboard or an umbrella.   The game ends if the player loses all the umbrellas or keyboards from the status bar.

The player receives points for each umbrella converted to a rocket and loses points for losing an umbrella or keyboard.   See Scoring for more information on how **Kid Keys** awards points.  **Kid Keys** has many play levels, based on the current score.   Play difficulty increases with increasing level.   See Play Levels for more information on **Kid Keys**  play levels.

# Play Field

Click on an item in the picture to obtain a short description of the item.
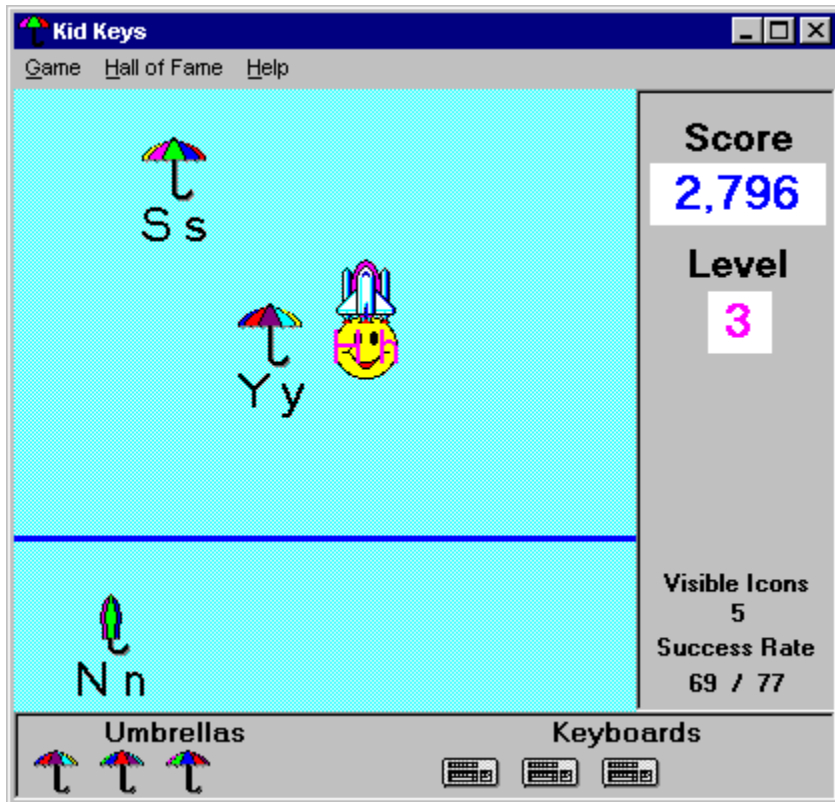
# Scoring

The player receives points for each keyboard character pressed corresponding to a character attached to an umbrella on the playfield.   The number of points received decreases as the character floats down the playfield.   The maximum number of points received for a single character on level 1 is 50.   The maximum number of points obtained increases with the level.

The player loses 50 points for pressing a keyboard character that does not correspond to a character attached to an umbrella on the playfield.   The player also loses 50 points for letting an umbrella fall off the bottom of the playfield without pressing its corresponding keyboard character.

# Play Levels

**Kid Keys** provides play levels of increasing difficulty.   The level increases for each 1,000 points scored.   **Kid Keys** provides audible and visual (playfield colur change) rewards for attaining each new level.   The rate of descent of the umbrellas increases with each level.   The placement of Netherland also rises with each new level.

**Kid Keys** provides new challenges every five levels.   The following table describes the different challenges.

| Levels | Challenge |
| --- | --- |
| 1 - 5 | Letters only, case insensitive (upper and lower case letter displayed) |
| 6 - 10 | Case insentive letters and numbers |
| 11 - 15 | Case sensitive letters and numbers (single case letter displayed) |
| 16 - above | All ASCII characters, case sensitive letters |

# Menu

The **Kid Keys** menu currently has three items:

> **Game**,
> **Hall of Fame** and
> **Help**.

## Game Menu

The **Game** menu provides access to game control commands.   It has five options:

> *New game* (F2),
> *Pause* (F3),
> *Autostart*,
> *Level* and
> *Exit* (F9).

### New game command

The *New game* command begins a new game; it is only active if there is no game underway. The shortcut key for the *New game* command is <F2>.

### Pause command

The *Pause* command suspends the game in progress; it is only active if there is a game underway.   The shortcut key for the *Pause* command is <F3>.   To exit Pause mode, press any key or click the mouse button while the mouse cursor is over the playfield.

### Auto start option

The *Auto start* option configures **Kid Keys** to begin a new game immediately after startup without the need for player intervention.   This option is particularly useful if small

children play the game; a new game starts automatically when they open **Kid Keys**. The program remembers this setting the next time it starts.

### Level submenu

The *Level* submenu allows the user to set the starting level of a new game.   The different starting levels are:

> Beginner          1
> Intermediate       6
> Advanced          11
> Expert            16

The *Level* submenu is only active if there is no game underway.   **Kid Keys**   remembers the level setting the next time it starts.

### Exit command

The *Exit* command closes **Kid Keys**.   The program remembers the option settings and window positions for the next execution.   The shortcut key for the Exit command is <F9>.

## Hall of Fame Menu

The **Hall of Fame** menu provides options for controlling the Hall of Fame.   It currently has two options:

> *Activate* and
> *Display* (F4)*.*

### *Activate* option

The *Activate* option activates Hall of Fame processing.   When activated, the Hall of Fame will appear at the end of a game if the player achieves one of the ten best scores to date.

The Hall of Fame waits for the player to enter his identity.   **Kid Keys**   remembers the setting of this option the next time it starts.

### *Display* command

The *Display* command displays the Hall of Fame for informational purposes.   While the Hall of Fame is displayed, the user can clear all entries to reset it.   The shortcut key to the *Display* command   is <F4>.

## Help Menu

The **Help** menu contains options relating to the Help system.   It currently has 4 options:

> *Contents* (F1)*,*
> *Help on Help,*
> *Register* and
> *About* options.

### *Contents* command

The *Contents* command displays the contents page of the **Kid Keys**  help system. From this page the palyer can get more information by clicking on one of the main help topics.   The shortcut for the *Contents* command is <F1>.

### *Help on Help* command

The *Help on Help* command activates the Micosoft Help on Help file to obtain instructions on how to use Windows help files.

### *Register* command (Help menu)

The *Register* command displays the **Kid Keys**   software registration form.   **Kid Keys**   is shareware and must be registered before expiration of the trial period.   When

you register **Kid Keys**, Tri Tech Scientific will send you a personal registration key,

derived from your name, to enter in the registration form.   After registering **Kid Keys**, the _Register_ command will disappear along with the nag screens.

## **_About_ command**

The _About_ command displays the **Kid Keys**  logo, the version number, copyright notice, licensing information and how to contact Tri Tech Scientific.

# Hall of Fame

The Hall of Fame records the ten best scores achieved to date on **Kid Keys**.   It is activated by using the _A_ctivate option of the **Hall of Fame** menu.   If activated, the program displays the Hall of Fame at the end of the game, if the player achieves a qualifying score.   The cursor is in a blank box waiting for the player to enter his name.   The program automatically registers the score, level achieved and date.

The player can clear all Hall of Fame entries by clicking the _C_lear button on the Hall of Fame form.   The program will ask for confirmation before erasing all entries.

# Future Development

This is the first commercial release of **Kid Keys**.   There are several enhancements planned for future releases.    A partial list, in no particular order, follows.

- Use of voice feedback for letter identification
- Letter generation reflecting letter distribution in language
- Mouse activated graphical keyboard interface to teach mouse skills
- Higher levels using words instead of single letters
- Multiple language interface


Please register your copy of the program to encourage this on-going development.

Your suggestions for improvements are also welcome.   Send suggestions to

         Tri Tech Scientific
        4120 St. Eugene
        Jonquiere, Quebec
        CANADA    G8A 1G7
        E-mail:   tritech@videotron.ca


If TriTech decides to incorporate your suggestion into a future version of the program, you will receive a free upgrade to the first version incorporating your suggestion.   This offer is only available to the first person suggesting a given improvement.   All decisions made by Tri tech Scientific regarding this offer are final.

# Hardware Requirements

There are two versions of **Kid Keys**.   Both versions will run on any computer capable of running the designated operating system.   The Windows 3.1 version of the program will run under Windows 3.1, Windows 95 or Windows NT.   The Windows 95 version will only run under Windows 95 or Windows NT.   Both versions will run on any screen resolution starting at 640x480 and any color depth.   A Windows compatible sound card is recommended, but not necessary.   Without a sound card there will be no audible rewards.

On a 40 MHz 386DX computer with 8 MB memory, the processor saturates at around 8 visible play units.   The processor saturates around 15 visible play units on a 75 MHz Pentium with 48 MB memory.   The maximum number of visible play units is 20.

# License Agreement

Carefully read the following terms and conditions before installing and using **Kid Keys**.

Installation and use of **Kid Keys** indicates acceptance of the terms of the license agreement and warranty.

## Shareware Version

### Evalutation and Registration

**Kid Keys** is not free software; it is shareware.   The current cost of registering **Kid Keys** is $ 10.00.   Tri Tech Scientific grants the user a license to use **Kid Keys** for a thirty (30) day evaluation period and a further thirty (30) day trial period without charge.   After the expiration of the evaluation and trial periods, payment of the $ 10.00 registration fee is mandatory.   Unregistered use of **Kid Keys** after the evaluation and trial periods is in violation of international copyright laws.

### Distribution

Tri Tech Scientific grants the user permission to make unlimited copies of the distribution files (software and documentation) as long as all files named in the packing list are included in unmodified form.   Distribution may be via diskette or electronic means.

Distribution of **Kid Keys** with other products (commercial or otherwise) is prohibited unless prior written permission is obtained from Tri Tech Scientific.

## Registered Version

The personal registration key provided by Tritech Scientific upon registering **Kid Keys** belongs to a single person.   That person may only use the personal registration key to register **Kid Keys** on a single stand-alone computer.

# Registering **Kid Keys**

**Kid Keys** is shareware.   Registration of the software will encourage further development of the program.   Evaluation of the program for a period of up to 60 days is free.   For the first thirty days of the evaluation, the program will behave exactly as the registered version.   After thirty days, the program reminds the user that the program is under evaluation and should be registered.   After the trial period has expired, the program will regularly remind the user that the program is shareware and that the evaluation and trial periods have expired.   Play will be limited to the first five levels.   Use of the software beyond the trial period violates the license agreement.   Support   will only be available to registered users.

There are several benefits to registering the software:

   √   Continued access to all levels
   √   Elimination of the nag screens
   √   Free upgrade to the current version
   √   Notification of program updates

The current registration fee is $ 10.00.   Please send a cheque or international money order to:

   Tri Tech Scientific
   4120 St. Eugene
   Jonquiere, Quebec
   CANADA      G8A 1G7

For your protection, do not send cash.   Make the check or money order payable to Tri Tech Scientific.   Tri Tech Scientific is not responsible for delayed or undelivered mail, nor will it accept mail with postage due.

Include your name, mailing address and e-mail address, if available.   Also indicate the version of **Kid Keys**   you have.   You can obtain the version number from the About screen on the Help menu.   Tri Tech Scientific will send a registration key based on the name you supply.   If you do not have the most recent version, Tri tech Scientific will inform you where you may find it.

Enter your name (exactly as you sent it to Tri Tech) and the registration key supplied by Tritech Scientific (exactly as supplied, including case) into the registration form.   Activate the registration form from the _Register_ command on the **Help** menu.   After registering **Kid Keys**,   the _Register_ command and nag screens will disappear.

## Educational Institutions

Educational institutions should communicate with Tri Tech Scientific to obtain a special quantity discount.   InformTri tech Scientific of the number of registration keys desired and Tri Tech Scientific will quote a discount price.

# Warranty

**Kid Keys** and the accompanying files are distributed "AS IS". Tri Tech Scientific warrants that the software will perform essentially as described in the accompanying documentation. Tri Tech Scientific makes no warranties as to the merchantability or fitness for any particular pupose, or any other warranties, expressed or implied.

Under no circumstances shall Tri Tech Scientific be liable for any special, incidental or consequential damages even if Tri Tech Scientific has been advised of the possibility of same. By installing and using the software, the user implicitly accepts the terms of this warranty. The user installs and uses the software entirely at his own risk.

# *Kid Keys*

*A Children's Typing Game for Windows*
**Version 1.0**

## Vertical Size

Drag this border to change the vertical size of the playfield.

## Horizontal Size

Drag this border to change the horizontal size of the playfield.

## Resize Playfield

Drag this corner to resize the playfield in both horizontal and vertical directions at the same time.

## Title Bar

Identifies the Kid Keys window.   Contains the Minimize, Maximize and Close buttons.

## Minimize Button

Click this button to hide the Kid Keys playfield.   Restore the playfield window by clicking on Kid Keys in the Task Bar or using Alt-Tab to highlight the Kid Keys icon.   The game enters Pause mode when minimized and exits Pause mode when restored.

## Maximize Button

Click this button to make the playfield cover the entire screen. Once maximized, the button changes its form allowing the player to return to the previous play field size.

## Close Window

Click this button to terminate KidKeys immediately.   Before closing itself, Kid Keys stores start up parameters such as window position, window size, initial level and Hall of Fame status.

## Scoreboard

The Scoreboard contains various sections:   current Score,
current Level and various statistics.

## Score

Displays the current score attained by the player.

## Level

Displays the level the player is currently playing.

## Statistics

Displays live statitics for the current game:   the number of currently visible play units and the number of play units correctly identified of the total generated.

## Float Land

Kid Keys generates umbrellas carrying characters at the top of the screen, in Float Land.   Umbrellas remain open in Float Land so they help the characters float down slowly.

## Nether Land

Nether Land is the border between Float Land and Sink Land. If an open umbrella passes over Nether Land without the player having pressed the character the umbrella is carrying, the umbrella closes and begins to fall more quickly.   The position of Nether Land rises for each new level.

## Sink Land

Umbrellas cannot remain open in Sink Land, therefore they fall
faster.   If an umbrella falls throught the bottom of Sink Land,
the player loses an umbrella in the status bar.

## Open Umbrella

Open umbrellas help the characters float down slowly in Float Land.    The player must find and press the keyboard key corresponding to the character attached to the umbrella.

## Rocket

An umbrella changes to a rocket when the player presses the keyboard key corresponding to the character carried by the umbrella.   The rocket then carries the character upwards off the playfield.   When an umbrella changes to a rocket, a happy face also appears behind the character.

## Closed Umbrella

When an open umbrella crosses Nether Land into Sink Land, it closes and begins to fall more quickly.   The player has a final chance to press the keyboard key corresponding to the character carried by the umbrella   before it disappears off the bottom of Sink Land.

## Keyboards

The player can press five incorrect keyboard keys before the game ends.   This area shows the number of keyboards remaining.

## Umbrellas

The player can lose a maximum of five umbrellas off the bottom of Sink Land before the game ends.   This area shows the number of remaining umbrellas.

## Menu Bar

The menu bar contains the Kid Keys menu.   The Kid Keys menu currently has three items:   **<u>G</u>ame**, **Hall of Fame** and **<u>H</u>elp**.

# Kid Keys Menu

## Game Menu

*New game (F2)*
*Pause (F3)*
*Autostart*
*Level*
*Exit (F9)*

## Hall of Fame Menu

*Activate*
*Display (F4)*

## Help Menu

*Contents (F1)*
*Help on Help*
*Register*
*About*

## New game command (Game menu)

The *New game* (F2) command begins a new game; it is only active if there is no game underway.   The shortcut key to the *New game* command is <F2>.

## Pause command (Game menu)

The *Pause* (F3) command suspends the game in progress; it is only active if there is a game underway.   The shortcut key to the *Pause* command is <F3>.   To exit Pause mode, press any key or click the mouse button while the mouse cursor is over the playfield.

## Autostart command (Game menu)

The *Autostart* option configures Kid Keys to begin a new game immediately after startup without the need for player intervention.   This option is particularly useful if small children play the game; a new game starts automatically when they open Kid Keys.   Kid Keys remembers this setting the next time it starts.

## Level submenu (Game menu)

The *Level* submenu allows the user to set the starting level of a new game.   The different starting levels are:

| | |
|---|---|
| Beginner | 1 |
| Intermediate | 6 |
| Advanced | 11 |
| Expert | 16 |

The *Level* submenu is only active if there is no game underway.     Kid Keys remembers the level setting the next time it starts.

## <u>E</u>xit command (Game menu)

The *Exit* (F9) command closes Kid Keys.   The program remembers window positions and option settings for the next execution.   The shortcut key to the <u>*Exit*</u> command is <F9>.

## **A**ctivate option (Hall of Fame menu)

The *Activate* option activates the Hall of Fame.   When activated, the Hall of Fame appears at the end of a game for the player to record his identity if he achieved one of the ten best scores to date.   Kid Keys remembers the setting of this option the next time it starts.

## Display command (Hall of Fame menu)

The *Display* (F4) command displays the Hall of Fame for informational purposes.   When the Hall of Fame is displayed, the user can clear all entries to reset it.   The shortcut key to the *Display* command is <F4>.

## Contents command (Help menu)

The *Contents*  (F1) command displays the contents page of the Kid Keys help system.   From this page the player can get more information by clicking on one of the main help topics. The shortcut key to the *Contents* command is <F1>.

## Help on Help command (Help menu)

The *Help on Help* command activates the Micosoft Help on Help file to obtain instructions on how to use Windows Help files.

## <u>R</u>egister command (Help menu)

The *Register* command displays the Kid Keys software registration form.   Kid Keys is shareware and must be registered before expiration of the trial period.   When you register Kid Keys, Tri Tech Scientific will send you a personal registration key derived from your name to enter in the registration form.   After registering Kid Keys, the *Register* command will disappear along with the nag screens.

## About command (Help menu)

The *About* command displays the Kid Keys logo, the version number, copyright notice, licensing information and how to contact Tri Tech Scientific.

## *Game* Menu

The *Game* menu provides access to   *New game* (F2), *Pause* (F3), *Autostart*, *Level* and *Exit* (F9) options.   The *New game* command begins a new game.   The *Pause* command suspends the game in progress.   The *Auto start* option configures Kid Keys to begin a new game immediately at startup without the need for player intervention.   The *Level* submenu allows the user to set the starting level of a new game.   The *Exit* command closes Kid Keys.

### *Hall of Fame* Menu

The *Hall of Fame* menu provides access to the *Activate* and *Display* (F4) options.   The *Activate* option activates the Hall of Fame.   The *Display* command displays the Hall of Fame for informational purposes.

### ***Help*** **Menu**

The *Help* menu contains the *Contents* (F1), *Help on Help*, *Register* and *About* options.