TABLE OF CONTENTS FOR MY STORE! 1.22

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To find out more how you might enjoy My Store! please click on any one of the following selections:

WELCOME TO MY STORE!

My Store! is now open for business. You ring-up the customers as they purchase item after item of merchandise from your place of business. One customer after another, they just keep coming into YOUR store to buy up all YOUR merchandise!

What will you do!? One thing you will do is add the purchases together, getting the total of all items bought, and then you will give the customer(s) the correct amount of change.

My Store! is an educational program for Windows 3.x or can be used on Win 95 and is intended for age groups 8 and up. It teaches the basics of simple addition and subtraction. In this simulation you enter numbers into the cash register as items are put onto the conveyer belt for you to ring-up. When the customer is finished buying what he needs (or wants), he will give you more than enough money to pay for his items. It will then be up to you (as the owner or employee), to provide the correct amount of change back to the customer.

My Store! is fully interactive in that there are no menu names to click-on, no drop-down menus to choose from, no keys to press, etc. You are presented with the "view from behind the cash register" where you must use your mouse to click on different parts of the actual picture to interact with the program.

BEGINNING THE GAME

This section will tell you, step-by-step how to begin the game and in the correct sequence in which you must click on pictures to begin enjoying My Store!
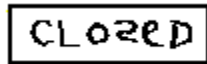
Before any customers can come into your store, you must first open it up for business. To do this, simply click on the "closed" sign to open My Store! up for business. Clicking on this sign will toggle from "closed" to "open" and from "open" to "closed."

NOTE: When the sign reads "closed" then you will not be able to continue with the game. As in real life the store MUST be "opened" for any customers to shop, and all customers will leave as soon as you close the store. Make certain that the sign reads "open" to begin the game.

When the store is opened, click on the sign that reads "next please." This will tell your customers that you are ready to begin ringing up their purchases. After clicking on this sign, a customer will tell you how many items that he wishes to purchase.


After the customer tells you how many items he wants to buy, click on the "scan" picture. This will place the item on the conveyer belt and move it forward, over the scan window and automatically scan the price into your cash register.

You are now ready to begin entering the items into the register. As each item is placed on the conveyor belt to be bought, you must enter each item into the register so that the customer can buy all he wants and then be given his total amount that he owes.

INTERACTIVE PICTURES TO CLICK ON

Following is a quick reference list of available pictures in My Store! that you may click on:
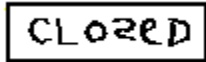
This opens the store for business. You will not be able to continue if the store remains closed.

This begins the game in which the customer will tell you how many items it is that he wishes to buy.

Exits the program.

Open up this help file.

Scans the item and displays the price on register.

Click on the center of the keyhole of the register to open the cash draw and begin counting out the change.

Click on the ticket tape to view current customer purchases.

Click anywhere on this window to begin a NEW game.

Clicking on the house shows the ABOUT box. In this version you will also see the needed PreWare serial number that you will need to enter on the registeration form.

Click on this light bulb to display on-screen help hints.

Click on the bright light bulb to turn hints off.

Although there are other pictures displayed, no other ones are interactive. In version 2.0 these (and more), will be integrated into the game to become a part of My Store! 2.0

SCANNING THE PURCHASES

For each customer that comes into My Store! they will want to purchase a certain amount of items depending of course upon their needs. After the customer tells you how many items he wants to buy, click on the scan picture to scan EACH item.

When the purchase is scanned, the amount you need to <u>enter into the register</u> is displayed on top of the cash register. Enter the amount shown and then click the scan picture to get the next item. NOTE: Be certain that you enter the correct price shown or you won't be giving back the correct amount of change. The customer himself is adding his items together as well and will know about how much to give you to pay for all of his items!

After the customer has given you all of the items that he wants to buy, he will then give you the money to pay for them and ask for his change. <u>Open your cash draw</u> and return the correct amount of change.

Even though the prices in My Store! seem to be "high" at times, don't worry. The customers just keep coming and coming. And, you will never run out of money, products, or the supply of demand created by your customers.

HOW TO ENTER PURCHASES

As each customer brings you his purchases, you must enter them manually into the cash register using the mouse. To do this simply click on the corresponding numeral from the register and then click on the "plus" button.

     Examples:
     The item to ring-up is $4.00
     Click on the number "4" (the dark blue button)
     Click on the "plus" sign

     The item to purchase is $10.00
     Click on the numeral "1" (yellow button)
     Click on the "zero" button (orange button)
     Click on the "plus" sign

Clicking on the "plus" button will automatically total all items entered into the register, thus after entering the above two examples the register will display $14.00 as your total so far.

After you have entered the purchase price into the register you are ready to begin scanning the next item (if more are in the customer's cart).

HOW TO GIVE CHANGE TO THE CUSTOMER

After the customer gives you his last item to buy, he will then give to you enough money to pay for what he has gotten and will expect to be given his change. To give change you need to first open the cash draw.

There are 4 compartments inside the cash register which holds four denominations of currency ($1.00, $5.00, $10.00, and $20.00). Clicking on any one of these will return that amount to the customer. It takes ONE click to give ONE bill (i.e. one click on the $5.00 compartment will give out $5.00, two clicks will give out $10.00 and so forth).

The total amount bought will be shown on the register window. You must now subtract what the customer gave you (inside your head), from the amount shown on the window. As you give out the change, the total in change will be shown in the small window on top of the register. Look at the example below for further instructions:

     The customers says that he gave you $47.00.
     The big window display shows that he bought $24.00 worth of merchandise.
     You must subtract the difference in your head ($23.00 would be his change).
     Click on the $20.00 bills one time.
     Click on the $1.00 bills three times.
     Click on the keyhole to close the draw and this transaction.

It is now turn for the next customer in line to step up to the counter and give you his items that he wishes to buy. Click on the "Next Please" picture and continue the game.

NOTE: The cash draw can only be opened AFTER the customer gives you his money.

LOOKING AT THE SALES TICKET

At anytime during the game you can look at the current customer's sales ticket by clicking on the ticket tape streaming out of the cash register. This ticket will show you how many items this current customer has bought thus far, and the total amount that has been entered into the register.

Although in this version the sales ticket is limited to these two items only, version 2.0 will feature more information. Click on the "Thank You Call Again" to return to normal game play.

CLOSING THE STORE

During normal operation of your store the "open" sign will be displayed. To suspend the game, click on this sign to close the store. When the store is closed, no items can be scanned, nor can numerals be entered. All other functions of the game will remain active.

FUTURE VERSIONS AND UPGRADES OF MY STORE!

Look for future versions of My Store! to appear on your favorite Web site. This version (1.22), is the first release and is intended to aide those learning, or need help in simple addition and subtraction, or, for that matter, those who simply like to have fun while they learn. Don't be surprised if you find "older kids" playing My Store!

With the speed of computers manipulating numbers and the such, My Store! will sit quietly by waiting to help those learn how to add and subtract more easily. Afterall, learning doesn't have to be hard does it!?

Other releases will incorporate the ability to customize the store name, add-ins to change complete inventories of stock items, a book to track your progress, sound, a beginning and ending amount of cash, inventory that you must purchase, and many more features to make learning much more fun. My Store! 2.0 will bring out that business person in all of us as you try to maintain a complete inventory of items.

Watch for the release announcement of My Store! 2.0 on the Web. But in the meantime, use My Store! 1.22. See how easy it is to use as you learn addition and subtraction and when version 2.0 arrives you will be familiar enough to keep your pace going! If you can't wait for the release announcement, email can be sent to: "theking@horizon.hit.net" (for inquiring minds only!)

COMMERCIAL TIME:
If you like My Store! 1.22 you'll love My Store! 2.0!

My Store! 2.0 will be of even greater use to ages 8 and up that will simulate the real-world of owning and maintaining a business PLUS give you many more options available at your command! But........My Store! 2.0 will require a registration fee (really a purchase), as follows:

$20.00 USA funds to those who have pre-registered My Store! 1.22.

$35.00 USA funds for users who have not registered by the time version 2.0 is released.

NOTE:
Before we release version 2.0 we will give all interested users the opportunity and time to pre-register for the savings!

In the meantime, keep those customers a comin', those registers a humin',

those stores a buzzin' and watch for My Store! 2.0

CREDITS

This is where YOUR name can be if you contribute suggesstions for the up-coming newest version of My Store! 2.0

The Freeware VBXes (DBHOTS.VBX/DBPUSH.VBX) were developed by:
Dan Bystrom. Email him at dan.bystrom@adb-partner.it.invest.se

To all My Store! owners everywhere:
Keep those registers a ringing.

REGISTERING MY STORE! 1.22

Here comes another buzz word to throw into the pc arena. And, the word for today is:
"PreWare." We at *OneShot Software* want to be the first to introduce you to this new word
(since its' conception belongs to us).

PreWare is software that you can use for as long as you want! You owe us nothing for using it. There will be no "nag screens," no time limits on its' use, no "time bombs," or making you feel guilty for using it and not paying us for our long, hard work that we put into designing it. It is a mixture of Shareware and Freeware in that it is "free," and you can "try it before you buy it." One big difference between the others and PreWare is that PreWare is *fully functional software* that you "PreView" at your own pace along with other benefits all its' own (see below).

All PreWare programs have a PreWare Serial Number that identifies it as PreWare. PreWare is software that has its' input derived from users like yourself from around the world. Your PreWare Number can be found in the "About" dialog box. Click on the ABOUT picture from within My Store! 1.22 to view this number and enter it in the form below.

Purposes And Benefits Of PreWare:
(1) It is software that needs to be pre-registered.

(2) Users have vital input into each program.

(3) If you use it you are encouraged to register it by simply sending us some information.

(4) By registering you will be given discounts on new releases of any future version.

(5) No shipping or handling charges are incurred!

(6) Costs are lower since all software is sent via the Web.

(7) Free technical help via email on our full upgraded programs.

(8) User's suggestions incorporated into later releases will receive the later version free!

(9) Your name will be immortalized in software!

All PreWare MUST be accompanied with an authorized form. To pre-register My Store! 1.22 simply complete the form below and email it to "theking@horizon.hit.net" NOTE: From this help file click on EDIT/COPY to copy this form and then paste into Notepad to be completed.

- - - - - begin copying below this line - - - - -
Authorized PreWare Form For My Store! 1.22
Please pre-register my name and PreWare Number

Name:
Email:
Today's Date:
PreWare Number:
Comments:

Suggestions:

I understand that I am under no obligation to OneShot Software for filling in this form and that OneShot Software is under no obligation to me. If my suggestions are incorporated into My Store! 2.0 I will recieve that version free of charge.
- - - - - end copying - - - - -