



The logo features the Nickelodeon logo at the top, followed by the 'SpongeBob SquarePants' title in a blue, bubbly font. Below this, the word 'Typing' is written in large, bold, orange letters with a yellow outline and a blue drop shadow.

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**SpongeBob SquarePants TYPING** is a software-training program built on a proven core curriculum. Using this great technology at home or at school helps to develop excellent typing skills.

To begin, check your system requirements. Next, install the software and then run the program.



## **System Requirements**

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### **Windows®**

#### **Minimum requirements:**

- Windows® 98, Me, 2000, XP
- 266 MHz Pentium II or faster
- 64 MB RAM
- 8X or faster CD-ROM drive
- 200 MB free hard disk space
- SVGA video card - 16 bit color monitor, 800 x 600 resolution or better
- 4 MB of Video RAM
- Windows®-compatible 16-bit sound card
- Speakers
- Keyboard
- Mouse

#### **Optional:**

- A color printer with 300 dpi or better is recommended
- Internet browser
- Modem
- Video memory

### **Macintosh®**

#### **Minimum requirements:**

- G3 233 MHz or faster
- Mac OS 8.6-9.2 and OS X 10.1.5-10.3
- 64 MB RAM
- 8X or faster CD-ROM drive
- 200 MB free hard disk space
- Thousands of colors, 800 x 600 resolution
- Speakers
- Keyboard
- Mouse

#### **Optional:**

- A color printer with 300 dpi or better is recommended
- Internet browser
- Modem
- Video memory

# Installing SpongeBob SquarePants TYPING

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**SpongeBob SquarePants TYPING** runs from your hard drive, and you must have the CD in the drive for it to operate. To complete the installation, 200 MB free space is required on your hard drive to store some program files. Close all other programs and applications before installing.

These instructions assume that the AutoPlay feature is turned on.

## Windows®

1. Insert the **SpongeBob SquarePants TYPING** CD in the CD-ROM drive.
2. The installation process should start automatically. If it does not start automatically, open the "Play.exe" file located on the CD-ROM.
3. Follow the onscreen instructions to complete the setup process. The setup program places **SpongeBob SquarePants TYPING** file icons in the Start menu, under the "The Learning Company" program group.
4. To run the program with the AutoPlay feature turned off, make sure you have the CD in the drive. From the Start menu, choose The Learning Company, **SpongeBob SquarePants TYPING**, then **SpongeBob SquarePants TYPING**.

### Hint:

When your computer is turned on and Windows® 98, Me, 2000, or XP is running, you may launch the Uninstall program from the autorun screen. Place the **SpongeBob SquarePants TYPING** CD into your CD-ROM drive. Once the CD is in your CD-ROM drive, the autorun screen appears; click **Uninstall** and follow the on-screen instructions.

## Macintosh®

1. Insert the **SpongeBob SquarePants TYPING** CD in the CD-ROM drive.
2. Follow the onscreen instructions to complete the setup process. Click the Start button to run the program. The installer creates a folder named *The Learning Company*: **SpongeBob SquarePants TYPING**.
3. To start the program after the initial installation, insert the **SpongeBob SquarePants TYPING** CD in the CD-ROM drive and double-click the program icon.

### IMPORTANT:

DirectX 8.1 and Adobe® Acrobat® Reader 5.0 are necessary for **SpongeBob SquarePants TYPING** to operate correctly. These software products allow your computer access to the online manual, your computer sound system to have higher quality sound, and your computer monitor to operate in Full-Screen Mode.

# LAUNCHER



To play *SpongeBob SquarePants TYPING*:

Click on the Play button.

Other options are available on this menu and may be explored once the game has been installed.

## Signing In for the First Time:

In the Launcher, click on **Play** and the Sign In screen will appear.

On the Sign In screen, enter your name, then click **OK**.

## Signing In After You've Already Signed In:

The next time you start *SpongeBob SquarePants TYPING*, select your name from the list, then click **OK**.

After completing the Sign In process, *SpongeBob SquarePants TYPING* will automatically save your progress.

By clicking on your name from the Sign In list, your progress is restored.

*SpongeBob SquarePants TYPING* allows for numerous users. If someone has already signed in, you may create a new account by typing a new name.

## Deleting a User:

To delete an existing user name using Windows, select the user's name and hit **Ctrl-R** on your keyboard. Using Macintosh, select the user's name and hit **Command-R**.



# The HUB

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In ***SpongeBob SquarePants TYPING***, the HUB is the best place to be! From this point, you are able to access all areas of the program.

This is where you start your typing learning experience. Navigate through Bikini Bottom and help SpongeBob and his friends compete in the Bikini Bottom Typing Tournament, and improve your typing skills along the way.

## Practice Makes Perfect

The Practice Area is set in Jellyfish Fields, where you can play Practice exercises to improve your typing skills. Here you will be able to choose short passages about Bikini Bottom and its residents, as well as other interesting sea facts.

## Bikini Bottom Typing Tournament

When you click this button, you will enter the Lesson Area and compete in the Bikini Bottom Typing Tournament. You will compete with SpongeBob against various Bikini Bottom characters. Type your way to the Finals, where you will compete to be the Bikini Bottom Typing Tournament Champion!

## Glove World

Games are set up all over Glove World, and can be played by clicking the Glove World sign in the HUB. These games provide a fun way to practice your typing skills.



## Lesson Area

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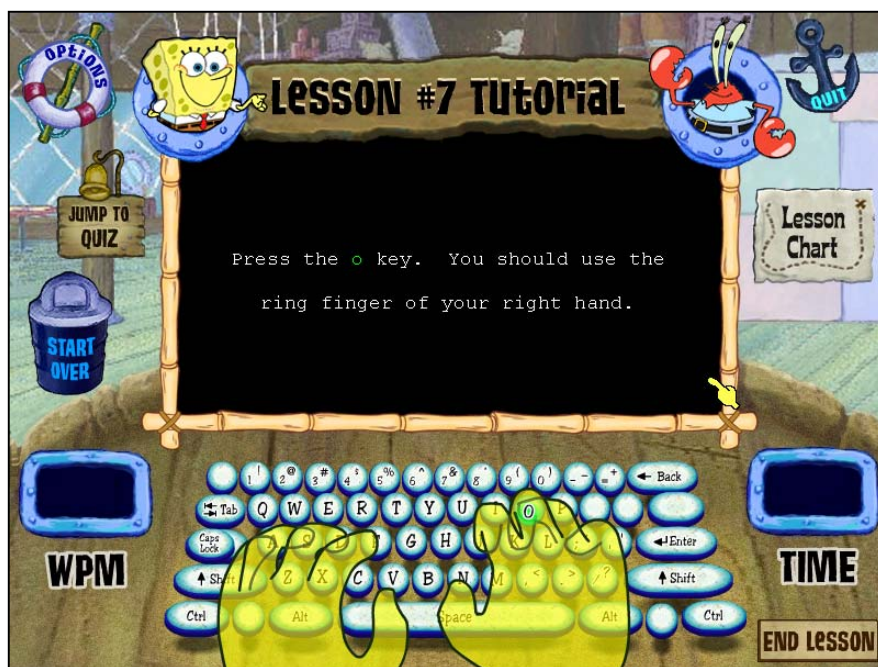
When you click on The Krusty Krab at the HUB, your typing lessons appear on the blackboard in front of you. SpongeBob presents you with typing lessons, which are appropriate for your skill level.

SpongeBob's opponent will be in there, too, watching from the other porthole.

To begin a lesson, press the SPACE bar.

The following buttons are available during your typing lessons:

- If you want to begin the lesson again, click **Start Over**.
- To see your progress through the levels, click on the **Lesson Chart**.
- If you feel confident and know your keys well, you may click on the **Jump To Quiz** button to bypass the lesson and go directly to the quiz.
- Click on **SpongeBob** if you need HELP.
- The **End Lesson** button is available if you wish to stop the current lesson and go back to the HUB.
- **Options** life preserver – click here to see the certificates you've earned, your statistics, the overall standings, or to set the volume or check finger positions.



There are a few display features that will help you during your typing lessons:

- The **Guide Hands** show you where your fingers need to be on the keyboard during typing lessons.
- The **WPM** (words per minute) display shows your typing speed.
- The **Time** display, located in the lower right of the lesson window, shows how much time is remaining in the lesson.

## Lesson Content

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Lessons are separated into three different levels: Beginner, Intermediate, and Advanced. The Beginner level typing speed is 5 WPM (words per minute), the Intermediate level is 11 WPM, and the Advanced level is 15 WPM.



Each Lesson consists of a tutorial, a drill, keystroke practice, an activity, and a quiz to determine your progress. Lesson content starts with the basics and builds on accumulated knowledge. Games played as part of a lesson will only contain content learned up to that point.

There are five rounds to play, and three Finals.

Each round contains three to four lessons, and has a different opponent. Completing a round earns you a Certificate, which you can print if you have a printer installed.

To complete each round you must pass a test. To pass, you must type at least 60% accuracy of the all of the test correctly, and you must type at least 30% accuracy for each of the letters learned in the current round.

Once you complete the Beginner and Intermediate lessons, you will be able to choose one of the three advanced lessons (the Finals). The advanced lessons' goals are based on WPM (word per minute).



# Options

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## Back

Click the **Back** button to exit the Options screen. All changes will be saved automatically. When you exit the Options screen, you are taken to your previous place in the program.

## Standings

The Standings screen shows the opponent you are playing against in the each round, as well as your average WPM and accuracy for each round.

## Certificates

The Certificates screen shows small images of each of the certificates you have earned, and outlines for the ones you still need to collect. Click on a thumbnail to view a full-screen version of your certificate. You can print it, too!

## Stats (Statistics)

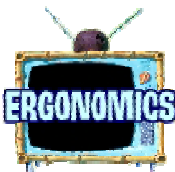
This screen shows the keys you will learn in SpongeBob SquarePants TYPING, and marks the ones you know well, the ones you know pretty well, and the ones that you should practice.

## Audio

The Audio section offers you three audio choices. Here you can set the volume for Music, Sounds, and Voice.

## Finger Positions

Press any key on the keyboard and the Guide Hands will show you which finger to use for that keystroke. The text on the screen will tell you which finger to use as well.



Typing requires good posture and proper positions. These are described in the “Ergonomics” movie, accessed through the Finger Positions screen.

## Quit

Click on **Quit** to quit the game. After selecting this option, a screen will prompt you to confirm if you do want to quit, or go back to the game.

## Lesson Chart

The **Lesson Chart** shows you which lesson you are currently on.

To jump to a previous lesson, select it from the list.

You will not be able to jump ahead to lessons you haven't completed yet, but you will be able to see the content for the lessons.



## Help

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Help is available by clicking on SpongeBob in the Lessons or Practice Area.



After clicking on SpongeBob, you will hear him explain the different areas of the screen, while each one highlights.

### **WPM (Words Per Minute)**

WPM refers to your typing speed per minute.

### **Timer**

This is the amount of time you have to complete the game.

### **Typing Area**

The text you need to type appears on the blackboard. As you type, you will see what you have typed appear below.

### **Keyboard & Guide Hands**

These hands show the proper finger positions as you type. If you are having trouble figuring out where to put your fingers, press the key on the keyboard and the Guide Hands will show you how to properly press the key.

### **Buttons**

SpongeBob will explain all of the buttons on screen, and let you know where each one takes you.

## Practice Area

From the HUB, choose the **Practice Makes Perfect** billboard button.



To start a practice lesson, click on one of the Practice Category buttons at the top of the screen.

Each practice category has ten entries. Select a Practice Lesson by double clicking on it in the list.

### Note

**SpongeBob SquarePants TYPING** monitors your overall progress with the typing statistics gathered in the Lesson Area only. Work completed in the Practice Area is not counted in your typing statistics.



# Games

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**SpongeBob SquarePants TYPING** features five exciting games with different themes to build your typing speed, accuracy, and rhythm. Your typing progress is not tracked in the Games Menu. The more advanced your typing skills, the more fun and challenging the games will be.

## Using the Games Menu

1. To enter the Games Menu from the HUB, click the **Glove World** button.
2. Select your level of difficulty by choosing Seaworthy (Easy), Sailorific (Medium), or Holy Mackerel (Hard).
3. Roll your cursor over each game button to identify the game, and then click the game you want to play.
4. Follow the audio instructions for game play or refer to the game section in the User Guide for information on each game.



### Note

You will use all of the keys available in the games if you play them from the Games Menu.

If you play the games during a Lesson, only the keys you have learned in that lesson will be shown in the game.

# Glove World 500

Glove World 500 is a fun, fast paced racing game that helps build your typing speed. The object of the game is to stay ahead of Squidward by typing as quickly and as correctly as you can.

To play Glove World 500, type each character shown on Boaty's dashboard as quickly as possible.

Each time you make an error, seaweed splats on your windshield. If too much seaweed splats on your windshield, the game ends.

- You may use the backspace key to fix any mistakes you make.
- The meter on the left side of the dashboard shows your WPM (Words Per Minute).
- The timer on the right side shows how much time you have left to complete the game.



**This game is played in:**

- Lesson 6
- Lesson 11
- Lesson 16

# A Star Is Born

This game builds your accuracy skills. The object of the game is to dress Patrick up in elaborate costumes by typing the words found on his house.

Type three words to dress Patrick in one piece of clothing. Typing two or three words of the same color will dress Patrick up in a piece of clothing matching the outfit indicated by the colored rocks in the bottom left corner of the screen. Patrick will get a random piece of clothing if you type three different colored words. The piece chosen will be one of the three different styles that you typed.

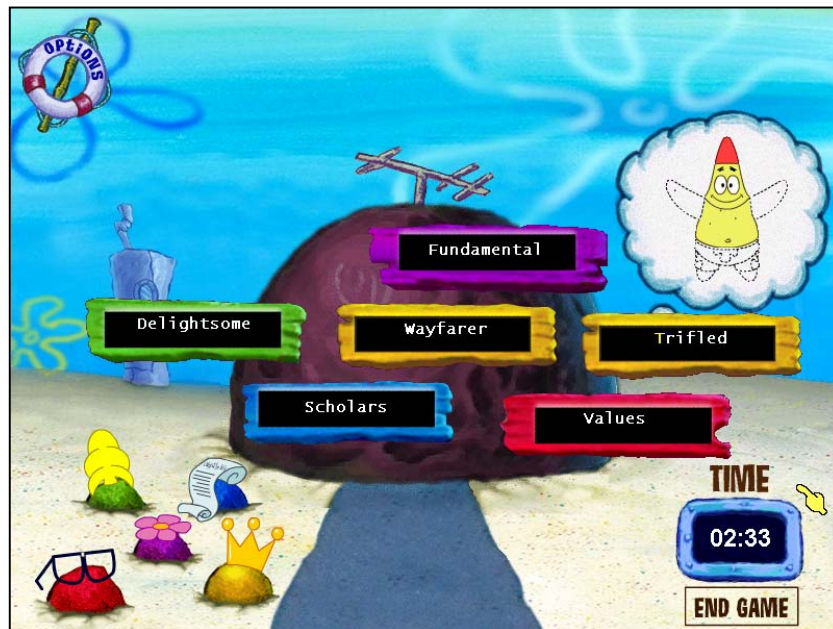
Patrick needs five pieces of clothing to be fully dressed.

If you make an error, the game will not advance until you type the correct letter.

Each word begins with a different letter. For example, if the word “Game” appears, no other on-screen word begins with the letter “G.” Once you type the first letter of a word, you need to complete that word before starting another one. You may not backspace.

The timer is located in the bottom right of the screen. The time given depends on the level and lesson you are currently on.

Winning the game depends on quick and accurate typing. Patrick appears on-screen after you finish dressing him up. You lose the game if you type too slowly and your time runs out.



## This game is played in:

- Lesson 9
- Lesson 12
- Lesson 14

## Doh Ray Me

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SpongeBob enjoys the occasional undersea melody – in the key of sea, of course. In this activity, you can choose a melody from SpongeBob’s jukebox, and then 'play' that melody by typing letters that appear as bubbles on your keyboard. If you type the keys correctly, you will hear a song from your favorite Bikini Bottom musician: Squidward, Patrick Star, Sandy Cheeks or Mr. Krabs.



Press the arrows to scroll through the different songs. The tune of the current song will play softly to help you pick the song you would like to play.

Once you have chosen the song you would like to play, start typing the highlighted letter to start the game.

One of the bubbles on the "keyboard" will highlight and display a letter. Type that letter to play the first note of the song. After each letter you type, another letter will highlight. Keep typing until the song is complete. Then you'll get to hear the song played by the Bikini Bottom musician.

This game doesn't track your WPM (words per minute), but keeps a SCORE instead. You receive one point for every letter you type.

There is a timer for this game, located in the lower right corner of the screen. You must complete the song before your time runs out, or you will have to try again in order to hear the song played for you and SpongeBob.

**This game is played in:**

- Lesson 1
- Lesson 2
- Lesson 4



## Snail's Pace Race

It's the Bikini Bottom Stakes snail race, and Gary is up against his archrival, the paint-drying-quick Slime Biscuit. The race takes place on the ocean floor in Bikini Bottom,

This game is designed to improve your speed and accuracy. The faster and more correctly you type, the faster Gary goes. Stay ahead of Slime Biscuit to win the game. If your time runs out and Slime Biscuit reaches the end line before Gary, or you make too many mistakes, Slime Biscuit wins.



The amount of time provided and minimum WPM (words per minute) required depends on the lesson and level you are playing.

### This game is played in:

- Lesson 5
- Lesson 7
- Lesson 10
- Lesson 13

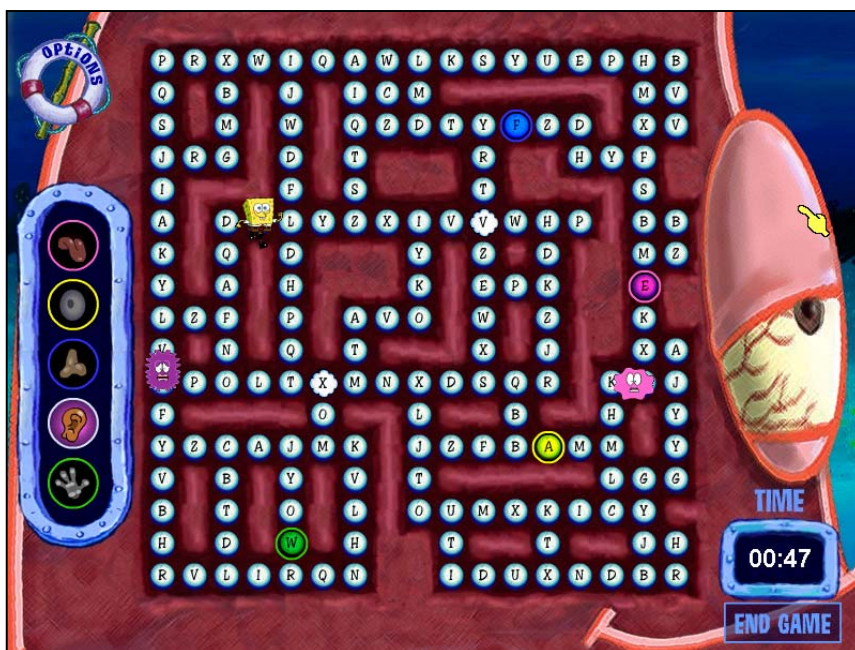
## Senseless Patrick

In a freak domestic accident involving a cotton swab, an inflatable easy chair, and a violent sneeze, Patrick has lost all five of his seldom-used senses. In a gallant attempt to save his unfortunate friend, SpongeBob has miniaturized himself (using Mermaidman's mesmeric belt), and has entered Patrick's head -- and he intends to knock some sense back into his friend!

You can help SpongeBob move through a maze inside Patrick's head. Type any letter next to SpongeBob to move through the maze.

Avoid the nasty Antibodies, or dispel them by stopping on a 'thought tangle'. Once you complete the Thought Tangle, all of the Antibodies are expelled from Patrick's head. Watch out! These pesky guys will come back and try to kick SpongeBob out, too.

You must collect all of Patrick's five lost senses to restore them to some measure of usefulness. If you do, you will be rewarded with one of Patrick or SpongeBob's most "sensible" remarks!



Type any letter next to SpongeBob in order to move him around the board. Each sense is indicated by a different colored letter spaces. Thought Tangles are indicated by thought bubble like letter spaces.

### This game is played in:

- Lesson 3
- Lesson 8
- Lesson 15
- Lesson 17

# TROUBLESHOOTING

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Online Technical Support can assist you with any issue regarding this product.

- If you purchased this product in a retail store, visit [www.encoresoftware.com](http://www.encoresoftware.com).
- If you purchased this product direct from the manufacturer via phone, website or email, visit [www.support.broderbund.com](http://www.support.broderbund.com)

The Technical Support Web Site contains common questions and answers and an Interactive Technical Support Contact Form for an email response to your question.

If you have questions about other The Learning Company products, visit The Learning Company Web site at [www.tlckids.com](http://www.tlckids.com).

## Try this first!

If you have problems running the program, try cleaning the CD. Ask an adult to gently remove any fingerprints and dust using a clean, soft, lint-free cloth dampened with water or a CD cleaning solution. Avoid using materials such as tissue, which may scratch the CD.

## Windows®

- 1. The *SpongeBob SquarePants TYPING* program icon does not appear in the Start menu.**  
Make sure the product is already installed. Reinstall the program if necessary.
- 2. You see a message telling you that there is not enough available space on the hard disk.**
  - *SpongeBob SquarePants TYPING* requires 200 MB of hard disk space for the program's data and executable files. (Additional hard disk space will be required to save player information for more than five players.)
  - Create some free hard disk space by removing some files after backing them up on a floppy disk.
- 3. You see a message telling you that there is not enough memory to run the program.**
  - *SpongeBob SquarePants TYPING* needs at least 32 MB of installed memory (RAM) to run. Your computer's memory may be filled with other programs that are running in the background.
  - Close any other applications that are running, and restart the program.
- 4. The mouse doesn't seem to work.**
  - Confirm that the mouse is properly connected to the computer.
  - Wait until the animation or sound that is currently playing to stop, and wait for your normal cursor to return. Then try pressing the keys or clicking the mouse again.

**5. Program speed is very slow.**

**SpongeBob SquarePants TYPING** needs at least a Pentium 166-MHz computer with an 8X CD-ROM drive for basic performance.

- Close any other applications that are running.
- Remove non-essential applications from your Startup folder.
- Make sure that you have the latest Windows video drivers for your graphics card. (Contact the video card manufacturer for the latest drivers.)

**6. You do not hear music, sound, or speech.**

- Confirm that the speakers are properly connected to your computer. Make sure that they are getting power and are turned on, and that the volume is turned up.
- Make sure that your sound card is Windows compatible and is properly installed for Windows. Be sure that the sound card is specifically designed to work with the version of Windows that you are using. Also check that the volume is properly set. (See the manufacturer's documentation for information relating to your sound card.)
- Make sure the mixer level setting is correct. Click on the Start button. Choose **Programs** from the Start menu. Next choose **Accessories**. Then choose **Entertainment** and choose **Volume Control**. Make sure that the sliders on the mixer control panel are all the way up and that no mute buttons are selected.

**7. Strange graphics appear; the game action stops unexpectedly.**

- Make sure you have the latest Windows video drivers installed. (Contact your video card manufacturer for more information.)
- Remove non-essential applications from your Startup folder.

**8. Colors don't look right.**

- Adjust your monitor's color and brightness.
- Turn off your screensaver.
- Close any other applications that are running.
- Make sure you have the latest graphics drivers installed. (Contact your video card manufacturer for more information.)

**9. The program window seems small.**

- Depending on the size of your monitor, the program window may not fill the entire screen.

**10. Nothing prints.**

- Make sure the printer is plugged in and switched on.
- Check the indicator light on the printer to be sure the printer is "online" or "selected."
- Make sure the printer cables are connected tightly.
- Make sure you have pressed the "PRINT" button for a certificate or Practice Area Lesson.
- Make sure you have the latest printer drivers installed. (Contact your printer manufacturer for more information.)

**11. When you print, pictures or text look faint, blurred, or streaky.**

- Check your print quality settings. (Consult your printer documentation.)
- Replace your printer's ink cartridge.

**12. The printer displays an "out of memory" message.**

- Make sure your printer has at least 1 MB of memory.

### **13. You are not able to connect to our online Web sites.**

This feature requires an Internet browser. In some cases, you may need to start the Internet connection before you run the program.

- Make sure that you have a browser properly installed. (See your browser and Windows documentation for more information.)
- Make sure that the files with an .HTM extension (for example, "bookmark.htm that is currently playing") are associated with the browser of your choice. To check this, double-click on any .HTM file.

## **Macintosh®**

### **1. You do not see the *SpongeBob SquarePants TYPING* program icon on the desktop.**

- Make sure the program CD is inserted in the CD tray.

### **2. You see a message that there is not enough space on the hard disk.**

*SpongeBob SquarePants TYPING* requires 200 MB of hard disk space for program data files. (Additional hard disk space will be required to save player information for more than five players.)

- Create some free hard disk space by removing some files after backing them up on a floppy disk.
- Adjust the Virtual Memory setting to take less hard disk space. (See your Macintosh documentation for more information.)

### **3. You see a message telling you that there is not enough memory to run the program.**

*SpongeBob SquarePants TYPING* requires at least 32 MB of installed memory (RAM) to run. Try to increase available memory and then start the program again. (Depending on which Internet browser you use, you may not be able to run both your browser and the program with only 32 MB of RAM.)

- Quit any programs that you may be running.
- Turn off or remove from the System Folder any non-Apple® control panels.
- Reduce the size of the disk cache in the Memory control panel. (Refer to your Macintosh documentation for more information.)
- Turn off AppleTalk®.
- Increase virtual memory.

### **4. The mouse doesn't seem to work.**

There are times in the program when the animation or sound cannot be interrupted. You will see the watch cursor on the screen, and any key presses or mouse clicks will be ignored.

- Confirm that the mouse is properly connected to the computer.
- Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.

### **5. The music and voice in the game are too loud or too soft.**

Choose Volumes from Control Panels. Adjust your system's speaker volume as needed by selecting the Volume setting.

**6. You do not hear music, sound, or speech.**

- Make sure that the Volumes setting in the Sound control panel in Control Panels is not set to zero.
- If you have external speakers, make sure they are turned on and getting power, and that they are properly connected to your computer. Also check the speaker volume.
- Turn off or remove from the System Folder any non-Apple control panels and extensions. (Leave the CD-ROM drivers.) Restart your computer.

**7. You hear popping noises in the game sounds and character voices.**

- Check the speaker connection to the computer.
- Close all other applications.

**8. The program window seems small.**

Depending on the size of your monitor, the program window may not fill the entire screen.

- Some monitors are not able to display the program at the optimum display setting, so the program may not fill the entire screen.

**9. Program speed is very slow, or sounds and animations do not play smoothly.**

*SpongeBob SquarePants TYPING* needs at least a 180 MHz Power Macintosh computer with an 8X or faster CD-ROM drive for basic performance.

- Close all other applications.
- If you must have virtual memory on, reduce the amount of virtual memory allocated.

**10. Nothing prints.**

- Make sure the printer is plugged in and switched on.
- Check the indicator light on the printer to be sure the printer is “online” or “selected”.
- Make sure the printer cables are connected tightly.
- Make sure you have selected at least one print item from the Printing area. Where applicable, make sure you have selected either Colored In or Outlined.

**11. When you print, pictures or text look faint, blurred, or streaky.**

- Check your print quality settings. (See your printer documentation.)
- Replace your printer’s ink cartridge.

**12. You are not able to connect to our online Web sites.**

This feature requires an Internet browser. You may need to start your Internet connection before running the program.

- Make sure that you have a browser properly installed. (See your browser and Macintosh documentation for more information.)

# RIVERDEEP LICENSE AGREEMENT

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## SINGLE-USER PRODUCTS

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### Squidward Tentacles

Rodger Bumpass

### Patrick Star

Bill Fagerbakke

### Mr. Krabs

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### Graphic Tech

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### Art and Animation

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### Script Writing

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David Phillips, Pedal Steel and Dobro

Blaise Smith, Acoustic Guitar

Other Music Composed and Performed by Robert Thomure

Additional Music Composed and Performed by Greg Rahn

**SFX** by Andrew Roth

Additional SFX and Sound Design: Robert Thomure

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