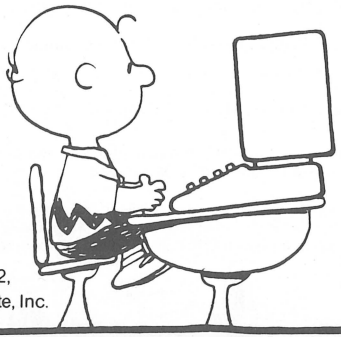
TYPING IS A BALL, CHARLIE BROWN



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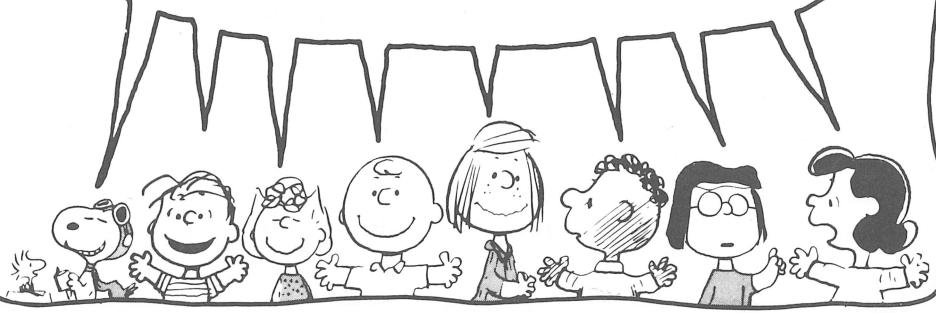


THE GAME

Turn Charlie Brown and his friends into Super Athletes! With your help, they'll sink baskets, bust pins and smash grand slams out of the ball park.

Learning the keyboard has never been so much fun. Start out as a Little Leaguer Class 1 with the slow ball speed and only a few keys to type. Work your way up to World-Pro Class 5 with fast balls and as many as 10 keys to type while the ball is in motion.

You can pick your favorite game — basketball, bowling or baseball — and pick your level of play. You can also select the kind of keys you want to type. Start out typing letters or words. Move up to letters and numbers or the challenging *letters, numbers and symbols* level that includes symbols and punctuation marks.

Don't think you're good at sports? Well, TYPING IS A BALL, CHARLIE BROWN is your ticket to the winner's circle. Whether you're trying to beat your own top score or beat an opponent, you're sure to have a ball if you give it your best shot!

WARM UP

Here's what you'll need to start:

- an Apple® IIe, Apple® IIc or Apple® II+ with 64K
- one Apple®disk drive
- a monitor (color monitor preferred)

STARTING LINE

To begin playing either side:

- Make sure the computer is off and the monitor is on.

- Open the disk drive door.
- Insert the TYPING IS A BALL, CHARLIE BROWN disk into the drive. The side facing up is the side you will play.
- Close the drive door.
- Turn on the computer and the program loads.*

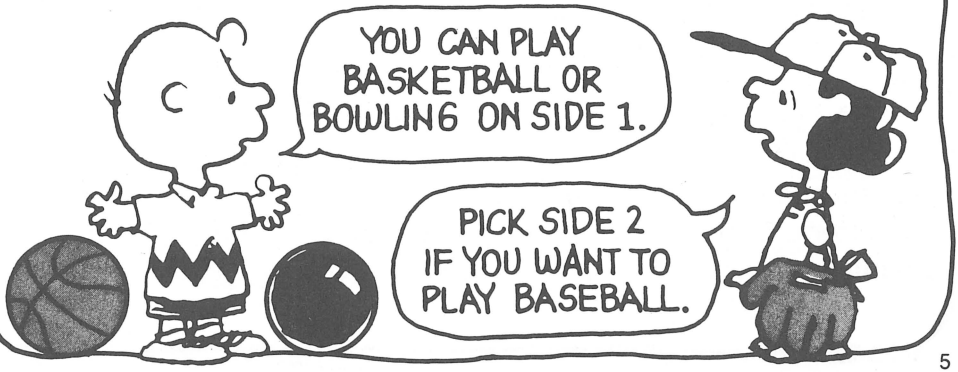
*The first time you load this program, the Owner's Frame appears instructing you to type your name and press RETURN. Be sure to type your name accurately. This is the only time your name can be entered.

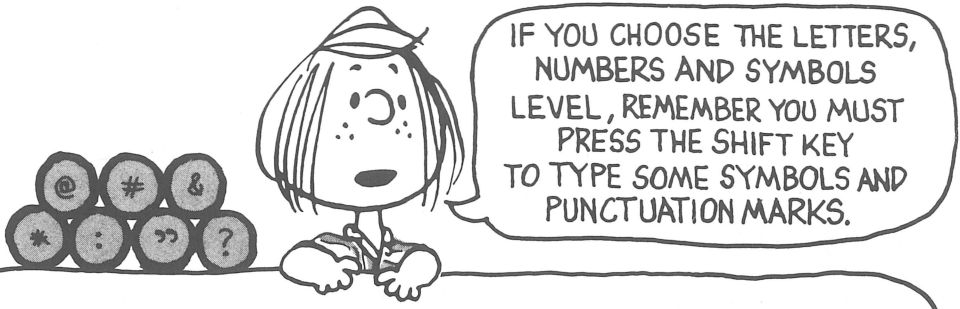
READY, SET, GO!

On Side 1, press RETURN at the Random House Frame to go to the game selection screen to choose *basketball* or *bowling*.

Type 0 at the Title Frame to set your playing options.

Within the options menues, press the SPACE BAR to scroll through your options, then press RETURN to make a choice.





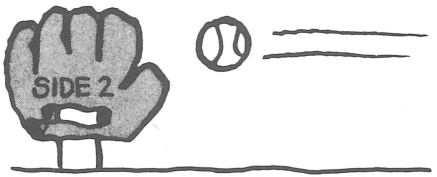
You can play the game just the way you like by choosing the:

1. SPEED OF THE BALL—
   Pick slow, medium or fast. At each level, the ball will get faster during the game if you are successful and slow down a bit if you miss.
2. NUMBER OF KEYS—
   —Pick the number of keys from 2 to 10 that you'll need to type to score.
3. KIND OF KEYS—
   Choose to type just letters, letters and numbers, words, or letters, numbers and symbols.

If you want to get a feel of the game before making any decisions, just press RETURN at the Title Frame. The program is preset to play at a medium ball speed and it will display 5-letter words for you to type.

You can play alone or with another player. Type your name(s) in and you're ready to start.

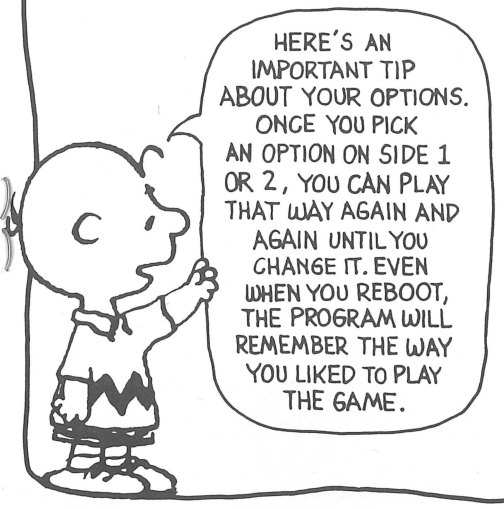
If there are 2 players, look at the bottom of the screen to see whose turn it is. An asterisk (*) will also appear next to that player's name on the baseball scoreboard.



Press 0 at the Title Frame to set your options. Or press RETURN and select 1 or 2 players for your baseball game.

Your options include:

1. SPEED OF BALL
2. NUMBER OF KEYS
3. KIND OF KEYS
4. NUMBER OF INNINGS



The game is preset to 3 innings. You can choose from 1 to 9 innings depending on how long you want the game to last.

Press the SPACE BAR to set the game in motion. Then get ready to type whatever appears at the bottom of the screen as fast as you can! If you hit all the keys correctly, you'll sink a basket, knock down pins or get a hit.

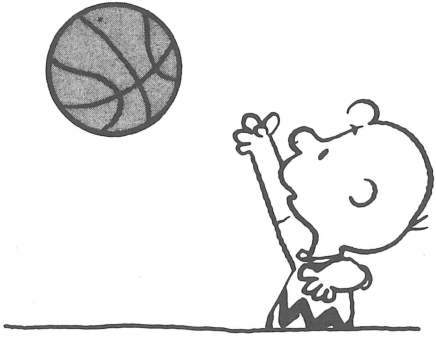
The more you play, the better you'll learn the location of the keys on the keyboard and the more points you'll rack up on the scoreboard.

Press CONTROL and D to see directions. You can do this whenever the program is waiting for you to press RETURN or the SPACE BAR.

Press CONTROL and X to end the game without completing it.

BASKETBALL

Charlie Brown is at the freethrow line. Try to type all the keys at the bottom of the screen before the ball reaches the rim of the basket. If you do, Charlie will sink the ball and add 2 points to your score.



If you're too slow, the ball bounces off without scoring.

Each player gets 10 shots. If the score is tied at the end of the game, you'll go into overtime. The game ends when one player scores more points with the same amount of tries.

BOWLING

Type well and fast to help Charlie Brown knock down lots of bowling pins. The faster you type, the more pins you knock down. Type slow and the ball ends up in the gutter!

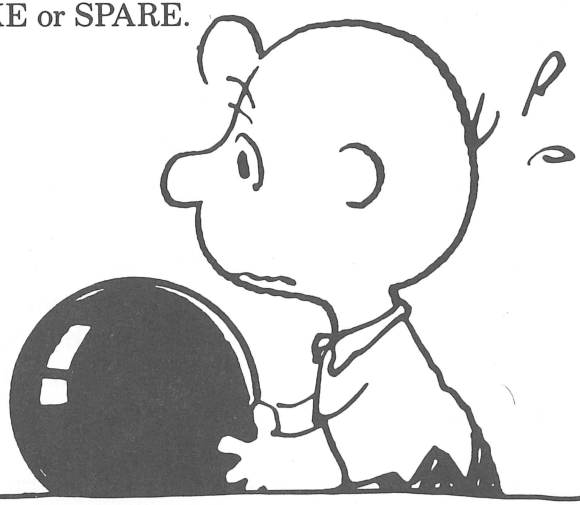
Scoring is just like actual bowling. Each player gets 10 frames to bowl and two tries in each frame to knock down all 10 pins.

Knock down all 10 pins on your first or second try and get a STRIKE or SPARE. Your score will not be totaled until you bowl your next frame. This is indicated by a + symbol after your score.

You can tell it's your first shot by looking at the scoreboard. The left corner of the triangle of pins will be orange.

It's a player's second shot when the right corner is orange.

Count the number of pins in the triangle to see how many you knocked down.



BASEBALL

Type fast and well and you'll help the Peanuts® team hit the ball far. The faster you type, the better the hit.

Each player gets a turn at bat for as many innings as you choose to play.

Three strikes and you're out. Three outs and it's your opponent's turn.

The small baseball diamond in the scoreboard frame shows the runners as they round the infield and run to home plate.

The scoreboard shows what inning you're playing, how many outs you have, and whether you hit a single, double, triple or home run.

If the score is tied after the last inning, the game goes into extra innings until there is a winner.

At the end of each game, players are congratulated and shown how their scores rank them among their athletic competitors.

SPECIAL FEATURES

- DIRECTIONS: Press CONTROL and D to see how the game works and to see a list of the special keys used in the game. You can do this when the program is waiting for you to press RETURN or the SPACE BAR.
- SOUND: To play the game without sound, press CONTROL and Z when the program is waiting for you

to press RETURN or the SPACE BAR. To turn it back on, press CONTROL and Z again.

- EARLY OUT: Press CONTROL and X to end the game without completing it. You can do this when the program is waiting for you to press RETURN or the SPACE BAR.
- SPACE BAR: Press the SPACE BAR for menu selection in the Options Frames and to set the ball in motion during the game.
- PAUSE: To pause the action during the game, press the ESC key. To set the game in motion again, press any key.
- PLAY AGAIN: Press P at the congratulations screen to play the game again with the same parameters.

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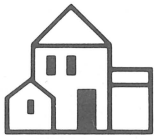

RANDOM HOUSE
Software

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