Welcome to Al Bunny's Typing Class
version 1.22

What is " Al Bunny's Typing Class" ?

Al Bunny's Typing Class is essentially a game. But at the same time, it intends to be a typing tutor. For most people, the greatest difficulty they might encounter in learning to type is which finger they should use to press which key without looking at the keyboard. People usually have to switch their attention back and forth between the monitor screen and keyboard. This makes the learning process inefficient and painful.   Some software publishers have created enjoyable typing tutors in the form of a game. But none of them could make learning to type so quick, efficient, and enjoyable as Al Bunny's Typing Class does.

How to install "Al Bunny's Typing Class" ?

First , check that you have all the files listed below

ALBUNNY.EXE
ALBUNNY.REC
ALBUNNY.WRI
ALBUNNY.HLP
REGISTER.TXT

Second, create a directory(you can call it any name you like) and copy all the above files into that directory.

Third, under FILE MANAGER, double click on ALBUNNY.EXE and have fun!

How to use "Al Bunny's Typing Class" or How to play "Al Bunny's Typing Class" ?

It's pretty easy to use "Al Bunny's Typing Class". After the program is opened, the user sees an array of holes in the middle of screen. At the lower-left corner of each hole, there is a small tag which has two characters on it. The arrangement of these holes is designed to match the arrangement of the keys on the keyboard. The tag indicates to which key the hole corresponds. Furthermore, these holes are located in different color strips. Each strip corresponds to a finger the player is suggested to use. For example, if AL BUNNY shows up in the blue strip, the use of the left index finger is suggested. The following table lists the color strips and the corresponding fingers.

Red strip	right index finger
Blue strip	left index finger
Light Blue strips	middle fingers
Magenta strips	ring fingers
Light Green strips	little fingers
Light Blue strips	thumb (only used to press SPACE bar)

Before you use the MOUSE to click on the PLAY button. There are several choices you can make from the MENU BAR:

SPEED   The SPEED option determines how fast the next key will appear. You can select from five predefined speeds, define your own speed by choosing the menu item "user define", or choose "Adaptive speed mode". In the "user-define" dialog box, you can enter your desired

speed. In "Adaptive speed mode", the next key will not appear until the user enters the correct key.

SOUND   In this version, we don't offer the support for the multimedia devices. You can only turn the sound "ON" or "OFF".

KEY SETS   The user can choose the menu item "*User Key Set*" to input the keys you want to practice. The user also can choose any predefined key set in the submenu "*Predefined Key Sets*". There are 18 predefined key sets in this submenu. The key set in LEVEL 1 is " r f v u j m " which should be easy for the beginners to practice since only the index fingers are used. As the level increases, more keys are added to the key set and more fingers have to be used. On LEVEL 18, all the keys(except the function keys and the system keys on the keyboard) will be used. In all the predefined key sets, the "SPACE" key is added. If the user want to know his/her typing speed and accuracy, he/she can click on "*Exam*" to activate a sample document.

Player   In " Beginner " mode, the player has to reach 90% accuracy to obtain a bonus game. There is no deduction in score if wrong key is entered. In " General Player " mode, the required bonus accuracy is 93%. If the player enters a wrong key, there will be a 5 points penalty. In " Skilled Player " mode, the required bonus accuracy is 95%. In addition to the penalty for wrong key, every three wrong keys will cost a carrot. The user also can check the option " Show hand ". When this option is checked, a hand-drawing will appear to help the player use the proper finger .

          After the user clicks the PLAY button, a traffic light will appear. This is to give the user time to put their fingers on the keyboard. After this screen disappears, AL BUNNY will appear and hold a blackboard in front of him. The character the player has to type is printed on the blackboard. Note that the hole where small AL BUNNY appears corresponds to the key on the keyboard the player has to press. The player can easily figure out which finger to use and which key to press. If the player presses the correct key(of course, the player also has to press SHIFT key for the uppercase characters), the player will see a HAPPY AL BUNNY. If the player presses the wrong key, a BIG CROSS will appear at the corresponding hole on the screen. Using this visual clue, the player can adjust his/her finger position to press the correct key WITHOUT LOOKING AT THE KEYBOARD.

          The rules to the game are as follows:

1. Pressing the correct key, the player gets 5 points. In " Adaptive " mode, the sooner the player enters the correct key, the more the points he/she obtains.
2. Pressing the wrong key, the player loses 5 points.
3. If the player fails to press the correct key before small AL BUNNY moves to another hole, one carrot will be lost. When all six carrots are gone, the game is over. In "adaptive" speed mode, every three wrong keys will cost a carrot.
4. If every key in the active key set is correctly pressed for four times, the player advances to the next level where a new key set is activated. If the starting key set is USER KEY SET, then the active key set will not be changed, but the SPEED will increase.
5. During the game, typing accuracy is also calculated in each level. If the accuracy is higher than bonus accuracy as that level is finished, the player will be offered a bonus game. The bonus game is designed to enhance the typing speed of the player. The player has to type in the string appearing in the CARROT PANEL correctly before 30 seconds run out. Once the right string is keyed in, the timer will stop, and every second left is worth 5 points.

As the player can see, there is a big AL BUNNY sitting on top of the carrot panel. The character that the player has to type is shown on the blackboard that the big Al Bunny is holding. The player is suggested to look at the big AL BUNNY after he/she can get high scores and high accuracy in a given key set. If the player presses the wrong key, the ears of the big AL BUNNY will hang down.

Some words to the typing teacher

Al Bunny's Typing Class is your best assistant. You can even use it to give the student an exam. You simply choose the key set, reset the highscore list, and let the student play. When the game is over, you just look at high scores and assess the students performance.

Some words to the parents

If you have kids who are about to learn their ABC's, Al Bunny's Typing Class can help you teach them. You can choose the speed and the characters you want your kids to learn, and let your kids speak out the characters while they watch Al Bunny bounce around.

Can I redistribute Al Bunny's Typing Class ?

You are very welcome to redistribute Al Bunny's Typing Class if all the files listed in "How to install...." are included and without any modification. Of course, you should not, either directly or indirectly, distribute the PASSWORD or the REGISTRATION NUMBER in any way. SUNMOON USA is very serious about fighting software piracy.

Looking for Distributor outside USA

If you have an e-mail address and would like to earn some extra income, please be our distributor in your country. The responsibility of a distributor is to collect registration fee and maintains the user records in his/her country. The distributor only has to send 60% of collected registration fee to SUNMOON USA. The rest 40% is for the distributor to keep. Virtually, you don't invest any money. If you are interested in this offer, please write to us. Don't forget to write down your e-mail address in the letter.

LICENSE & WARRANTY

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Al Bunny's Typing Class provides absolutely NO warranty of any kind, either expressed or implied. SUNMOON USA is not liable for any loss caused by USING or NOT USING Al Bunny's Typing Class. Before you run this software, you have to use your anti-virus software to check the copy of Al Bunny's Typing Class you get to make sure it's virus-free.

REGISTRATION and REGISTRATION FEE

If you use this software and think it's useful, please register your copy. The registration fee is only US$10 for using in the home computer. With your registration, you can not only access the full power of the software, but you are also supporting SUNMOON USA to create more useful, enjoyable, and really affordable software.

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$10 USA/$16 CAN per home computer

< In Middle East >
SR40   per home computer

< In The United Kindom >
stlg20 per home computer

< In The Netherlands >
20 Guilders per home computer

< In South Africa >
50 Rands per home computer

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This license applies to all the computers which are generally accessible by more than 5 people. In case of the software is installed in the network, each networked terminal should has its own license to use this software.

< In USA >
Up to 20 computers or terminals:
$50 USA/$80 CAN per computer per year
More than 20 computers or terminals:
please contact SUNMOON USA for discount

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SR200 per computer per year
More than 20 computers or terminals:
please contact Bradley Swin for discount

< In The United Kindom >
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stlg100 per computer per year
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100 Guilders per computer per year
More than 20 computers or terminals:
please contact Rob Kouwenberg for discount

< In South Africa >
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250 Rands per computer per year
More than 20 computers or terminals:
please contact M Smidt for discount

If you have e-mail address and would like to receive your registration number and password by e-mail, please make a note in the registration form. Furthermore, if you would like to receive the newest version by e-mail, please make a note in the registration form, too. The encoded file is about 220k bytes.

How to register ?

If you have a printer, please print out REGISTER.TXT and complete all the necessary information.
If you don't have a printer, please write down the information listed below on a piece of paper as the registration form. Remember to indicate you're requiring the PC version.

< In USA or Canada>
Please make money order or check payable to **SUNMOON USA**, sent along with your registration form to :

SUNMOON USA
P.O. BOX 167
Drexel Hill, PA19026
U.S.A.

< Saudi Arabia >
Please make money order or check payable to **Bradley Swin**, sent along with your registration form to :

Bradley Swin
College of Computer and Information Sciences
King Saud University
Saudi Arabia

< In The United Kingdom >
Please make cash, money order or check payable to **C Blackburn**, sent along with your registration form to :

C Blackburn
76 Hastings Street
Luton Bedfordshire
LU1 5BH

< In The Netherlands >
Please make cash, money order or check payable to **Rob Kouwenberg**, sent along with your registration form to :

Rob Kouwenberg
Gr. Adolfstraat 86
5616 BX Eindhoven

< In South Africa >
Please make cash, money order or check payable to **M SMIDT,** sent along with your   registration form to :

M SMIDT
PO BOX 92147
BOORDFONTEIN
0201

REGISTRATION FORM for *Al Bunny's Typing Class (v 1.2 for PC)*

Last Name:_____

First Name:_____

Origination(School,Company,etc):_____

Address :_____

             _____

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I'd like to register

        _____ copy(copies) for Home License

                       total due: $_____

I'd like to register

        _____ copy(copies) for Public Computer Lab License

                       total due: $_____

Your comments and suggestions:_____

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