SKILLBUSTERS:MYSTERY AT WELLSLEY MANOR

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Table of Contents

ISBN\Stock Number(s)

0-538-68343-0\TM31A8UN	Windows/Macintosh CD-ROM (Network/Site License)
0-538-68344-9\TM31A8U	Windows/Macintosh CD-ROM (Individual Station)
0-538-68345-7\TM31A8H88	Windows HD Installable 3.5" Disk Package (Network/Site License)
0-538-68346-5\TM31A8H71	Macintosh HD Installable 3.5" Disk Package
0-538-68348-1\TM31AX	User's Guide
0-538-68814-9\TM31AH88S	Windows Demo 3.5" Disk
0-538-68815-7\TM31AH71S	Macintosh Demo 3.5" Disk

Hardware/Software requirements

Windows

486DX/66 MHz Processor
8 MB required, 16 MB recommended
High density 3.5" floppy drive; 40 MB hard drive with 14 MB free
640x480 graphics with 256 colors (super VGA)
101-key keyboard or equivalent; mouse
Sound card optional
Windows 3.1, Windows 95, 98, or NT
Novell 3.11 or higher network

Macintosh

Macintosh with 66 MHz 68040 processor (LC 475 or better)
12 MB required, 16 MB recommended (6.5 MB free memory)

High density 3.5" floppy drive; 80 MB hard drive with 14 MB free
640x480 graphics with 256 colors
Apple keyboard II (or equivalent), mouse
System 7.5 or higher
AppleShare 2.0 network or higher or Ethernet network

Most Frequently Asked Questions

The list of questions below are the most frequently asked questions for *Skillbusters*. If your question is not listed, please contact Technical Support.

1. **What are the benefits of the program?**
2. **What are the installation instructions for the DEMO program?**
3. **Why is the installation process skipping disk #2?**
4. **What can you tell me about the full-blown version?**

FAQs

1. **What are the benefits of the program?**
   This interactive, multimedia software contains fun and interesting games designed to build keyboarding skill in both speed and accuracy. While "interacting" with characters in the house, students key their way through games in various rooms of Wellsley Manor, earning clues for solving a mystery. It's ideal for all levels of learning. Some of the benefits are:

   - Easy integration into a variety of keyboarding courses
   - Contains a variety of games to keep students interested and motivated
   - Emphasis is on increasing keyboarding speed and accuracy
   - Builds critical-thinking skills
   - Options to key through the games without working on the mystery

2. **What are the installation instructions for the DEMO program?**
   Windows

   1. Insert the Skillbusters demo program disk into the floppy disk drive.
   2. Using Windows 3.1, choose Run from the File menu in the Program Manager. With Windows 95, click the Start menu and choose Run.
   3. Key a:\setup and tap Enter.

4. Follow the instructions that appear on the screen to complete the installation process.

Macintosh

1. Insert the Skillbusters demo program disk into the floppy disk drive
2. Double-click on the disk to open the disk window, if necessary.
3. Double-click the installation icon to start the program.
4. Follow the instructions that appear on the screen to complete the installation process.

3. **Why is the installation process skipping disk #2?**
   The installation process was skipping Disk 2 entirely, asking for, and requiring Disk 3. Disk 3 would install and then Disk 4 would install. However, a shortcut would not be created and the executable file was not installed.

   This program has a separate installation process for Windows 3.1 machines and Windows 95/98 machines. The 4th installation screen asks the user to select WIN 95/98/NT or WIN 3.1. WIN 95/98/NT is already highlighted in blue so instructors think it is selected. If the Next button is chosen then the installation process will skip Disk 2.

   To properly install the program, on installation screen 4, you must click in the box to the left of WIN 95/98/NT or WIN 3.1 in order to choose an option. This will put a checkmark to the left of the option. Then click on the Next button and everything will install properly.

4. **What can you tell me about the full-blown version?**
   1. There are 10 mysteries.
   2. There are 5 games on the CD version and 3 on the disk version.
   3. Each room has about 15 clues. The clues are different for each mystery. Students cannot solve a mystery until they have earned at least 1 clue from each of the four categories of clues.
   4. The instructor can change the default GWAM by class. Instructors need to do this in the beginning for each class before adding students. The default GWAM should not be changed after students have begun because their goals are set in the beginning by their fastest timing and then adjusted throughout the program every 45 minutes.