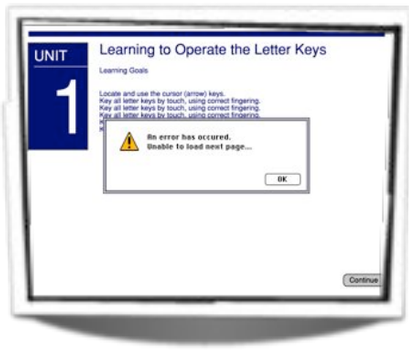
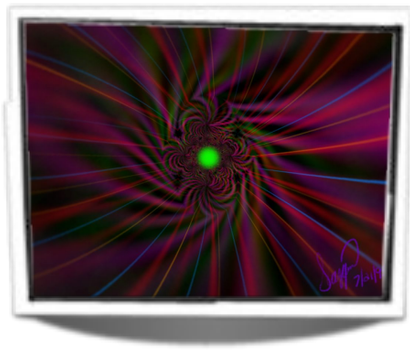
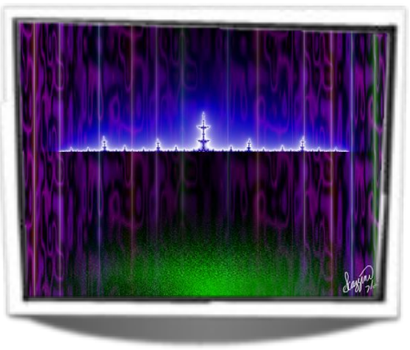
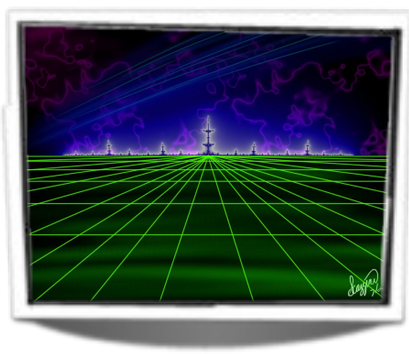
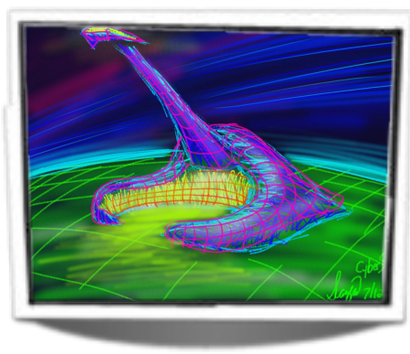
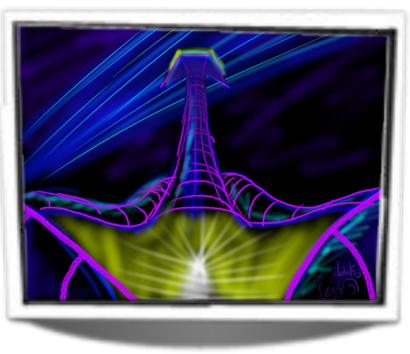
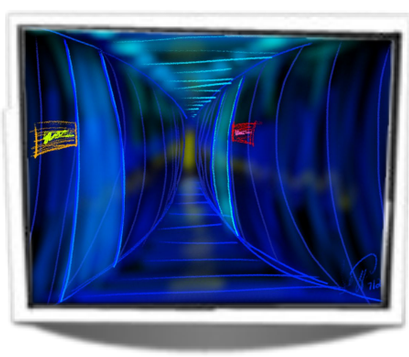
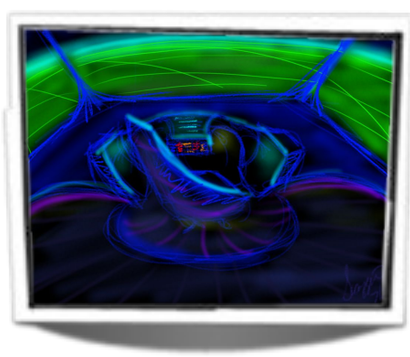
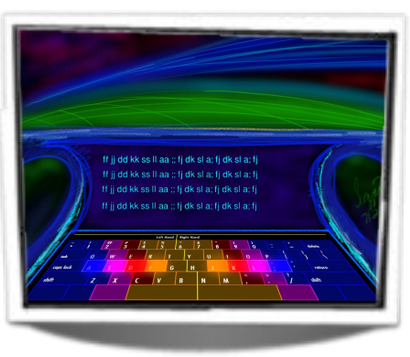
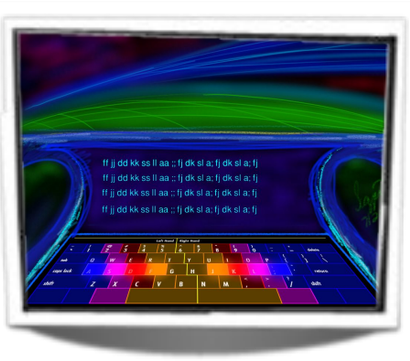
Mc Graw Hill

A Typing Adventure

KeyQuest CD-ROM

STORYBOARD

		
You start what appears to be a boring typing drill but the program crashes almost immediately on the first drill.	The crash causes a disruption that pulls you into cyberspace and you careen through a beam of light.	You finally come to rest on a platform and see a barren alien landscape through a curtain of light.
		
Exploring the alien world you notice a strange structure off in the distance rising above the landscape.	You approach the ominous looking structure which appears to be a monument or a temple of some sort.	As you approach the strange structure a glowing door seems to beckon to you, so you enter.
		
You find yourself in a ship's passage with locked doors and a ladder leading up to another passageway.	At the end of the upper passageway you find a control room with a swivel chair and tri-screen console.	Sitting in the chair you notice each of the three consoles has a multi-colored glowing keyboard control panel.
		
You're soon interrupted by a fidgety little alien named 'Digit' who is stranded and needs you're help.	Digit explains the keyboard is a control panel to fly the ship but it's designed for humans, not aliens.	You can activate each key by performing typing drills. Activating all keys brings the control room online.

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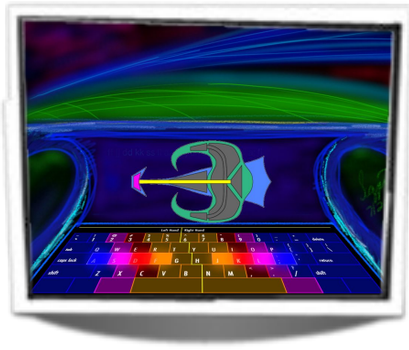
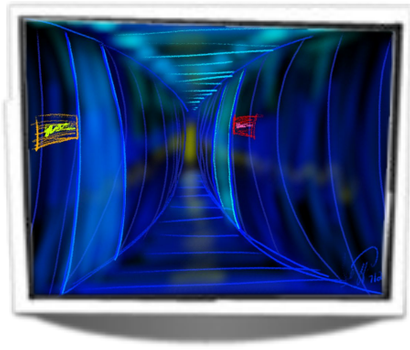
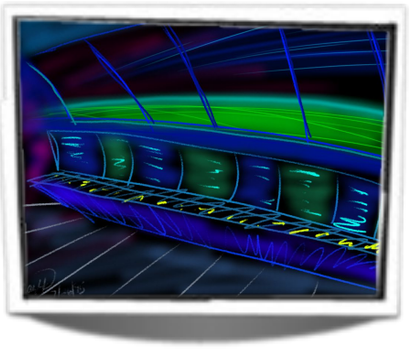


This gives Level 2 clearance unlocking all the rooms in the back of the ship that were previously locked.

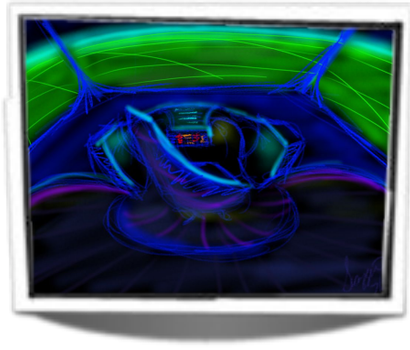


Now you can return through the now lit passages to the previously locked rooms, which are now open.

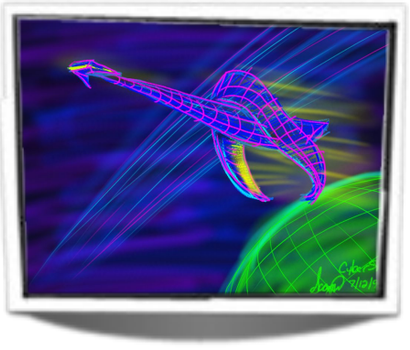


In each room you find another terminal with instructions on how to bring that room's systems online.

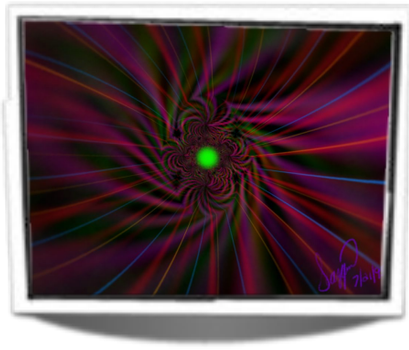
Completing all drills in each room brings all systems online preparing the ship for flight.



Returning to the control room you are granted Level 3 clearance to the cybernet navigation systems.



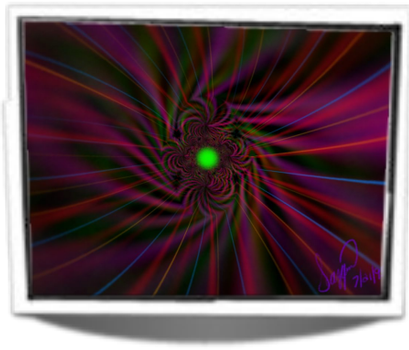
Completing the navigation typing drills allows you to launch the ship and travel through cyberspace.



You travel through the cyber net to various alien cyber node planets.

You send a probe down to recharge the jump cells on each planet by performing more typing drills.

Completing all the Level 3 drills at each node allow you to bring Digit to his home world.



After bringing Digit home you step back into the beam of light and look up to return back to your world.

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