**RANDO(C) Version 2.1**
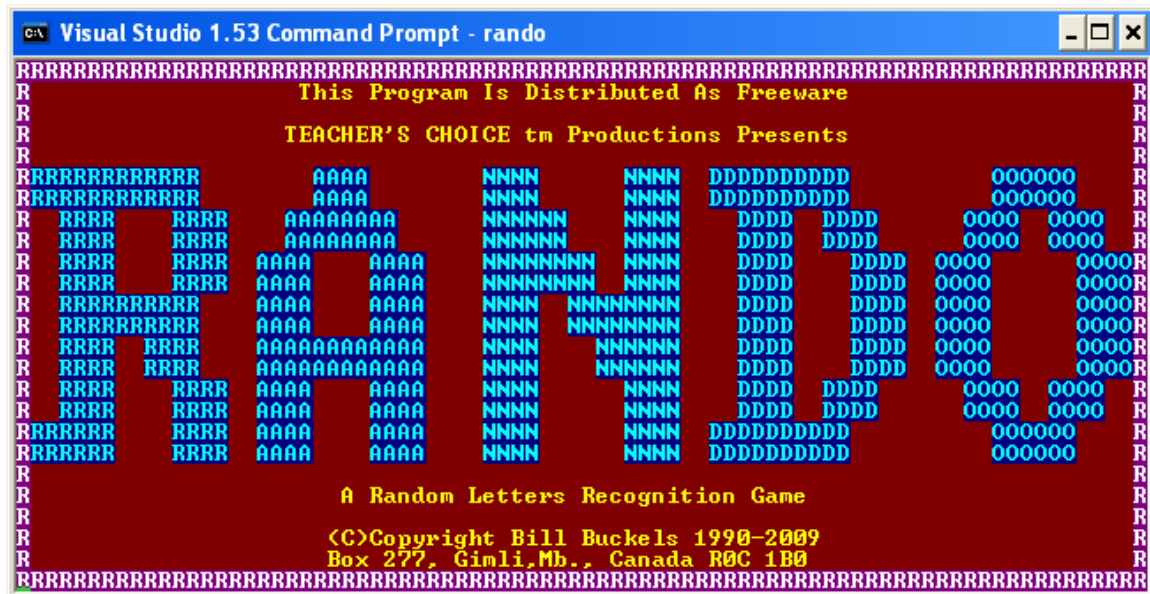**For IBM-PC and Compatible Computers**
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**Program Description**

**Very Large Random Letters for the Very Young.**
**Very Bright and Very Noisy.**

Rando is a "Typing Game" and a Random Letters Recognition Game (hence the name "Rando" which stands for "Random". I just thought that a silly word like "Rando" would mean more to a 3 year old than a real word like "Random".)

Rando is a very simple and very colorful game for children of around 3 - 6 years old. Music and Lots of Really Bright Colors and Large Letters make Rando interesting even if your child can't read. (The reading will come soon enough.)

Several activities are organized around a main menu. Rando has no time limits, and is just a noisy and colorful and fun way for your child to learn the alphabet.

This version of Rando is free and you are encouraged to give Rando away to anyone you please. The more kids that enjoy Rando, the merrier! See the licence Agreement below for more details. I am distributing Rando with complete source code for this release. Read the licencing section if you are inclined to use source code.

**History**

**I wrote Rando for my little boy Bill, (who is long past a teenager and no longer so little). Frankly, he hated it, and also didn't much care for computers at all when he was that young. However, regardless of my son's preference at that age, I still think Rando is a fun activity for a young person who likes to "bang" on the keyboard.**

It was for this reason that I decided to write this new version of Rando for the current generation of little people to enjoy, (or to hate, depending on their preferences).

I originally wrote Rando on the IBM-PC and the Apple II versions came after their respective IBM-PC Versions. The only real difference between this version of Rando and the Apple II Version 2.0 released in 2008 is the absence of colour in Apple II textmode due to the Apple II's Hardware Limitations. I also did not add a mouse to Rando for the Apple II.

Some history on the music in Rando is included in the Licence Agreement below.

**Program Details**

Rando remains a DOS-Based package, although I programmed and tested Rando extensively in Windows. Rando plays music through the PC Speaker.

Rando runs in Text Mode. I strongly suggest that you run Rando in "Full Screen" mode under Windows. Your child will probably have more fun if they can fill-up the entire Monitor with Rando, rather than sharing the screen with other applications.

The Interface of Rando 2.1 is modeled after my more recent design for children's programs, and centers around a Main Menu. The earliest versions of Rando were not as well organized.

It is not necessary for your child to read in order to use Rando. The Main Menu is very straight forward and uncluttered. Your child can "Click-On" the command of their choice. After using Rando once or twice, remembering commands won't be a problem.

**Getting Started**

**Commands and Navigation**

The mouse, and (at the Main Menu) the arrow keys and the functions keys [F1]-[F6] are used to navigate through Rando.

[UPARROW] - Go Up One.
[DOWNARROW] - Go Down One.
[LEFTARROW] - Go Left One.
[RIGHTARROW] - Go Right One.

Other keys used are the [ENTER] and [ESC] keys. LEFT_MOUSE_CLICK and RIGHT_MOUSE_CLICK, [ENTER] and [ESC] all mean basically the same thing in Rando.

Clicking the Mouse Button means "Go Further". It is the equivalent of pressing the [ENTER] or [ESC] Key.

The [ENTER] key or [ESC] keys are always used to "INITIALIZE" an "Action" at the Main Menu. Only the [ESC] key or clicking the mouse buttons will take you back to the Main Menu from the Games or Activities.

Of course, the keyboard is used at "game" level to type in the letter. This is the basis for game-play in Rando.

The child needs to type ALPHANUMERIC keys only. Punctuation is not part of the game so there is no struggling with the keyboard. Caps Lock can be on or off. It doesn't matter. Rando is not case sensitive.

**Exiting Rando [F6]**

You may only exit the program (Rando) from the Main Menu, not by pressing [ESC]. This is so your child doesn't accidentally quit.

When running in MS-DOS a text file called RANDO.CFG can be used to avoid exiting altogether:

**;;Config File**
**;;If using with young children set EXIT=FALSE**
**EXIT=TRUE**

This is not terribly useful in Windows since the Windows Key is still active and young children can easily hit this by mistake and find themselves on the desktop with Rando minimized.
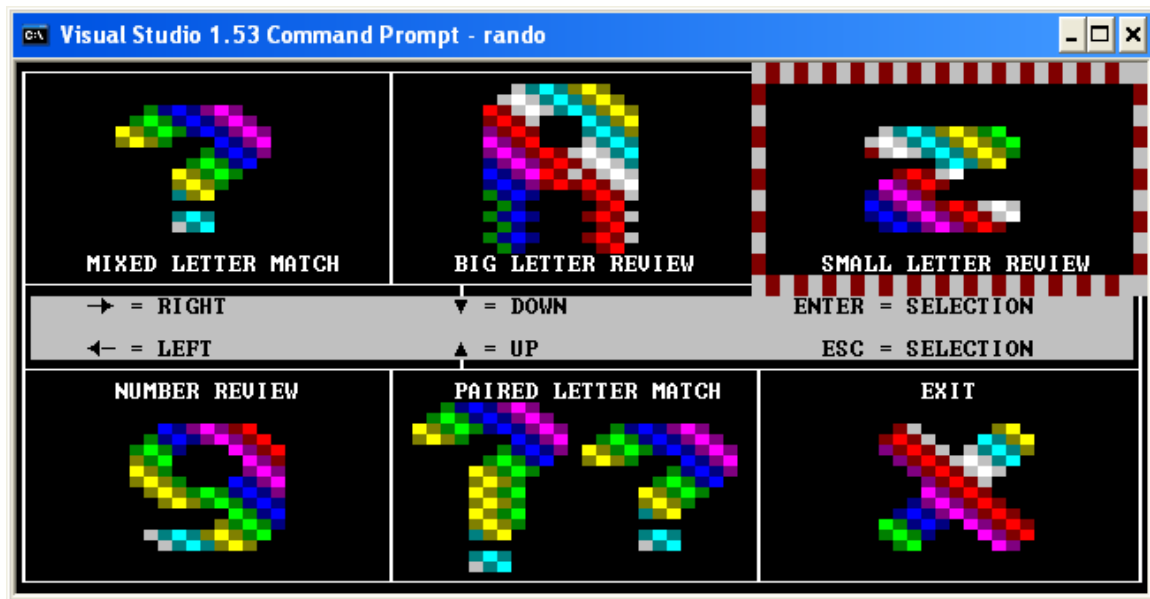
**The Main Menu**

The Main Menu is ALWAYS available during the game by pressing the [ESC] Key or clicking a Mouse Button.

The Main Menu has 6-Commands. These commands can be "Clicked-On", "Arrowed-To", or "F-Keyed" using keys [F1]-[F6], or even "Hot Keyed" by pressing the Letter shown on the Menu Screen.

[F1] - ? - Mixed Letter Match (GAME)
[F2] - A - Big Letter Review (ACTIVITY)
[F3] - z - Small Letter Review (ACTIVITY)
[F4] - 9 - Number Review (ACTIVITY)
[F5] - ??- Paired Letter Match (GAME)
[F6] - X - Exit To DOS/Windows

[ENTER] or [ESC] - Initializes the Selected Command.
[ESC] - Switches between the Main Menu and the Current Game.

So don't forget, you can press [ESC] or use your mouse button to flip between the Main Menu and your child's game.

**Activity Details - Letter and Number Review [F2] [F3] [F4]**
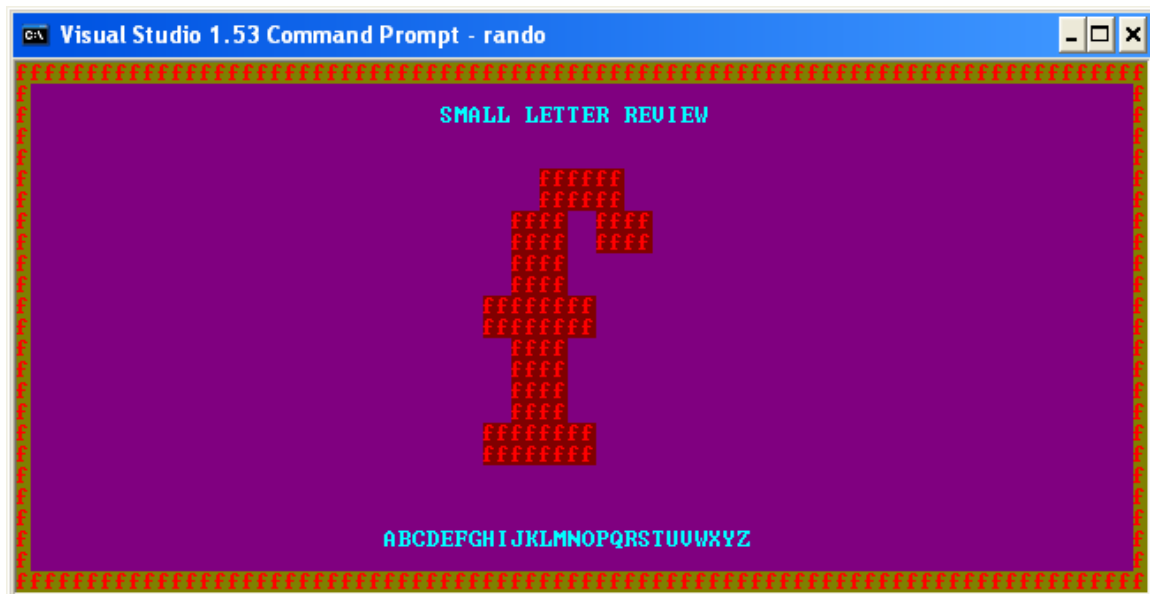




The only difference between the letter and number reviews is that during letter review, only letters may be typed. During number review, only numbers may be typed. This is to help the child distinguish between letters and numbers. When a key that is neither a letter or a number is typed, a rude noise is made. When you are young, this rude noise will probably be fun, but later will help the child distinguish between a letter or a number which makes a pleasant noise.

In letter review, every time your child types an Alpha or Numeric Key, a Large Letter is displayed in a variety of colors. This large letter is made-up of many smaller letters (copies of itself.) For example, an X would be composed entirely of X's., etc.

Each key in letter review has a different note associated with it and is almost like a "tiny piano" that your child can use to play "Random" compositions while enjoying the alphabet or large numbers on the screen.

This is a feature that I included just to provide some extra interest for your child. The letters correspond to their musical notes (A Maps to A, B to B, C to C, etc.). Only the white keys have been included. Give it a try when you are typing letters into Rando's Letter Review.



**The idea behind letter and number review is to provide a fun activity to get your child started. After they practice they will be ready to play the letter match games.**

For this version of Rando (and the Apple II Version as well) I have also added a reward to the review for each 10 keys that are pressed that match the review type. It makes sense to reward efforts for this accomplishment as well as for recognition in the Letter Match Games. The downside is that if the piano key feature is used only 10 notes can be played before a reward.
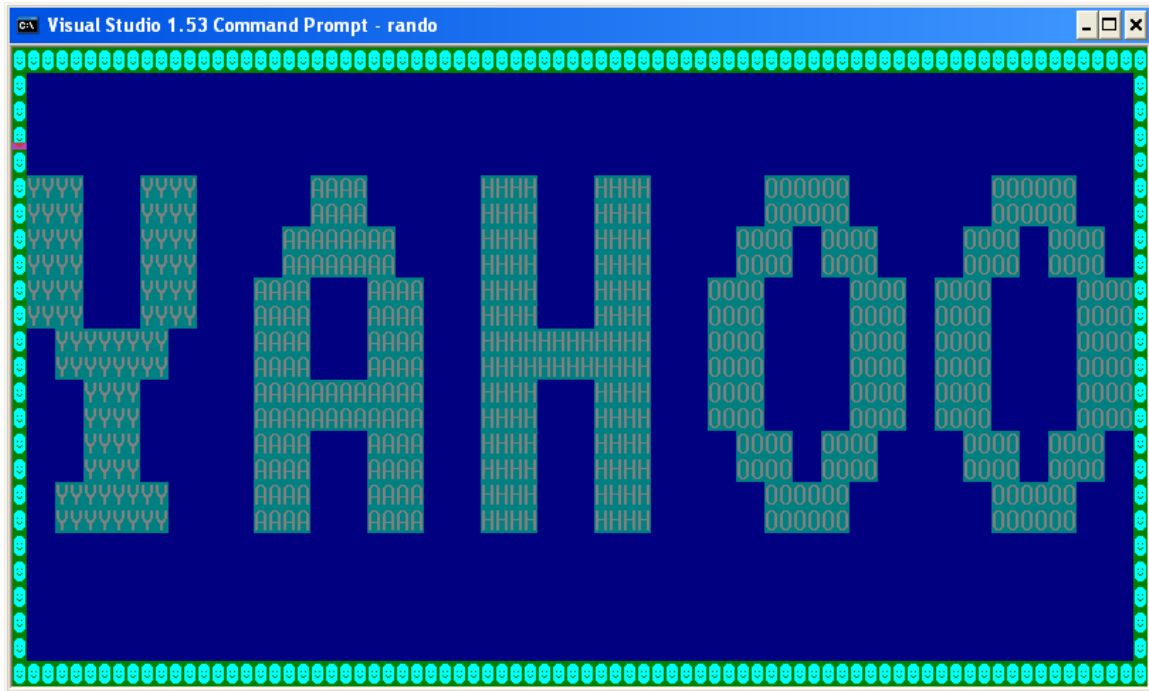


After 10 correct letters are entered, a Large Number "countdown" occurs (actually a "countup" from 1-10). This countup is quite dramatic and makes progressively higher musical notes as it proceeds.

When the countup is finally finished "YAHOO" is displayed, and a randomly selected song is played, and then the game resumes. (These are exactly the same songs also used in the Apple II Version).

## Game Details - Letter Match  [F1] and [F5]
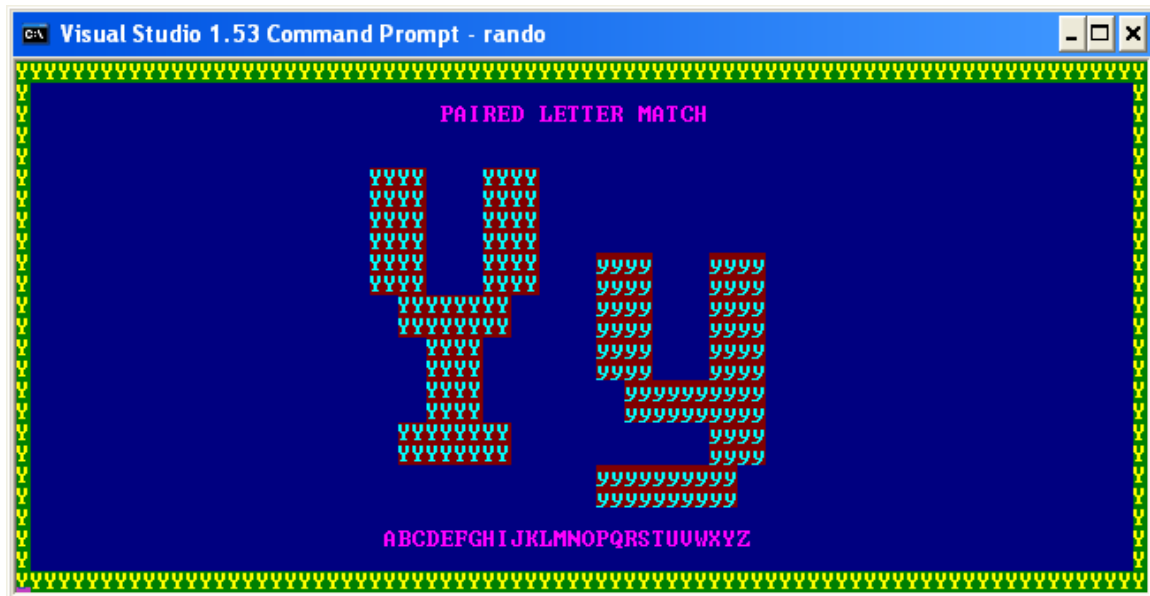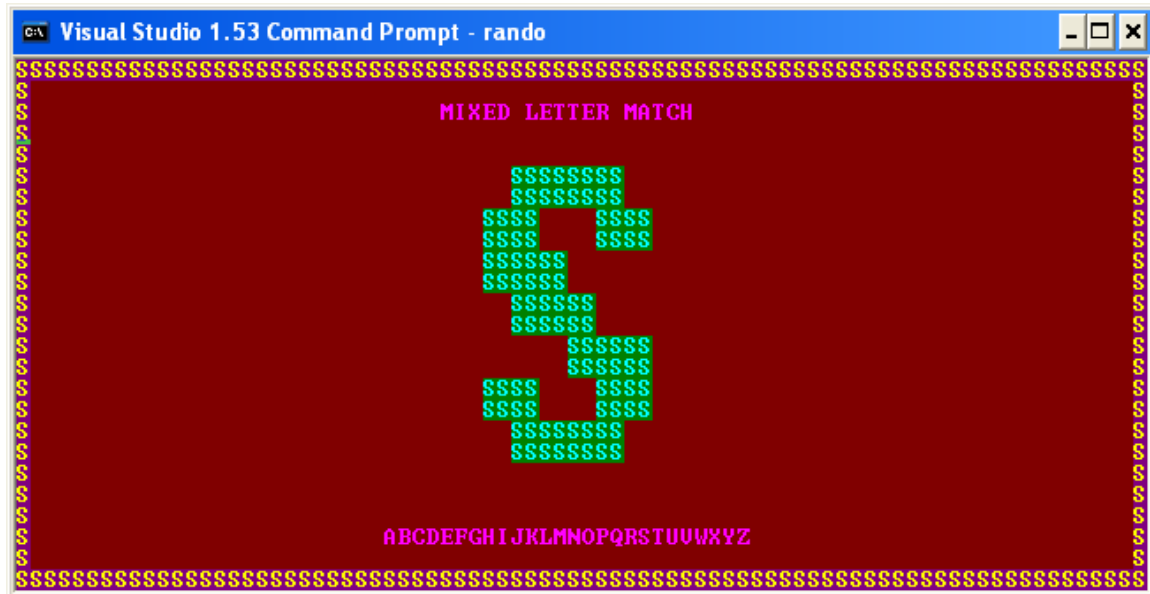




*Note: In Paired Letter Match, a Capital Letter and a Small Letter are displayed in pairs. In Mixed Letter Match, a Single Letter is displayed which can be either a Capital or a Small letter or a Number. The two games are identical otherwise, and both games are described in this same section.*

A Large Letter is displayed in a variety of colors. (Some are really gaudy, but when you are very young, the gaudier the better!) This large letter is made-up of many smaller letters (copies of itself.) For example, an X would be composed entirely of X's., etc.

The child types in a letter from the keyboard. If it matches the large letter on the screen, a new large letter is presented. Otherwise, a rude noise is made and the child must try again to enter the same letter.

After 10 correct letters are entered, a Large Number "countdown" occurs (actually a "countup" from 1-10). This countup is quite dramatic and makes progressively higher musical notes as it proceeds.

When it is finally finished, a randomly selected song is played, and then the game resumes.

## The list of songs :

The Blue Danube Waltz by Strauss
Humoresque by Dvorak
Funeral March of a Marionette by Guonod
Mexican Hat Dance
Symphony #40 by Wolfgang Mozart
Yankee Doodle
The Stars and Stripes Forever by John P. Sousa
La Cucaracha (Archie and Mehitabel's lovesong)
Pop-Goes-the-Weasel



## The exit screen song :

The Habanera Aria from the opera Carmen by Georges Bizet

# Licence Agreement

**Rando(C) Version 2.1 for the IBM-PC is distributed as FreeWare. No fee whatsoever may be charged for it or for its distribution.  Rando is free for anyone to use even in a commercial setting like a daycare, etc. Rando is (C) Copyright 1990-2009 Bill Buckels. All Rights Reserved.**

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In addition you must agree that I am not liable in any way shape or form for any damage from the use of any of this in any way whatsoever. If you do not agree with all of the aforementioned conditions of use or if your use is not Fair then remove all of this from your computer now.

**Bill Buckels**
**bbuckels@mts.net**
**April 2009**

Those who have been around computing for awhile will remember, that with the exception of Sakura (Japanese Folk Melody) and Scales, the songs in Rando are the same songs featured in the IBM Basic Program:

**The IBM Personal Computer Music Scroll**
**Version 1.00 (C)Copyright IBM Corp 1981**
**Licensed Material - Program Property of IBM**

One of my early IBM-PC C programming efforts was to convert music from BASIC programs with sound or play statements to sound files of my own design.

This old program from IBM is in fact the program that the songs that you will hear in Rando originated from, following which I converted them to my own file format with whatever adjustments that my IBM program made to do so.

So I am duly crediting IBM for the original arrangement of these songs which I have re-arranged to suit my file formats and playback. For my part, I credit myself with the performance Copyright of these every time Rando is used and also my arrangements.

Copyright restrictions for my computer music are the same as for any of this. You may use any of this only according to the conditions above and don't take credit for my work.

**Bill Buckels**
**bbuckels@mts.net**
**April 2009**

**Redistribution**

This program is distributed with source code. You may distribute this software freely, providing none of the files are missing, and preferably in their original distribution archive.

**Bill Buckels**
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**April 2009**

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