“The Commodore® Guide to Amiga® Educational Software”

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This Guide to Commodore Amiga Educational Software was compiled by Dr. Jeanne B. Wright and Clifford E. Grey of Newtown Business Services, Inc. for Commodore Business Machines, Inc. and educational users of the Amiga systems.

Newtown Business Services, Inc.
The Wright Selection™
P.O. Box 141
Newtown, PA 18940

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Beginning Reading

Early Words

Dinosaur Discovery Kit

Producer: First Byte

This highly interactive, talking program is filled with an exciting variety of fanciful and educational activities for the young child. Zug, the talking Megasaurus, introduces children to the world of realistic and imaginative dinosaurs. Children will experiment with color, learn picture/word combinations, read simple sentences and short stories, and practice visual discrimination. Learning activities include a coloring book of dinosaur scenes with accompaning spoken information, a dinosaur match game, and a story maker. With Story Maker children can create their own story and picture by selecting graphic icons to represent actions and objects. Zug will read the story and build the picture just as the child has created it - as many times as the child wants to hear it. This outstanding program will build confidence and self esteem in the young child while providing hours of pure enjoyment!

Retail price: $39.95 Lab packs available. Contact producer.
Requirements: 512K
Copyright: 1989

First Letters and Words

Producer: First Byte

First Letters and Words incorporates synthesized speech to the introduction of important reading readiness skills. Ted E. Bear, a loveable talking character, will help young children recognize upper and lower case alphabet letters, and learn a beginning reading vocabulary of 76 nouns and more. Children will see how each letter of the alphabet would be written with a paper and pencil. "Who Am I?" activity gives a short description of a mystery animal or object in simple sentences on screen. Each description is spoken and can be repeated. From the clues the child identifies the mystery item. An older brother, sister, or an adult can add a special touch by entering the reward messages for Ted to say with "Helper" option. First Letters and Words is designed to increase children's readiness for independent reading.

Retail price: $39.95 Lab packs available. Contact producer.
Requirements: 512K
Copyright: 1987

Beginning Reading

Talking Story Books

Robot Readers: Aesop's Fables

Producer: Hilton Android

The 3 classic fables of The Tortoise and the Hare, The City Mouse and The Country Mouse, and Belling the Cat are presented in this charming early reading program. Beautiful illustrations combine with built-in-word games to hold even a very young child's attention. Early reading skills are enhanced as each story is read and words are highlighted. This interactive program allows children to "point" to objects in the illustrations, hear them identified, and see them "glow" on the screen. "Find the Word" game asks the child to locate a word in the text. When the word is correctly identified it is highlighted and a rewarding "beep" is heard. This program's facility to foster early reading skills is combined with a positive computing experience. These classic tales with familiar and meaningful themes make Aesop's Fables a worthwhile addition to a young child's program collection.

Retail price: $29.95
Requirements: 512K
Copyright: 1987

Robot Readers: Chicken Little

Producer: Hilton Android

Robot Readers' story of Chicken Little helps children learn to read, is fun, and is easy-to-use. Electronically generated voice reads aloud with each word changing color as it is read. Speed of reading is easily adjusted. Children can point to a word in the text and hear it slowly sounded out by syllables and letter sounds. When animals in the picture are selected, their names are spoken and their colors change. Children can "turn the pages" by pressing either mouse button on the page icon. "Find the Word Game" asks the child to locate a word in the text with the pointer. When the correct word is found, the word will change color, and the child will hear a rewarding "beep". This game provides an exciting way to learn to read. Chicken Little will hold a young child's attention while developing early reading skills.

Retail price: $29.95
Requirements: 512K
Copyright: 1987

Beginning Reading

Talking Story Books

Robot Readers: The Ugly Duckling

Producer: Hilton Android

The "happily ever after" story of the Ugly Duckling is told in a most delightful way. Pictures will capture children's imaginations and the story teller will guide them on the path to reading success. The program is easily run using only the mouse. When "Read" is clicked, the displayed text is read aloud. As each word is spoken it is highlighted. When the arrow is placed on any word in the text it is spoken and repeated by syllables and letter sounds. When a main object in the picture is pointed to, the storyteller will say its name and change the color of the object. The "Find the Word Game" is an excellent word identification game. Children can "turn the pages" and enjoy the story independently, gaining early reading skills and confidence at the computer.

Retail price: $29.95
Requirements: 512K
Copyright: 1988

Robot Readers: Three Little Pigs

Producer: Hilton Android

The children's classic favorite, the Three Little Pigs, is told in a way all children will enjoy. They can interact with the characters by pointing to them in the picture and hearing them identified, or read along with the storyteller who reads the story in the voices of the wolf and the little pigs. Individual words within the text will be spoken in whole, by syllables, or letter sounds when pointed to. As each word is read it is highlighted. Speed of voice can be modified. "Find a Word" game is an excellent way to develop early reading vocabulary, as the storyteller asks the child to point to particular words in the text.
This program enables the child to experience the thrill of reading with plenty of positive reinforcement. Children will read and enjoy the story of the Three Little Pigs over and over again.

Retail price: $29.95
Requirements: 512K
Copyright: 1987

Beginning Reading

Talking
Story Books

The Talking Storybook: Little Red Hen

Producer: Designing Minds, Inc.

The Little Red Hen can't get any of the other animals to help her plant and harvest her wheat, so she does it herself and teaches the rewards of a job well done. This classic story-on-disk can be enjoyed by even the very young child. Various program options let you turn text, speech, music, and word highlighting on or off. In "movie" mode, the program runs itself, and the story progresses automatically. In the "default" mode the child controls the story and can "turn the pages", or select pages to be read by typing page numbers. If Game Option is selected, the computer will say words for the child to find and click with the mouse. Program uses different voices, setting off quoted material from normal text. Children may choose to turn off Speech Option and read the story themselves. They can click the mouse on difficult words to hear them spoken and spelled. The Talking Storybook screens are beautifully illustrated and are accompanied by sound effects and exceptional music.

Retail price: $29.95
Requirements: 512K
Copyright: 1988

The Talking Storybook: Nursery Rhymes

Producer: Designing Minds, Inc.

Join Princess Beautiful as she takes your child to Mother Goose Land and brings Nursery Rhymes to life. Colorfully illustrated scenes, sound effects, and beautiful music will delight children and adults alike. This program can be operated entirely with the mouse. In fact, if "movie" option is chosen, the program runs itself. This non-interactive mode makes it a pleasant way for children to hear favorite Nursery Rhymes read. Eight Rhymes are presented including: Jack and Jill, Humpty Dumpty, Little Miss Muffet and more. You can select to have the stories presented in several ways. In the default mode the words will be highlighted and the child "turns the pages" forward and back, or can choose the page by number he wishes to hear. Voice, highlighting, and music can be turned on or off. Computer will read and spell any word in the text the child selects. This is particularly useful for the beginning reader who needs help with only the difficult words.

Retail price: $29.95
Requirements: 512K
Copyright: 1988

Beginning Reading

Talking Story Books

The Talking Storybook: Three Bears

Producer: Designing Minds, Inc.

For children anxious to read, The Talking Storybook offers a program that they can enjoy independently. Program highlights each word in the text as it is read by the computer. Any single words in the text may be selected. These will be read and then spelled. If Game Option is selected, the computer will say words for the child to find and click with the mouse. The charming story of The Three Bears is enhanced with beautiful illustrations, sound effects, and exceptional music. Many of the screens have a character or object that is animated. Speech, highlighting, music, game, and text can be turned on or off. Movie Option allows program to run by itself. When turned off, the child is in control of the story and can turn the pages forward and back or select pages to be viewed by typing page numbers. Children will delight in the story of Goldilocks and hearing the different voices of Papa, Mama, and Baby Bear. This program offers a positive approach to word recognition and reading.

Retail price: $29.95
Requirements: 512K
Copyright: 1988

Early Learning

A First Computer Program

Barney Bear Goes to School

Producer: Free Spirit Software

Pre-schoolers looking forward to their first day at school will enjoy the program about Barney Bear and his school adventures. Interactive story of Barney is an enjoyable way to begin the program. Children need only to press the mouse button to wake Barney and get him on his way. The school room screen has wonderful choices for children to make. Clicking the mouse on many of the objects in the scene results in a verbal description of the objects. Children may also select a spelling lesson, an alphabet lesson, or counting lessons. Other activities introduce basic shapes, colors, and early sight vocabulary. When the pictures on the easel are selected, child is presented with over a dozen pictures to color, with a palette of bright color choices. Bold, colorful screens and fascinating sounds and descriptions will capture and hold the interest of even very young children.

Retail price: $34.95
Requirements: Runs on all Amiga systems with 1 MB required.
Copyright: 1990

Early Learning

A First
Computer
Program

ABZoo

Producer: MichTron

ABZoo is an early computer program for animal lovers ages 3 to 6. Children can master letter recognition and location of letters on the keyboard. Choose serious or funny picture representations of animals. Humorous animal cartoon images are imaginative, serious pictures are realistic. At the Beginner Level, child presses a letter on the keyboard. An animal's picture is revealed, and the letter and animal's name is spoken. The next level reveals an animal and its printed name. The child locates the correct letters on the keyboard to match the correct spelling. There is no penalty for incorrect letters being typed. Nothing happens until the correct letters are chosen. At the Expert Level, child must spell and type the animal's name after it disappears from the screen. Again there is only positive reinforcement. Throughout the program, animal names appear in large, bold print. ABZoo is easy for children to enjoy independently.

Retail price: $39.95
Requirements: 512K
Copyright: 1988

McGee

Producer: Lawrence Productions, Inc.

Youngsters ages 2 to 4 will enjoy exploring with McGee, an adorable, curious toddler. Reading skills are not required. There are no words, only four icon choices at the bottom of each screen. McGee's activities center around the exploration of his house while his mother is still asleep. Simply by selecting picture icons, McGee can move about the house, ride a hobby horse, make a phone call, crawl under the rug, and more. Discovery encourages creativity and exploration without competition, pressure, or time limits. The screens are colorful and appealing. The graphics are realistic and animated. Sounds are cleverly integrated throughout - from squeaking doors to the cat's meow. McGee offers an enjoyable way for youngsters to become familiar with a computer. Communication skills are also developed when children relate McGee's adventures. McGee is a charming first computer program.

Retail price: $39.95
Requirements: 1 MB Required
Copyright: 1989

Early Learning

A First
Computer
Program

Learning the Alphabet

Producer: MicroEd

Upper and lower case letters of the alphabet are taught in sequence. Colorful screens present 4 sequential letters at a time for the young child to put in order. The letters are first taught verbally with the computer clearly naming each letter. The child identifies the order of the randomly presented letters with the mouse. The computer then scrambles the 4 letters and the process is repeated. If no errors are made, an Arcade Target Game is earned. Total score for each game is added each time it is played. Sound effects, spoken letters, positive reinforcement, brightly colored screens all add to the fun of learning the alphabet. This early learning program is ideal for young children who are ready to learn the names and sequential order of the letters of the alphabet.

Retail price: $29.95
Requirements: 512K
Copyright: 1987

Coloring
Books

At the Zoo

Producer: Merit Software

Color and sound are the two elements that make At the Zoo such a wonderful place to visit. In this program the lion's roar and a fact-filled database about the animals compliment the coloring activity. What fun - color to your fancy, build a story, print in a variety of ways (as a calendar, a poster, or a story board). With options such as these, your visit to the zoo is not only an enjoyable trip, but it also provides a strong learning environment. At the Zoo - a thrill to the young, plus fun for the young at heart!

Retail price: $39.95
Requirements: 512K
Copyright: 1989

Early Learning

Coloring Books

Dinosaurs are Forever

Producer: Merit Software

Simply point and click on the color palette of 24 colors or mix them to create 4,906 shades, then click in the area you wish to fill. The Electric Crayon provides 26 pictures of dinosaurs in their natural habitat for children to color and print. Sound disk provides realistic sound effects and descriptions of each picture as it is shown on screen. Pictures can be colored over and over again. They may then be printed with a description, message, or a monthly calendar. A young child's imagination will be captivated with the pictures and sounds of the world of the dinosaur.

Retail price: $29.95
Requirements: 512K
Copyright: 1989

Sesame Street Crayon: Letters for You

Producer: Merit Software

Preschoolers will delight in meeting their Sesame Street friends and coloring pictures for each letter of the alphabet. Within each of the 26 pictures are several objects that begin with the letter chosen. For example: a playful elephant with Stars on his Swimsuit Sips water from the Swimmingpool under a bright Sun for the letter "S". Digitized sound disk adds the capability of hearing a description and identification of the picture. Child simply clicks on the desired color and again on the space he wishes to fill. Pictures can be colored again and again. Pictures can also be printed in black and white to color by hand, or in color with a color printer and ribbon. A calendar for any month can be printed along with the picture.

Retail price: $39.95
Requirements: 512K
Copyright: 1987

Early Learning

Coloring Books

Sesame Street Crayon: Numbers Count

Producer: Merit Software

Numbers Count has 30 pictures to color (3 screens for each number 1-10) with sets of objects in the pictures to count. For example: Big Bird is flying 5 kites and is standing by 5 flowers. Digitized sound disk adds the element of speech to the program with a description of each picture as it is shown on-screen. All pictures can be colored over and over again with the use of just the mouse clicker. With printer support, pictures can be printed out alone or with a calendar for any month you choose. Pictures can also be printed with a message or a description. If you have a colored printer and ribbon, the pictures may be printed in color.

Retail price: $39.95
Requirements: 512K
Copyright: 1987

Sesame Street Crayon: Opposites Attract

Producer: Merit Software

Sesame Street friends depict the concept of opposites in 30 delightful pictures to color. Just point and click to choose a color, then point and click the area you want to fill. Colored areas can easily be changed until the picture is colored just the way you like it. The 2 word opposites are shown on-screen with each picture, introducing early sight vocabulary. Sound disk enables child to hear a young voice describe each picture for added enjoyment. Print menu offers six different printing options including: picture only, picture with a calendar, picture with a message or description, or picture printed sideways. If you have a color printer and ribbon, pictures can be printed in color. If you have a black and white printer, pictures can be printed and colored by hand.

Retail price: $39.95
Requirements: 512K
Copyright: 1989

Early Learning

Coloring and Drawing

My Paint

Producer: Centaur Software

My Paint is the ultimate in paint programs for the very young child. Not only can pictures be colored, but drawing options make creating colorful patterns and designs easy, even for the youngest child. Added features of the program bring new dimentions to colored pictures by adding voice descriptions, music or sounds. Mirror image drawing with brilliant colors and different brushes is lots of fun. Flashing Colors Icon brings a new dimension to pictures by rapidly changing the colors in the pictures creating a dazzling effect! Surprize Package reveals a random pre-programmed picture for the child to color. My Paint offers a variety of activities that will sustain a child's interest and foster creativity. Additional disks are available.

Retail price: $49.95
Requirements: 512K
Copyright: 1989

The Talking Coloring Book

Producer: JMH Software of Minnesota, Inc.

Learn color words, color on-screen pictures, draw your own masterpieces. The first activity on the program presents verbally a color word and displays the appropriately labeled colored crayon so that the young child can make the association between the word and the color. Patiently the computer then presents labeled crayons and verbally asks the child to identify each crayon by its color. Color a Picture activity presents 10 attractive pictures for the child to color. As each crayon is selected, the computer says the color word, reinforcing learning. Draw a Picture activity allows for pure creativity with the mouse and the on-screen pencil and eraser. Children can experiment with design. Original pictures can then be saved, colored or changed. This is a fine first computer program for the young child to gain confidence and enjoy the computer.

Retail price: $29.95
Requirements: Runs on all Amiga systems.
Copyright: 1988

Early Learning

Colors and Shapes

First Shapes

Producer: First Byte

Ted E. Bear, the talking computer bear, introduces young children to geometric shapes. Synthesized speech, which is incorporated into the program, helps children to learn the concepts of shape and form. It allows children to hear, and later recall the names of each shape. Children will begin to relate shape to shape, size to size, and size to shape. Toy Factory activity allows children to select shapes and construct various toys. These are then given names and can be saved in the "Toy Box" or printed on paper. Additional activities offer children the chance to match, recall, and identify missing shapes.

Retail price: $39.95 Lab packs available. Contact producer.
Requirements: 512K
Copyright: 1987

Match-It

Producer: The Other Guys

For the very young child, Match-It will introduce the 6 basic colors (red, yellow, blue, orange, purple, and green) and 4 shapes (circle, square, triangle and diamond). In both teaching activities and games, these colors and shapes are reinforced. In Match-Mania 15 pairs of colored shapes are mixed on a grid. Children must point to the matching pairs. In Concentration, 10 pairs of colored shapes are scrambled and hidden. Children can peek at two at a time until they have successfully found all the matching pairs. For children who do not yet know their basic colors and shapes, Match-It is a simple program they will enjoy.

Retail price: $39.99 For school discount and lab packs, contact producer.
Requirements: 512K
Copyright: 1986

Early Learning

Colors
and
Shapes

The Puzzle Storybook

Producer: First Byte

Early skills in visual discrimination are enhanced with this entertaining activity program. Young children gain experience recognizing geometric shapes that are part of their own picture creations. Children can use the pictures they create as illustrations for their own stories. Stories can be written on-screen. Built-in speech device reads stories aloud, and can even speak the child's name. A puzzle activity allows children to reconstruct pictures giving practice in visual memory and spatial relationships. Children will delight in the colorful screens and talking capabilities of this program.

Retail price: $39.95 Lab packs available. Contact producer.
Requirements: 512K
Copyright: 1989

Language Arts

Spelling
and
Alphabetizing

Discover the Alphabet

Producer: Maverick Software

Practice alphabetizing abbreviations and words while enjoying a game with a friend or the computer as an opponent. Strategy, keyboarding, and alphabetizing skills are combined in this fast-paced computer game. Twenty words (or abbreviations) are randomly presented from a large database in a box for each player. Take turns and carefully type each item from your list sequentially. The winner of the game is the player who first succeeds in emptying his or her box of words. Play with or without a time limit. Discover Alphabet is an effortless and enjoyable way to practice alphabetizing!

Retail price: $19.95
Requirements: Runs on all Amiga systems.
Copyright: 1989

Language Arts

Spelling
and
Alphabetizing

Spell-A-Fari

Producer: Designing Minds, Inc.

This entertaining spelling practice program will have the young student playing while improving spelling skills. Three jungle animal friends offer a variety of activities. Monkey has child finding a given word (which is spoken) from a list of 6 choices, or recognizing a word in a list which is spelled correctly. Parrot presents 5 correctly spelled words on the left and the same words scrambled on the right. The child must be able to distinguish the letters and match the pairs. The "hard" version of this game has the child matching spoken words with scrambled words. Elephant verbally gives words for the child to type and spell correctly. Spelling lists may be customized using phonems or sound-a-like editing feature. Spell-A-Fari uses digitized sound and speech, and four part harmony music. Visual rewards of animated animals complete with sound effects are positive reinforcement for the young learner.

Retail price: $39.95
Requirements: 512K
Copyright: 1990

Spellbound

Producer: Learners Image

What a wonderful way to encourage a child to learn how to spell the words on his weekly spelling list! An adult will have to enter the words into the computer - after that the child can practice alone with this charming, interactive program. Designed to be fun for the child, Spellbound offers 3 different practice activities. Match-It is a multiple choice activity where the child "points" to the correct spelling of the word. Mix-It scrambles each spelling word and the child must unscramble it and type it correctly. Spell-It actually asks the child to spell each word in the list correctly. Because the program depends on verbally pronouncing the spelling words, they must be "translated" phonetically. This can be easily accomplished by following the instructions in the program's booklet. Spellbound is filled with graphic and verbal rewards for the child. This is an exceptional program for encouraging spelling practice - it's lots of fun too!

Retail price: $39.95 For school discount and lab packs, contact producer.
Requirements: 512K
Copyright: 1987

Logical Thinking Games

Visual Memory

K-I-M

Producer: Hokianga Software

This program is a challenge to develop visual memory. Objects are displayed and then disappear. They reappear on screen, but other pictures have been added. Can you correctly identify those objects that were in your original set? Choose from sets of animals, flags, numbers, colors, food, and more. Try to remember from 1-10 objects at a time. Recall them by words or as pictures. Decreasing time to view objects adds to the challenge. Scores are recorded and displayed on a bar line. Exciting, high resolution graphics make K-I-M an enjoyable game to play by yourself or with a friend. Option is available to add your own set of pictures using Deluxe Paint or other graphics program.

Retail price: $25.00
Requirements: Runs on all Amiga systems.
Copyright: 1989

Mixed-up Mother Goose

Producer: Sierra On-Line, Inc.

Delightful, animated adventures await your child in Mother Goose Land. Travel through 44 colorful, 3-D animated screens. Meet 20 different characters, and help them find missing objects for the rightful owners. When each rhyme is solved, the animated characters come to life and play out their rhyme with delightful musical scores that children can sing along. Games can be saved by up to 12 players. Random location of objects and characters make for new adventures each time. Easy-to-use menus make it a simple and appropriate program even for young children. Mixed-up Mother Goose is a charming program which offers hours of enjoyment.

Retail price: $29.95
Requirements: 512K
Copyright: 1987

Logical Thinking Games

Visual Memory

One to One Match

Producer: Computer Sight

Fantastic music introduces One to One, and will capture a child's attention right from the start. This is a "Concentration" game that rewards careful observation and visual memory. Choose a 20, 30, or 42 card layout. Picture cards are revealed two at a time (using the mouse clicker) until a match is made. Choose cards from various categories including: Living Things, Shapes, Musical Notes, Continents, and more. Simple concepts are presented on beginning levels - more sophisticated concepts on higher levels. At the beginner's level the child can play alone. He can turn over pairs of cards until matches are made. The computer will verbally identify each picture, praise each match, and play a rewarding song when all matches have been made. Older children will enjoy playing with a friend or challenging the computer at the highest level when it never forgets a card once it is turned over. Beautifully illustrated objects and terrific music add to the fun of this entertaining program!

Retail price: $39.95
Requirements: 512K
Copyright: 1989

Uncle D's ConSOUNDtration

Producer: AlohaFonts

This is a concentration game with a new twist. Match a picture square with a sound effect, spoken letter, or number. This is a game for one or two players. Two grids split the screen. Grids may be divided into 4, 9, 16, or 25 squares. Choose from 1,2,3 - ABC - or animal icons. Select a square on the left grid and reveal a number, letter, or colorful picture. Then choose a square from the right grid and listen carefully. The computer's realistic human speech or sound effect will identify the letter, number, or object for the selected square. The on-screen's clown face will smile when a match is made. Match the squares in the left grid with those in the right in as few tries as possible. Sound effects depicting a pipe organ, xylophone, hooting owl, or even a flushing toilet will hold a child's interest. This program helps to develop visual and auditory discrimination skills.

Retail price: $29.95
Requirements: 512K
Copyright: 1988

Math

Basic Facts
Drill Games

Math Blaster Plus!

Producer: Davidson & Associates

Math Blaster Plus! presents five activities that reinforce basic math facts. Over 750 math problems covering addition, subtraction, multiplication, division, fractions, decimals, and percents are included. All activities present positive learning experiences and are designed to build accuracy, problem solving skills, and confidence. From a "study and learn" activity, to identifying incorrect equations, Math Blaster Plus! offers extensive math practice. Digitized sounds and speech capture attention. For lower level problems, a friendly voice gives positive reinforcement for correct answers. Easy to use editor allows program to be customized with special math equations. Additional features include: record keeping, test maker, pull-down menus, and a reward certificate that may be printed.

Retail price: $49.95 For school discounts and lab packs, contact producer.
Requirements: 512K
Copyright: 1990

Math Odyssey

Producer: The Other Guys

Basic math facts drill practice is combined with lively sound and visual rewards. Identify the correct answers to basic math problems and uncover a puzzle piece. When all the puzzle pieces are uncovered, children will enjoy using the mouse clicker to move them around to complete the picture. Math drill includes basic addition, subtraction, multiplication and division problems. Your own math problems can be used in the drills by entering them with "Puzzle Maker Option". Problems are limited to 1-2 digits, answer to 3 digits. Four picture puzzles are included in the program, but you can add your own pictures for puzzles with a paint program. Math Odyssey is designed to be a motivational learning tool. The editing feature that enables you to enter your own math problems guarantees that Math Odyssey will meet the needs of your children.

Retail price: $49.95 For school discount and lab packs, contact producer.
Requirements: 512K
Copyright: 1989

Math

Basic Facts
Drill Games

Math-A-Magician

Producer: The Other Guys

Math-A-Magician is a lively, interactive math program that encourages children to practice and learn. Math-A-Magician presents 4 skill levels and tests on addition, subtraction, multiplication and division of whole numbers or fractions. An equation is presented in brilliant, huge numbers on the screen and the problem is verbally read by the computer. Three chances are given for each problem before solution is provided. Time limit for responses is optional. Two on-screen tables for addition and multiplication effectively present valuable instruction. Fabulous, creative verbal rewards encourage continued play and practice of essential math skills.

Retail price: $39.99 For school discount and lab packs, contact producer.
Requirements: 512K
Copyright: 1986

Space Math

Producer: Intracorp

Attempt to land your spacecraft without crashing by solving basic math problems. Each correct answer provides fuel or maneuvers your spacecraft through dangerous terrain. Problems can be chosen for any combination of addition, subtraction, multiplication, or division. Difficulty of the game can be changed as skill improves. Space Math is a highly motivating way to practice and improve mental math computations.

Retail price: $14.95
Requirements: Runs on all Amiga systems.
Copyright: 1988

Math

Numbers and
Telling Time

Clock Works by Hokisoft

Producer: Hokianga Software

Children will gain an understanding of the relationship between the movement of the clock's hands and digital time. Clock Works clearly displays a station clock, Big Ben, and a quaint cuckoo clock for the child to practice moving hands and identifying the time in hours and minutes. A digital clock is also provided. Clear human voice option reads the time. Realistic cuckoo sound or Westminster chimes toll the hour and quarter hours. Activities take the child through both clock setting and telling time.

Retail price: $25.00
Requirements: Runs on all Amiga systems.
Copyright: 1989

Early Math

Producer: MicroEd

Four early counting and number activities are included in this program. The first activity, Counting, helps children count objects and recognize numerals. Each screen presents from 1-31 locomotives or boxcars for the child to count. The reward is a lively, animated screen with a whistling steam engine pulling into the depot. What Number is Missing? has children identifying the missing number in a three number counting sequence for numbers up to 99. Adding and subtracting activities are presented as natural extensions of counting. Children will learn to associate the processes with the numeric representations. Each activity incorporates lively sound, color, and plenty of positive reinforcement. The "Help Key" is always available to provide the correct answer in each activity. A performance summary is provided showing number of problems correct and incorrect at the end of each lesson.

Retail price: $49.95
Requirements: 512K
Copyright: 1987

Math

Numbers and Telling Time

Nimble Numbers

Producer: Hokianga Software

Nimble Numbers is a simple arithmetic program that is perfect for taking the child from the skill of counting to learning basic number facts. "I Want to Count" displays from 1-5, 1-10, or 1-15 large colorful fish. Child points to the box showing the correct number of objects. Graphic rewards and clear reinforcement with natural digitized speech accompany lessons. You can also choose to answer simple addition, subtraction, multiplication, or division problems using the numbers 1-5, 1-10, 1-15, or 1-30. Equations are bright and boldly displayed. Answers are selected with the mouse clicker from boxes at the bottom of the screen. Game ends when the child answers 40 questions correctly from any of the activities. Nimble Numbers can be an effective remedial program for reinforcing counting and basic number facts.

Retail price: $25.00
Requirements: Runs on all Amiga systems.
Copyright: 1989

Reading

Comprehension

Aesop's Fables

Producer: Unicorn

Aesop's Fables was designed to encourage independent reading for enjoyment while developing a variety of comprehension and language arts skills. Twelve delightful stories are followed by randomly selected comprehension questions. The questions are different each time. Skills involving alphabetical order, rhyming and analogy are covered in vocabulary section. Spelling exercise and spelling builder contain over 800 words for practice. Child can save and retrieve his own words introducing the skill of file creation.

Retail price: $49.95
Requirements: 512K
Copyright: 1985

Science

Animals

Animal Kingdom

Producer: Unicorn

Six learning activities provide educational fun. Various animal families and the world of nature are introduced in graphically illustrated descriptions. Language arts skills in the areas of reading comprehension, spelling, anagrams, and discrimination are developed. Memory skills are challenged in a concentration game activity. A wealth of information about 14 different categories of animals is presented in this early science program.

Retail price: $49.95
Requirements: 512K
Copyright: 1988

Social Studies

United States

All About America

Producer: Unicorn

This 2 disk talking program combines reading comprehension, American history, and map skills. The map disk includes maps of the 13 Colonies, The U.S. before the Civil War, and our 50 states with quizzes on states, capitals, and postal abbreviations. Story disk includes 16 short stories about the history of the United States followed by comprehension and vocabulary questions. All About America contains a wealth of information ideal for young people to become familiar.

Retail price: $59.95
Requirements: 512K
Copyright: 1987

4th - 6th Grade

Art

- Graphic Design

Computer Skills

- Logo
- Typing and Keyboarding

Language Arts

- Creative Writing
- Poetry
- Spelling
- Vocabulary

Logical Thinking

- Adventure Games
- Classic Games
- Deductive Reasoning
- Spatial Reasoning

Math

- Basic Facts - Drill Games
- Basic Skills
- Math Games

Reading

- Comprehension

Science

- Dinosaurs
- Space
- Whales

Social Studies

- Map Skills
- Simulation Games
- U.S. Geography
- World Geography

Art

Graphic Design

Award Maker Plus

Producer: Baudville

Give someone positive recognition - show that he or she is appreciated - give a personal certificate created with Award Maker Plus. This program makes it quick and easy to do. Choose from 300 pre-designed award styles for various purposes from academic achievement to sports and humorous certificates. Enter text, receipiant's name, signature line and date. Select from 10 border styles and 4 fonts. Print certificate in a choice of color. Easy to follow instructions and on-screen check lists make it easy to create awards for any occasion.

Retail price: $49.95
Requirements: Runs on all Amiga systems.
Copyright: 1988

Hometown U.S.A.

Producer: Publishing International

Hometown U.S.A. lets you design and produce true 3-dimensional miniature buildings as intricate or simple as you choose. Program includes a set of 15 standard building styles, but there is no limit to the structures you can create. Potential uses of the miniatures range from decorations or gift boxes to entire community planning. The manual includes clear instructions and numerous diagrams. Deluxe Paint II/III (Electronic Arts) and Photon Paint 2.0 (MicroIllusions) can be used to add brick patterns, roof shingles, or shadows to siding. This is an imaginative program that will stimulate the creativity of children and adults alike!

Retail price: $39.95
Requirements: Runs on all Amiga systems.
Copyright: 1989

Art

Graphic Design

PrintMaster Plus

Producer: Unison World

Design and produce your own cards, posters, stationery, calendars, and banners. Select borders, graphics and layout from easy to follow on-screen instructions. Enter your message, choose a font and you're ready to print. PrintMaster Plus supplies 122 pre-designed graphics, 11 borders and various font styles. These can be extended with other available Unison World graphic disks purchased separately. Drawing pad option included in this program allows you to draw original designs or alter pre-designed graphics - adding that personal touch. PrintMaster Plus is an entertaining and versatile print program.

Retail price: $39.95
Requirements: 512K
Copyright: 1986

Computer Skills

Logo

Amiga LOGO

Producer: Commodore Business Machines

Amiga LOGO is an interactive program that makes Logo easy to understand and fun to learn. Using the classic features and commands of the original LOGO programs, Amiga LOGO has added superior built in graphics to take full advantage of the Amiga computer. Amiga LOGO takes you from a pre-programmed demo and an audio-visual introduction to Logo programming of advanced procedures. Reference section of program's manual gives detailed descriptions of all the LOGO functions. Amiga's speed, sound and graphics capabilities are fully utilized. Amiga LOGO can print what you type and speak too. Additional features include: up to 32 colors, 4 screen resolutions, mouse driven pull-down menus, and advanced windowing system. Create programmed or freehand graphics from either simple commands or by using the mouse. For the student interested in mastering the computer language, LOGO, Amiga LOGO is just the tool to try!

Retail price: $99.95
Requirements: 512K
Copyright: 1989

Computer Skills

Typing and Keyboarding

Typing Tutor plus Word Invaders

Producer: Academy Software

Typing Tutor plus Word Invaders is an exciting, fast-paced, yet practical typing practice program. Begin with the "home keys" and automatically advance as your skills develop. New keys are introduced in 7 levels of practice and reviewed in level 8. W.P.M. scores and errors are reported on-screen. Instruction booklet contains information on correct fingering as does a colorful on-screen keyboard display. When you master a typing speed of 20 W.P.M. in Level 8 you have graduated! Word Invaders game provides extra incentive to practice. Real words rather than random letters are used in the game - offering practical typing practice. Positive reinforcement, carefully paced practice lessons and an exciting typing game combine to make this an exceptionally well designed typing program.

Retail price: $34.95
Requirements: 512K
Copyright: 1985

Language Arts

Creative Writing

KidTalk

Producer: First Byte

With KidTalk you can write a story and then hear it spoken. See your story on the screen and print it out on paper. Two voices (male and female) allow characters in your story to talk to each other. Limitless possibilities exist for creative written expression. Any letters, numbers, words or sentences that are typed will be spoken back to you. Develop a Pronunciation Dictionary for just the right phonic interpretation. Easy to use on-screen menus are provided for creating and editing work. KidTalk is a quality learning tool that will encourage children to communicate their ideas in writing.

Retail price: $39.95 Lab packs available. Contact producer.
Requirements: 512K
Copyright: 1987

Language Arts

Creative Writing

Smooth Talker

Producer: First Byte

Whether you use Smooth Talker for entertainment or education you'll be fascinated with this talking text program. Consider proofreading your letters where you can "hear" your errors. Just type in your text or transfer documents previously stored. While the program can say about 95% of English-based words correctly, Dictionary feature lets you add exceptions. Print your documents too, in bold, clear type. Smooth Talker's ease of use makes it a delight for all members of the family.

Retail price: $39.95 Lab packs available. Contact producer.
Requirements: 512K
Copyright: 1987

Image Spinning

Producer: MicroEd

Poetry

This creative writing program lets the writer capture his feelings and create a poem that portrays an image. Poetry written with Image Spinning is not restricted by rhyming patterns. Instead the writer looks for word combinations and is guided to combine them to form a poem. From a bank of incomplete lines, the computer randomly selects nine to show on-screen. The writer then choses from these lines those he may possibly use in his poem. Additional words are then added. When this is complete, the lines are re-entered and modified. Add the finishing touch - a beautiful watercolor scene as background for the poem and choose from various fonts just the right print for the poem. Poems may then be printed and enjoyed. This easy to use program is guaranteed to foster creative writing.

Retail price: $49.95
Requirements: 512K
Copyright: 1989

Language Arts

The Rhyming Notebook

Producer: First Byte

Poetry

The Rhyming Notebook is a practical solution for anyone who writes with words that rhyme. A dictionary of 30,000 words, organized into sets that rhyme, can be quickly accessed and displayed on-screen without interfering with the creative thought of the writer. The Rhyming Notebook is a tool for writing text, keeping ideas on a notepad, and printing a final text. Text can be spoken for proofreading purposes. This is an ideal program for poets and songwriters.

Retail price: $39.95 Lab packs available. Contact producer.
Requirements: 512K
Copyright: 1989

How to Spell

Producer: Queue, Inc.

Spelling

Define the terms, review the rules, then practice. How to Spell is an effective tutorial which presents 10 modules designed to help the student learn the principles of correct spelling. Spelling rules presented include: an introduction to vowels and consonants, root words, syllables, and adding suffixes. Repetition brings familiarity and learning of basic spelling rules. Simple selections of correctly spelled words from multiple choices give extensive practice in applying spelling rules. Words used are appropriate for students in grades 4-6.

Retail price: $39.95 For school discount and lab packs, contact producer.
Requirements: 256K
Copyright: 1985

Language Arts

Spelling

Speller Bee

Producer: First Byte

Enter your own spelling words - Speller Bee will give you practice and test your spelling skill. Play games that hide, scramble and change your words, until you can spell them correctly. Speller Bee is a talking program designed to improve spelling skills by letting you hear as well as see the spelling words as you learn. Most frequently misspelled words and appropriate grade level word lists are also included on the disk. Speller Bee is just the tool to help you get 100% on weekly spelling tests.

Retail price: $39.95 Lab packs available. Contact producer.
Requirements: 512K
Copyright: 1988

Vocabulary

Scrabble

Producer: Mastertronic International

This is the classic Scrabble game with all the fun and challenge of the board game added to the sophisticated capabilities and advantages of playing with the Amiga computer. Games can be played by up to 4 players - any combination of human or computer opponents. Form interlocking words, crossword fashion, using the 7 random letter tiles in your rack. Compete for high scores by taking advantage of letter values and premium squares on the game board. Option of setting the skill level of the computer opponents guarantees a challenging game for even the advanced player. Clock timer may be set for allowable time per turn, from 10 seconds to 10 minutes. Game can be saved and resumed at a later date. This is an exciting format for developing vocabulary!

Retail price: $39.99
Requirements: 512K
Copyright: 1988

Language Arts

Vocabulary

Vocabulary Adventure I: Castle of Treasures

Producer: Queue, Inc.

This program offers an abundant amount of reading material, but presents it in a way that motivates the student to read carefully, comprehend material presented, and acquire new vocabulary words. Short reading passages are followed by multiple choice questions. Your answers to these questions affect both your score and the length of your reading/vocabulary adventure. Vocabulary words are introduced and defined within the reading passages, and become the keys for answering the questions. Vocabulary words introduced in this program are both challenging and appropriate for 4th to 6th graders. Playing time depends on how well you can answer the vocabulary questions. Skilled players will require 2 hours of playing time. Repeated play will result in improved scores and an enriched vocabulary.

Retail price: $49.95 For school discount and lab packs, contact producer.
Requirements: 256K
Copyright: 1984

Logical Thinking

Adventure Games

Adventures Through Time Vol. I: The Scavenger Hunt

Producer: Aurum Software

Adventures Through Time is an animated text/graphics adventure where you make all the decisions and guide the progress of the adventure. Type sentences on screen that describe what you want to do. Your animated character moves on-screen and goes where you direct. Travel through time in your quest to complete the scavenger hunt. Gather things you will need and find the time machine. It will take you from your house back in time on your search for a pterosaur egg from prehistoric times, a papyrus scrool from ancient Egypt, and 3 other items from other times and places. If you are observant and search thoroughly for clues along the way, you may be successful and win the scavenger hunt. If not - play again. This adventure game rewards clear thinking and writing, and encourages creative game play.

Retail price: $49.95
Requirements: 512K
Copyright: 1989

Logical Thinking

Adventure Games

The Black Cauldron

Producer: Sierra On-Line, Inc.

This animated adventure game is based on the classic tales of the land of Prydain by Lloyd Alexander. You shape the story of Taran and his search for the magical Black Cauldron. There are no text commands - no typing! All commands are made by using the mouse or joystick and the control keys. Move the animated character, Taran, through eerie forests, dungeons, and dangerous waters. Pick up objects to use when faced with obstacles along the way. Meet 30 animated fantasy characters. Talk with them to acquire useful information. Musical tunes, sound effects, and 73 different, colorful 3-dimensional screens add to the excitement of the adventure. Six built-in arcade sequences add pure fun. Each time this game is played problem solving skills are enhanced as new solutions to the quest are discovered.

Retail price: $39.95
Requirements: 512K
Copyright: 1987

Classic Games

Dominoes

Producer: Polyglot Software

The classic game of dominoes is played on-screen - you against the computer. This game is easy to play, but the computer is a tough competitor. This is an entertaining game, but scoring strategies and summing the ends of the played dominoes offers simple arithmetic practice.

Retail price: $12.95
Requirements: 512K
Copyright: 1987

Logical Thinking

Classic Games

Jigsaw!

Producer: Britannica Software

Jigsaw! lets you solve on-screen puzzles with fantastic graphics. The computer divides a picture into 8-20-40-50-80-128-or 160 pieces. The object is to reconstruct the picture (help is offered when you need it). Three levels of difficulty present various challenges. In the "Hard" levels of the game picture pieces are rotated and flipped! Pictures include animals, art masterpieces and more. Additional picture disks can be purchased. Jigsaw! can load any image saved in low resloution (320x200 with 32 colors maximum) from other graphic programs. Jigsaw! will help to develop visual memory and recognition skills. Jigsaw! is challenging fun for the entire family!

Retail price: $39.95
Requirements: 512K
Copyright: 1989

Deductive Reasoning

Stories in Reasoning with The Great Detective, Genlock Holmes

Producer: MicroEd

This program presents a variety of deductive reasoning puzzle stories that encourage students to think logically, read carefully, and comprehend material read. Through critical reading and the process of elimination, strategies for problem solving are developed. If you can complete logic problems correctly, a letter of a randomly selected password will be revealed. Problems consist of a reading passage presenting a problem for Genlock Holmes to solve and one or more logic grids to fill in. You may look back to the story passage while solving the logic grids. Reading passages are intriguing, and will fascinate even the reluctant reader. There are 20 story exercises in all. Students must consider implications, make inferences, and draw conclusions. Information must be "processed", not merely recalled. This is an exciting program which improves thinking skills!

Retail price: $49.95
Requirements: 512K
Copyright: 1990

Logical Thinking

Spatial Reasoning

Block Out

Producer: California Dreams

Block Out is an addictive challenge of 3-D strategy and skill. Given a block of one to five 3-D cubes, your job is to rotate, maneuver, and position it as it drops into a multi-layered pit. Fit the blocks together so that they completely fill a layer. The more layers you can fill - the higher your score. Layers which are incomplete fill the pit and end the game. Various options allow you to modify the dimensions of the pit and the block set used. Choose geometric cube shapes that range from the flat block set to an extended, complex set. At every skill level Block Out offers the ultimate challenge in spatial reasoning and logic.

Retail price: $39.95
Requirements: 512K
Copyright: 1989

Tetris

Producer: Spectrum HoloByte

Tetris is a challenging game of quick thinking and spatial reasoning skills. Rotate and flip moving blocks of various 4-square patterns. Make the pieces fit precisely to form complete rows. Quickly position the blocks as they fall into a multi-leveled pit. Time is of the essence - you must think and work quickly. Ten levels of play and options to change speed of play increases the challenge. Scoring system records top ten game winners. This game of skill can be enjoyed by all members of the family.

Retail price: $34.95
Requirements: 512K
Copyright: 1987

Math

Basic Facts
Drill Games

Math Blaster Plus!

Producer: Davidson & Associates

Math Blaster Plus! presents five activities that reinforce basic math facts. Over 750 math problems covering addition, subtraction, multiplication, division, fractions, decimals, and percents are included. All activities present positive learning experiences and are designed to build accuracy, problem solving skills, and confidence. From a "study and learn" activity, to identifying incorrect equations, Math Blaster Plus! offers extensive math practice. Digitized sounds and speech capture attention. For lower level problems, a friendly voice gives positive reinforcement for correct answers. Easy to use editor allows program to be customized with special math equations. Additional features include: record keeping, test maker, pull-down menus, and a reward certificate that may be printed.

Retail price: $49.95 For school discounts and lab packs, contact producer.
Requirements: 512K
Copyright: 1990

MathTalk

Producer: First Byte

Professor Matt A. Matics will help you learn addition, subtraction, multiplication, and division skills, and be your private talking tutor along the way. Program includes tutorials, test simulations and games. The Professor will help you each step of the way until you can solve each problem correctly. Enter your own problems to solve and print out. Receive individualized help and check answers with the simulated, talking calculator. Master basic math facts and develop strategies to build speed and accuracy. Mystery Number and Table Talk games are included to improve basic math facts and add fun to math practice.

Retail price: $39.95 Lab packs available. Contact producer.
Requirements: 512K
Copyright: 1988

Math

Basic Skills

Arithmetic

Producer: True Basic, Inc.

Arithmetic is an ideal resource and supplement for the student whose theoretical math requires help or clarification. Student simply provides the problem - the computer does the mechanics of solving it with visual and written explanations of processes involved. With Arithmetic the student builds comfort with math processes and is relieved of the tedious computations. This comprehensive program deals with 9 skill areas including: numeric expressions, computations with fractions, percentages, square root, metric and geometric measurement and more. This program is a natural supplement to any math textbook study.

Retail price: $49.95 Lab packs available. Contact producer.
Requirements: 512K
Copyright: 1987

MathTalk Fractions

Producer: First Byte

Master fractions, decimals, and percents. Enter your own problems in The Problem Factory. Problems will be checked and help provided to correct your mistakes. Fraction Shuffle lets you practice fraction skills. Fun House is full of challenging math games. Team Challenge prepares you to become a competitive math wiz by increasing your math skills, and mastering the relationship between fractions, decimals and percents. Check your homework. Solve all kinds of problems, or become a math expert playing the games. MathTalk Fractions offers varied learning activities that will challenge, build confidence, and help you master important math skills.

Retail price: $39.95 Lab packs available. Contact producer.
Requirements: 512K
Copyright: 1988

Math

Math Games

Decimal Dungeon

Producer: Unicorn

Answer decimal problems correctly and find your way out of the crystallite caverns. Each correct answer moves you closer to freedom, as stalagmites that block the way disintegrate. Incorrect answers are given full-screen tutorial explanations. This is a multi-level action game. Decimal problems include addition, subtraction, multiplication, division, or converting decimals to fractions or percents or vice-versa. This program is a fast-paced decimal drill game.

Retail price: $49.95
Requirements: 512K
Copyright: 1985

Discover Numbers

Producer: Maverick Software

Dr. Genius, Ava Ridge, and I.M. Dumb are willing opponents in this fast paced math game. Skills are extremely varied, and range from basic facts drill, to time (A.M./P.M.), dates, and holidays. A randomly selected list of 20 items (math equations, holidays, etc.) appears on-screen for each player. Taking turns, the players remove items from their lists by typing them in, one at a time, to make a sequential list in the center of the screen. The first player to empty his or her list wins. Sounds easy? An optional time limit and penalties for incorrect answers increase the challenge. If you choose not to play against the computer, two players can challenge each other. Accurate keyboarding skills are also practiced with this sequencing math skills game.

Retail price: $19.95
Requirements: Runs on all Amiga systems.
Copyright: 1989

Math

Math Games

Fraction Action

Producer: Unicorn

Answer fraction problems correctly to escape from the Mad Professor's Mansion where you are being held captive. As the game progresses, the gatekeepers will unlock a gate for every correct answer. Don't forget to reduce all fractions to lowest terms! Incorrect answers are given full screen explanations and an occasional drop down the basement's chutes by the mansion's ghost. This is a fast-paced fraction drill game.

Retail price: $49.95
Requirements: 512K
Copyright: 1984

The Adventures of Sinbad

Producer: Unicorn

This talking program is designed to develop reading comprehension skills, improve vocabulary, encourage creative writing, and teach word processing, file creation, and memory skills. Each of three stories contains animated graphics and its own glossary. Stories are followed by randomly selected reading comprehension and vocabulary questions. Program also contains a mini word processor for writing and editing original stories and questions. This is a quality language arts and computer literacy program.

Retail price: $49.95
Requirements: 512K
Copyright: 1985

Reading

Comprehension

Magical Myths

Producer: Unicorn

Magical Myths aims to develop reading comprehension skills, improve vocabulary, encourage creative writing, teach word processing, file creation, and memory skills. Three ancient Greek myth stories are followed by reading comprehension or vocabulary questions which are randomly selected from over 600 in the program. Questions are based on knowledge of facts remembered from each story. Word-processing and editing options encourage creative writing and develop computer skills.

Retail price: $49.95
Requirements: 512K
Copyright: 1985

Tales from the Arabian Nights

Producer: Unicorn

Tales from the Arabian Nights aims to develop reading comprehension skills, improve vocabulary, encourage creative writing, and teach word processing. Each of the 3 stories contains its own glossary and is followed by reading comprehension and vocabulary questions (randomly selected from the 600 in the program) based on facts remembered from each story. This 2 disk program contains a mini word processor for editing and writing student's own stories and questions.

Retail price: $49.95
Requirements: 512K
Copyright: 1985

Science

Designasaurus

Producer: Britannica Software

Dinosaurs

This program offers a combination of problem-solving skills that stimulate scientific curiosity and activities that let you express your creativity. Study paleontological information on the lifestyles and ecosystems of the Brontosaurus, Stegosaurus, and Tyrannosaurus Rex. Control your dinosaur as you travel through prehistoric times. If your dinosaur can survive through all five ecosystems you can earn a certificate and a place in the Dinosaur Hall of Fame. Design, create, and name your own dinosaur from a collection of fossilized bones. Information about the fossils accompanies each picture on screen. Your dinosaur creation can be printed. Designasaurus also permits you to print dinosaur pictures from their collection with descriptions or as poster size or T-shirt prints. Designasaurus presents remarkable sights and sounds of these prehistoric giants.

Retail price: $49.95
Requirements: 512K
Copyright: 1989

Planet Probe

Producer: MicroEd

Space

Interesting facts about our planetary system is the fuel for this arcade-style simulation flight to the planets. Learn about contributions made by such early scientists as Newton, Copernicus, and Kepler. Learn about the planets and the similarities and differences between them. Then employ eye-hand dexterity to land your space probe on each planet without crashing. The arcade game is great fun - a bonus for learning!

Retail price: $29.95
Requirements: 512K
Copyright: 1989

Science

Whales

Save the Whales

Producer: MicroEd

Save the Whales combines the interesting study of whales, reading comprehension practice, and a challenging survival game. Your task is to earn enough points to guide 8 whales to the sanctuary and keep them safe from whalers and natural disasters. To do this you must correctly answer questions based on information presented on text screens. It's lots of fun - there's even an element of chance with the roll of the computer's dice. Check your status throughout the game. Watch your finances and energy supply. Your whales could starve and end the game if you aren't careful. An abundance of information is presented throughout this enjoyable, educational program.

Retail price: $39.95
Requirements: 512K
Copyright: 1989

Social Studies

Map Skills

Introducing Maps

Producer: MicroEd

This two disk program is an interactive tutorial that teaches introductory information about maps, and tests for mastery. This program is ideal for reading comprehension! Clear, easy to read text screens are followed by two comprehension questions relating to the passage. The student is required to type answers correctly. After each informational passage a full-screen, digitized picture is presented which refers to the information presented. Topics include: Map Symbols, Directions, Continents and Hemispheres, Latitude and Longitude, Weather and much more. The rewards for correctly answering questions throughout the program are chances to play a Target Arcade Game. Randomly selected questions are presented in The Mastery Test. Whenever a test question is missed, the appropriate informational passage appears for the student to re-read in order to answer the question correctly. This is a fine educational program - an outstanding independent tutorial!

Retail price: $59.95
Requirements: 512K
Copyright: 1989

Social Studies

Simulation Games

Gold Rush

Producer: Sierra On-Line, Inc.

Gold Rush is a sensational, animated, historical simulation that takes you back to the gold rush of 1849. Make critical decisions including means of travel and routes to follow. Travel by ship through the Gulf Stream to Panama, or follow the route via Cape Horn. Try the overland route by stagecoach and wagon train. Pay attention to detail - avoid obstacles and perils along the way. Gold Rush is highly entertaining, but because of its historical accuracy and authenticity, a better understanding and appreciation of the American frontier is guaranteed. This is an outstanding program that you won't want to miss - or stop playing!

Retail price: $39.95
Requirements: 512K
Copyright: 1987

U.S. Geography

Great States II

Producer: Designing Minds, Inc.

This is an educational game and tutorial of the states of the U.S.. Information such as: Land Formations, Average Rainfall, Population, Vegetation and more are presented on a series of colorful national maps. States tutorial provides a screen for any state you choose revealing: state flag, flower, bird, tree, song, motto, date state entered the Union and more. Eight different games include testing your knowledge about each state. Learn the names of the state capitals, abbreviations, and locations on the national map. State names are spoken and states are highlighted. Questions are presented verbally. Plenty of humorous, positive reinforcement is provided when correct answers are given. This is a fabulous way to become knowledgeable about the states. Varied activities offer hours of learning fun.

Retail price: $39.95
Requirements: 512K
Copyright: 1987

Social Studies

U.S. Geography

Where in the U.S.A. is Carmen Sandiego?

Producer: Broderbund Software

Where in the U.S.A. is Carmen Sandiego? combines an exciting graphic travel adventure with the fun of trivia games, mysteries, and arcade animation. Track a notorious gang of thieves as you learn about the history, economy, and geography of the 50 states and the District of Columbia. The program includes 1,500 clues and 16 suspects. Students are encouraged to take notes, decipher clues, and develop their analytical skills. A U.S.A. Travel Guide and on-screen map are included. As you become an advanced detective, the game becomes quite difficult. This is a challenging, educational and entertaining program.

Retail price: $49.95 School edition $59.95 Lab pack $119.95
Requirements: 512K
Copyright: 1986

World Geography

Where in the World is Carmen Sandiego?

Producer: Broderbund Software

Students will discover that learning geography can be fun with Where in the World is Carmen Sandiego? They will also willingly take notes, analyze information, and use reference materials. Unravel geographic clues and travel to exotic foreign cities of the world. Pursue master thieves and collect evidence until you can identify and capture the suspect. Use "The World Almanac" which is included with the program. Become a knowledgeable world traveller and enjoy this challenging exploration game.

Retail price: $44.95 School edition $59.95 Lab pack $119.95
Requirements: 512K
Copyright: 1986

Social Studies

World Geography

World Odyssey

Producer: The Other Guys

Choose a map and make it into a puzzle. Learn to identify states, countries and regions of the world from the 12 maps included on this program. "Look" activity displays the completed map. State/country names and their locations are displayed for study. With "Mix'Em Up" the computer divides the screen into 20 square pieces and scrambles the map. The object is to recognize the pieces and reconstruct the map using the mouse to move the squares. Clicking on a square next to an empty one will slide that square to the empty space. When a square is moved to the correct location a question box appears with questions to answer before returning to the puzzle. "QuestionMaker" allows you to change questions in existing puzzles. You can also replace maps or modify existing ones by loading a map into a paint program, making the desired changes and then saving the map. World Odyssey helps develop visual memory and geographic skills - fun for the entire family!

Retail price: $49.95 For school discount and lab packs, contact producer.
Requirements: 512K
Copyright: 1989

7th - 9th Grade

Art

- Animation
- Cartoons
- Graphic Design

Computer Skills

- Data Management
- Logo

Language Arts

- Creative Writing
- Vocabulary

Logical Thinking

- Classic Games
- Deductive Reasoning Puzzles
- Spatial Reasoning

Math

- Math Games

Music

Science

- Space

Social Studies

- Government
- Simulation Games
- U.S. Geography
- World Geography

Art

Animation

Fantavision

Producer: Broderbund Software

Fantavision teaches animation techniques and lets you create your own animated pictures. Draw any two objects or figures in separate frames. Fantavision will generate up to 64 "in-between" frames, to turn your first drawing smoothly into your second. When frames are shown in rapid sequence, the images appear to be in motion. Create colorful cartoons, special effects, and motion pictures, then add sound effects. Even an inexperienced animator can bring the simplest drawings to life. Make a caterpiller magically become a magnificant butterfly! Add a background. Hi-resolution background screens can be loaded from other Amiga programs.

Retail price: $59.95 School edition $69.95 Lab pack $139.95
Requirements: 512K
Copyright: 1985

MovieSetter

Producer: Gold Disk

All the tools for the classic techniques of animated movie making are at your fingertips with MovieSetter. View the pre-programmed demo, then follow the clear steps in the guide to work your way through the interactive tutorial. You will be shown the various features and control the animation, speed, and sound effects on-screen. From there you can begin to utilize the superb features of this program and create your own animated movies. MovieSetter utilizes easy-to-understand symbols and on-screen pull-down menus. Professionally drawn characters and backgrounds make for high quality animated creations. You can also use any Amiga paint program to load IFF format pictures. Finished productions can be recorded on video tape.

Retail price: $99.95
Requirements: 512K RAM is required. 1 Mbyte is recommended.
Copyright: 1988

Art

Cartoons

Comic Setter

Producer: Gold Disk

Create your own comic books complete with characters, props, word balloons, and professional backgrounds. Add full-color with a variety of brushes and paint features. Work with the extensive clip-art included in ComicSetter, or import IFF graphics from any paint program. ComicSetter comes complete with powerful drawing tools, fonts, and sound effects. Clip art can be modified to individualize your characters - add a mustache, change the hair color - make a hero become the villain! Magnification feature is useful for adding detail. Adjustable grid guides your page layout. Copy, paste, and flip graphics vertically or horizontally. ComicSetter contains advanced features that require experimentation, patience, and practice to master. This sophisticated design program provides all the tools needed to create limitless comic creations.

Retail price: $99.95
Requirements: 1 Megabyte of memory is required.
Copyright: 1988

The Graphics Studio

Producer: Accolade

Graphic Design

The computer is your canvas. The Graphics Studio is the sophisticated tool that lets you express your creativity. Paint with 4,096 individual colors. Images can be moved, flipped, rotated, or removed. Use an airbrush to create a smooth transition between colors. Pixel-by-pixel approach and utilization of the zoom feature are useful for detail work. Adjustable eraser cleans up large or small areas. "Color cycling" tool allows you to animate your picture. Other tools will have you drawing lines, boxes, ellipses, circles, and polygons. Add depth and shadow effects. Mirror effect reflects drawing actions. "Text tool" lets you add text to any of your pictures using various fonts and colors. This program provides a wide range of unique and varied tools - ease of use is its most valuable feature. With The Graphics Studio complex operations are reduced to point, click and create!

Retail price: $49.95
Requirements: 512K
Copyright: 1987

Computer Skills

Data Management

Who! What! When! Where!

Producer: Blue Ribbon Bakery

This organizational tool keeps track of people, places, and things to do. As a phone and address book, it will list names, addresses, phone numbers, and let you cross reference information about entries. Calendar displays a month at a glance from any year. Enter dates and list special events or things to do. Appointment book lets you view all appointments, or those you specify. It reminds you of important dates. Alarm Clock feature won't let you forget - it will alert you with a voice, bell or sound effects. Address labels, appointments, phone numbers, things to do, and monthly calendars can all be printed . Who! What! When! Where! can be used by 14 different people having separate directories, or is ideal for a school organization or group - it can be the secretary!

Retail price: $79.95 Site license available. Contact producer.
Requirements: 512K
Copyright: 1989

Logo

Amiga LOGO

Producer: Commodore Business Machines

Amiga LOGO is an interactive program that makes Logo easy to understand and fun to learn. Using the classic features and commands of the original LOGO programs, Amiga LOGO has added superior built in graphics to take full advantage of the Amiga computer. Amiga LOGO takes you from a pre-programmed demo and an audio-visual introduction to Logo programming of advanced procedures. Reference section of program's manual gives detailed descriptions of all the LOGO functions. Amiga's speed, sound and graphics capabilities are fully utilized. Amiga LOGO can print what you type and speak too. Additional features include: up to 32 colors, 4 screen resolutions, mouse driven pull-down menus, and advanced windowing system. Create programmed or freehand graphics from either simple commands or by using the mouse. For the student interested in mastering the computer language, LOGO, Amiga LOGO is just the tool to try!

Retail price: $99.95
Requirements: 512K
Copyright: 1989

Language Arts

Creative Writing

Smooth Talker

Producer: First Byte

Whether you use Smooth Talker for entertainment or education you'll be fascinated with this talking text program. Consider proofreading your letters where you can "hear" your errors. Just type in your text or transfer documents previously stored. While the program can say about 95% of English-based words correctly, Dictionary feature lets you add exceptions. Print your documents too, in bold, clear type. Smooth Talker's ease of use makes it a delight for all members of the family.

Retail price: $39.95 Lab packs available. Contact producer.
Requirements: 512K
Copyright: 1987

The Talking Animator

Producer: JMH Software of Minnesota, Inc.

This easy-to-use program will have you feeling positively creative and successful almost immediately! As a word processor it will display text boldly on-screen and it will speak what you write. Its palette of bright colors will have you drawing and coloring original pictures or those included in the program. Combine writing with drawing. Then add animation to your creations. It's easy! Ghosting feature lets you see images from previous pages for graphics placement and smooth animation. Run them forward and in reverse. You can genlock your animation with a favorite video tape. Printer support is also included. Save your documents for easy retrieval. The Talking Animator is a dynamic tool for creating animated stories or cartoons.

Retail price: $49.95
Requirements: 512K required. 1 meg is recommended.
Copyright: 1988

Language Arts

Vocabulary

Scrabble

Producer: Mastertronic International

This is the classic Scrabble game with all the fun and challenge of the board game added to the sophisticated capabilities and advantages of playing with the Amiga computer. Games can be played by up to 4 players - any combination of human or computer opponents. Form interlocking words, crossword fashion, using the 7 random letter tiles in your rack. Compete for high scores by taking advantage of letter values and premium squares on the game board. Option of setting the skill level of the computer opponents guarantees a challenging game for even the advanced player. Clock timer may be set for allowable time per turn, from 10 seconds to 10 minutes. Game can be saved and resumed at a later date. This is an exciting format for developing vocabulary!

Retail price: $39.99
Requirements: 512K
Copyright: 1988

Vocabulary Adventure II: The Labyrinth

Producer: Queue, Inc.

With the premise that "learning new words can be fun" and that the learning process takes place as a result of repeated exposure - not drill and practice - this program helps students develop vocabulary skills which are essential for reading comprehension. This labyrinthine journey leads you through different reading segments where numerous vocabulary words are encountered. The story line weaves back and forth as you explore - new vocabulary words are introduced with imagination and skill. Time required to complete Vocabulary Adventure II depends on the number of correct responses the player makes. If only correct responses are made to the multiple choice questions throughout, it will take almost 2 hours of playing time. If only incorrect responses are made, the game will end in about a half an hour. Vocabulary words presented are frequently used, challenging words appropriate for 7th - 9th graders.

Retail price: $49.95 For school discount and lab packs, contact producer.
Requirements: 256K
Copyright: 1984

Logical Thinking

Classic Games

Jigsaw!

Producer: Britannica Software

Jigsaw! lets you solve on-screen puzzles with fantastic graphics. The computer divides a picture into 8-20-40-50-80-128-or 160 pieces. The object is to reconstruct the picture (help is offered when you need it). Three levels of difficulty present various challenges. In the "Hard" levels of the game picture pieces are rotated and flipped! Pictures include animals, art masterpieces and more. Additional picture disks can be purchased. Jigsaw! can load any image saved in low resloution (320x200 with 32 colors maximum) from other graphic programs. Jigsaw! will help to develop visual memory and recognition skills. Jigsaw! is challenging fun for the entire family!

Retail price: $39.95
Requirements: 512K
Copyright: 1989

The Enigma Device

Producer: King Publishing

Deductive Reasoning Puzzles

This game of cryptograms offers over 1000 cryptograms for you to solve. Choose from the various categories pre-programmed on the disk or create your own puzzles. Either way The Enigma Device offers a real test of your deductive reasoning skill. Cryptograms are based on the simple-substitution cipher. Each letter of the alphabet having one fixed substitute. Letter substitutions and changes are made by pressing the desired key or clicking the appropriate letter in the "available" box. Use the clues to solving cryptograms provided in the instruction book. Recognize the most frequently used letters and letter groups to help you decode the messages.

Retail price: $39.95
Requirements: Runs on all Amiga systems.
Copyright: 1989

Logical Thinking

Spatial Reasoning

Block Out

Producer: California Dreams

Block Out is an addictive challenge of 3-D strategy and skill. Given a block of one to five 3-D cubes, your job is to rotate, maneuver, and position it as it drops into a multi-layered pit. Fit the blocks together so that they completely fill a layer. The more layers you can fill - the higher your score. Layers which are incomplete fill the pit and end the game. Various options allow you to modify the dimensions of the pit and the block set used. Choose geometric cube shapes that range from the flat block set to an extended, complex set. At every skill level Block Out offers the ultimate challenge in spatial reasoning and logic.

Retail price: $39.95
Requirements: 512K
Copyright: 1989

Tetris

Producer: Spectrum HoloByte

Tetris is a challenging game of quick thinking and spatial reasoning skills. Rotate and flip moving blocks of various 4-square patterns. Make the pieces fit precisely to form complete rows. Quickly position the blocks as they fall into a multi-leveled pit. Time is of the essence - you must think and work quickly. Ten levels of play and options to change speed of play increases the challenge. Scoring system records top ten game winners. This game of skill can be enjoyed by all members of the family.

Retail price: $34.95
Requirements: 512K
Copyright: 1987

Math

Math Games

Crossmath Puzzles

Producer: APM Productions

Crossmath Puzzles is a fast-paced math equation game designed to challenge, stimulate and entertain. Earn the highest score by building equations with as many number and operation tiles as you can. Up to 3 people can play against Questo, the math wizard. Defeat Questo and become master of the game. Crossmath Puzzles promotes competition and team play. Game options can be changed to offer just the right challenge to match skill levels. High resolution graphics and lots of positive reinforcement accompany play. Games can be played in bases 2 through 16. A complete tutorial on number bases is included. This program offers math fun.for the whole family.

Retail price: $69.95
Requirements: 256K
Copyright: 1989

Music

Instant Music

Producer: Electronic Arts

Instant Music is designed to let everyone enjoy music. Even if you "can't read a note," you will be amazed and fascinated with the music you can make. Simply use the mouse to select the instrument you want to work with, move to the window and click to add or change notes. Notes are represented by blocks of color. Dozens of songs are built-in for you to change or re-arrange. Play up to four instruments at a time. Choose from over a dozen instruments including human voices, guitars, drums, horns, keyboards, and more. Built-in artificial intelligence of the program has you creating original music - always in the right rhythm and key. Turn off the artificial intelligence and experiment on your own. IFF File Format lets you load your musical compositions into other Amiga programs.

Retail price: $19.95
Requirements: 512K
Copyright: 1986

Science

Space

Distant Suns

Producer: Virtual Reality Laboratories, Inc.

Distant Suns is an astounding program offering a database of over 2,200 stars, 450 Deep Sky Objects and a multitude of ways to display and study them. Travel back in time to observe the night sky at virtually any time in history (9999 BC - 9999AD). Easy to use menus make this powerful program a pleasure to use. Gaze at the stars from any location. Planetary and constellation names can be viewed for identification, and just as easily removed for a realistic view of the heavens. Search feature helps you locate any of the planets or constellations by name. IFF screen dumps can be loaded into a paint program. The sky's the limit, or should we say unlimited, with this program's fantastic facility to present celestial phenomena and fundamentals of astronomy. (9,100 Star Expansion Disk is available)

Retail price: $69.95
Requirements: 512K
Copyright: 1989

Social Studies

Government

How a Bill Becomes a Law

Producer: Queue, Inc.

Assume the role of a Congressman. Your task is to sponsor a bill that becomes a law and at the same time pick-up support for your bid for re-election. This program presents a series of on-screen multiple-choice questions. You accumulate points for correct answers. You are scored on your responses at each stage of the legislative process. Experience the decision making process, deal with lobbyists, weigh various alternatives, and bargain for support. Questions touch virtually all elements of the legislative process. Time required to complete the program varies from 10 minutes to over an hour depending upon the success of the player and his political decisions. How a Bill Becomes a Law can be valuable as an introduction to the political process and its terminology. Hall of Fame lists scores of top 40 players.

Retail price: $49.95

For school discount and lab packs, contact producer.

Requirements: 256K
Copyright: 1984

Social Studies

Simulation Games

Gold Rush

Producer: Sierra On-Line, Inc.

Gold Rush is a sensational, animated, historical simulation that takes you back to the gold rush of 1849. Make critical decisions including means of travel and routes to follow. Travel by ship through the Gulf Stream to Panama, or follow the route via Cape Horn. Try the overland route by stagecoach and wagon train. Pay attention to detail - avoid obstacles and perils along the way. Gold Rush is highly entertaining, but because of its historical accuracy and authenticity, a better understanding and appreciation of the American frontier is guaranteed. This is an outstanding program that you won't want to miss - or stop playing!

Retail price: $39.95
Requirements: 512K
Copyright: 1987

Joan of Arc

Producer: Broderbund Software

Joan of Arc is an action/strategy adventure that brings history to life. Superb graphics depict 5 types of medieval action sequences. Seventy-three authentic provinces and towns, and 31 historically accurate characters make this more than just an entertainment program. Take the role of Charles VII in the year 1429. Make important decisions at each turn - use strategy and diplomacy. Negotiate and engage in large-scale battles. The options for play are virtually unlimited. Relive and change the course of history. You determine the outcome. The storyline is filled with interesting facts right out of medieval history. The game is lively and intriguing.

Retail price: $44.95
Requirements: 512K
Copyright: 1990

Social Studies

Simulation
Games

Sim City

Producer: Maxis

Sim City is a fabulous, animated, simulation program! Manage a city on your own. Make the decisions that affect the quality of daily living. Try your hand at maintaining city services and managing the municipal budget. Explore alternative remedies for pollution, unemployment, and natural disasters. Seven pre-programmed cities include: San Francisco at the time of the 1906 earthquake, modern Detroit, Boston, Bern and Hamburg. Each city simulation is animated with moving traffic, construction, city sounds, and more. Sim City is filled with colorful graphics, demographic maps, and graphs that give you a record of the past to help you gauge trends. Create, design and manage your own city - it's exciting and challenging! A better understanding of social problems is achieved, making Sim City an asset for the social studies/civics classroom.

Retail price: $49.95 School edition $59.95
Teacher's Guide $10.00
Requirements: 1 Megabyte required for 64-color graphics
512K required for 16-color graphics.
Copyright: 1989

U.S. Geography

Trip

Producer: Sky Shepard Software

Trip is an innovative route planning program that can be used for vacation planning, educational travel projects, or just for fun. Plan your trip - enter your origin, destination, and up to eight cities you wish to travel through. Trip will search its database and find the route for your trip and indicate the milage and estimate the travel time. The itinerary of your trip route can be printed showing the roads, distances between cities, distance traveled, distance remaining, compass headings, estimated travel time and nearby places. Where is...? option will tell you how far away a location is from where you are or from any other place. Trip knows 2,418 places in the U.S. and Southeast Canada and 7,444 roads that connect them. A comprehensive road atlas is included with this program.

Retail price: $59.95 For school discount and lab packs,
contact producer.
Requirements: 512K
Copyright: 1989

Social Studies

U.S. Geography

Where in the U.S.A. is Carmen Sandiego?

Producer: Broderbund Software

Where in the U.S.A. is Carmen Sandiego? combines an exciting graphic travel adventure with the fun of trivia games, mysteries, and arcade animation. Track a notorious gang of thieves as you learn about the history, economy, and geography of the 50 states and the District of Columbia. The program includes 1,500 clues and 16 suspects. Students are encouraged to take notes, decipher clues, and develop their analytical skills. A U.S.A. Travel Guide and on-screen map are included. As you become an advanced detective, the game becomes quite difficult. This is a challenging, educational and entertaining program.

Retail price: $49.95 School edition $59.95 Lab pack $119.95
Requirements: 512K
Copyright: 1986

World Geography

Where in the World is Carmen Sandiego?

Producer: Broderbund Software

Students will discover that learning geography can be fun with Where in the World is Carmen Sandiego? They will also willingly take notes, analyze information, and use reference materials. Unravel geographic clues and travel to exotic foreign cities of the world. Pursue master thieves and collect evidence until you can identify and capture the suspect. Use "The World Almanac" which is included with the program. Become a knowledgeable world traveller and enjoy this challenging exploration game.

Retail price: $44.95 School edition $59.95 Lab pack $119.95
Requirements: 512K
Copyright: 1986

Social Studies

World Geography

World Odyssey

Producer: The Other Guys

Choose a map and make it into a puzzle. Learn to identify states, countries and regions of the world from the 12 maps included on this program. "Look" activity displays the completed map. State/country names and their locations are displayed for study. With "Mix'Em Up" the computer divides the screen into 20 square pieces and scrambles the map. The object is to recognize the pieces and reconstruct the map using the mouse to move the squares. Clicking on a square next to an empty one will slide that square to the empty space. When a square is moved to the correct location a question box appears with questions to answer before returning to the puzzle. "QuestionMaker" allows you to change questions in existing puzzles. You can also replace maps or modify existing ones by loading a map into a paint program, making the desired changes and then saving the map. World Odyssey helps develop visual memory and geographic skills - fun for the entire family!

Retail price: $49.95 For school discount and lab packs, contact producer.
Requirements: 512K
Copyright: 1989

10th - 12th Grade

Art

- Animation
- Cartoons
- Graphic Design

Computer Skills

- Data Management
- Typing and Keyboarding
- Word Processing

Foreign Language

- German

Language Arts

- Analogies
- Vocabulary

Logical Thinking

- Deductive Reasoning Puzzles
- Spatial Reasoning

Math

- Algebra
- Calculus
- Trigonometry

Music

Reading

- Comprehension

Science

- Space

Social Studies

- Simulation Games
- U.S. Geography
- World Geography

Art

Animation

Fantavision

Producer: Broderbund Software

Fantavision teaches animation techniques and lets you create your own animated pictures. Draw any two objects or figures in separate frames. Fantavision will generate up to 64 "in-between" frames, to turn your first drawing smoothly into your second. When frames are shown in rapid sequence, the images appear to be in motion. Create colorful cartoons, special effects, and motion pictures, then add sound effects. Even an inexperienced animator can bring the simplest drawings to life. Make a caterpiller magically become a magnificant butterfly! Add a background. Hi-resolution background screens can be loaded from other Amiga programs.

Retail price: $59.95 School edition $69.95 Lab pack $139.95
Requirements: 512K
Copyright: 1985

MovieSetter

Producer: Gold Disk

All the tools for the classic techniques of animated movie making are at your fingertips with MovieSetter. View the pre-programmed demo, then follow the clear steps in the guide to work your way through the interactive tutorial. You will be shown the various features and control the animation, speed, and sound effects on-screen. From there you can begin to utilize the superb features of this program and create your own animated movies. MovieSetter utilizes easy-to-understand symbols and on-screen pull-down menus. Professionally drawn characters and backgrounds make for high quality animated creations. You can also use any Amiga paint program to load IFF format pictures. Finished productions can be recorded on video tape.

Retail price: $99.95
Requirements: 512K RAM is required. 1 Mbyte is recommended.
Copyright: 1988

Art

Cartoons

Comic Setter

Producer: Gold Disk

Create your own comic books complete with characters, props, word balloons, and professional backgrounds. Add full-color with a variety of brushes and paint features. Work with the extensive clip-art included in ComicSetter, or import IFF graphics from any paint program. ComicSetter comes complete with powerful drawing tools, fonts, and sound effects. Clip art can be modified to individualize your characters - add a mustache, change the hair color - make a hero become the villain! Magnification feature is useful for adding detail. Adjustable grid guides your page layout. Copy, paste, and flip graphics vertically or horizontally. ComicSetter contains advanced features that require experimentation, patience, and practice to master. This sophisticated design program provides all the tools needed to create limitless comic creations.

Retail price: $99.95
Requirements: 1 Megabyte of memory is required.
Copyright: 1988

Deluxe PhotoLab

Producer: Electronic Arts

Graphic Design

Deluxe PhotoLab is a graphics tool that combines three programs: a paint program, a color processor, and a poster maker. Manual contains tutorials that explain the extensive features of each program. The Paint program has all the tools for creating realistic art. Use up to 4,096 colors, curves, polygons and an airbrush. Photographic quality images can be created and manipulated with 8 different levels of resolution. Text tool lets you enter lines of text in any color. Print any image as small as a postage stamp or as large as a 10' by 10' billboard poster. Enhance digitized images, move elements between graphic modes. The serious artist and graphics designer will find that Deluxe PhotoLab is the ideal tool to design and create the best graphics imaginable.

Retail price: $149.95
Requirements: 1 MB Required.
Copyright: 1988

Art

Graphic Design

Digi-Paint 3

Producer: NewTek, Inc.

Maximize the graphics power of your Amiga with Digi-Paint 3. Create original artwork for video presentations, publishing, or just for the fun of it. All the tools are available in this program, even for a graphics expert. Start with the major features, follow the Guided Tour and Tutorials. Create, manipulate, and modify using 11 different drawing modes. Digi-Paint 3 reads standard IFF picture files. "Undo and Repeat" allows you to change a color, paint mode or transparency level, and then restores your artwork with the changes without your losing your work. 3-D texture mapping, transparency and smoothing controls are some of the many sophisticated features included in this program. Combinations of these features offer almost unlimited graphic capabilities.

Retail price: $199.95
Requirements: 512K required. 1MB recommended.
Copyright: 1989

The Graphics Studio

Producer: Accolade

The computer is your canvas. The Graphics Studio is the sophisticated tool that lets you express your creativity. Paint with 4,096 individual colors. Images can be moved, flipped, rotated, or removed. Use an airbrush to create a smooth transition between colors. Pixel-by-pixel approach and utilization of the zoom feature are useful for detail work. Adjustable eraser cleans up large or small areas. "Color cycling" tool allows you to animate your picture. Other tools will have you drawing lines, boxes, ellipses, circles, and polygons. Add depth and shadow effects. Mirror effect reflects drawing actions. "Text tool" lets you add text to any of your pictures using various fonts and colors. This program provides a wide range of unique and varied tools - ease of use is its most valuable feature. With The Graphics Studio complex operations are reduced to point, click and create!

Retail price: $49.95
Requirements: 512K
Copyright: 1987

Computer Skills

Data Management

Who! What! When! Where!

Producer: Blue Ribbon Bakery

This organizational tool keeps track of people, places, and things to do. As a phone and address book, it will list names, addresses, phone numbers, and let you cross reference information about entries. Calendar displays a month at a glance from any year. Enter dates and list special events or things to do. Appointment book lets you view all appointments, or those you specify. It reminds you of important dates. Alarm Clock feature won't let you forget - it will alert you with a voice, bell or sound effects. Address labels, appointments, phone numbers, things to do, and monthly calendars can all be printed . Who! What! When! Where! can be used by 14 different people having separate directories, or is ideal for a school organization or group - it can be the secretary!

Retail price: $79.95 Site license available. Contact producer.
Requirements: 512K
Copyright: 1989

Typing and Keyboarding

Mavis Beacon Teaches Typing

Producer: Software Toolworks

This is an incredibly effective and enjoyable typing improvement program. It makes full use of artificial intelligence as it personalizes lessons, recognizes when the user is bored or frustrated, and changes the lesson presentations. On-screen "Guide Hands" show correct finger technique. Mavis speaks in easy, conversational sentences. Lesson content is interesting and informative. It includes: famous quotations, historical funfacts, humor, resume writing, and more. Extensive progress records analyze just about everything, and report progress in 25 areas. Road Racer arcade game adds interest to typing practice. Superior graphics! This program combines intelligence and sensitivity with the teaching of typing.

Retail price: $49.95 Lab packs available. Contact producer.
Requirements: 512K
Copyright: 1987

Computer Skills

Word Processing

ProWrite 2.5

Producer: New Horizons Software

ProWrite has all the features of a complete word processing program and more. Picture files created with Amiga paint programs can be read by ProWrite. Use these IFF graphics anywhere in your documents. You can even have your words "wrap around" the picture. Select from multiple fonts, styles, and colors. Fast text entry always keeps up with typing speed. Spelling checker with 100,000 words allows both batch spelling checks and checking as you type. Menu commands are straightforward and easy to follow. You can open several documents at the same time, and "cut" text from one and "paste" it in another. Editing features make revising a document easy to do. "What you see" on the screen is exactly "what you get" when document is printed. ProWrite is an easy-to-master, powerful, graphic word processing program.

Retail price: $124.95
Requirements: 1 Megabyte of RAM is required.
Copyright: 1989

Foreign Language

German

Beginning German

Producer: MicroEd

Learn to read and write German! The computer speaks in German! You are shown an English expression and the same expression in German. The computer will say the expression in German, and will repeat it as many times as you wish. When you have learned the expression and its spelling, press the Return key. The screen will clear and you will be asked to type the expression in English and German. The computer will repeat the expression if you choose, and the Help Key is always available when you are really "stuck". Quizzes assess how much you have learned. At the end of each lesson the computer will show you the parts of the lesson where you experienced trouble. Beginning German is a self-paced, nonthreatening tutorial. Positive reinforcement, hearing the German pronunciations, and clear presentation of material make learning German enjoyable.

Retail price: $69.95
Requirements: 512K
Copyright: 1989

Language Arts

Analogies

Analogies I

Producer: Queue, Inc.

Develop a systematic approach to solving analogies with this easy to understand tutorial. Identify relationships such as: whole:part, part:part, cause:effect, and more. This highly instructional program offers extensive practice, review, and reinforcement. No prior knowledge of analogies is required to be successful. Analogies I may be just the right preparation for encountering analogies on standardized tests!

Retail price: $65.00 For school discount and lab packs, contact producer.
Requirements: 256K
Copyright: 1985

Analogies II

Producer: Queue, Inc.

This tutorial presents ten practice exercises on each of two disks, for various forms of analogous relationships. Because of the advanced level of vocabulary included in the word pairs, this program combines a tutorial in vocabulary as well as analogies. This is truly for the advanced student who possesses a prior knowledge of the various forms of analogies and desires systematic practice in identifying them. Each lesson presents 10 questions in the form of matching the correct pair of words with a sample pair. Explanation of the correct answer follows an incorrect response.

Retail price: $65.00 For school discount and lab packs, contact producer.
Requirements: 256K
Copyright: 1985

Language Arts

Vocabulary

Practical Vocabulary

Producer: Queue, Inc.

Practical Vocabulary is strictly a "no-nonsense" program for increasing vocabulary. Twenty-four lessons present multiple choice questions in the areas of: synonyms, antonyms, prefixes, suffixes, definitions and word meaning distinctions, and Greek and Latin Roots. Drills become progressively more difficult and deal with words that 99% of adults know to words that only 25% of adults know. Lessons are effective because they are directed to the meanings of Greek and Latin word roots, prefixes, and suffixes rather than purely presenting extensive lists of vocabulary words. Drills are also tutorials as incorrect responses are followed by explanations of the correct answers. Scores are reported on-screen after each lesson. Program includes two mastery tests covering all material presented.

Retail price: $54.95 For school discount and lab packs, contact producer.
Requirements: 256K
Copyright: 1985

Scrabble

Producer: Mastertronic International

This is the classic Scrabble game with all the fun and challenge of the board game added to the sophisticated capabilities and advantages of playing with the Amiga computer. Games can be played by up to 4 players - any combination of human or computer opponents. Form interlocking words, crossword fashion, using the 7 random letter tiles in your rack. Compete for high scores by taking advantage of letter values and premium squares on the game board. Option of setting the skill level of the computer opponents guarantees a challenging game for even the advanced player. Clock timer may be set for allowable time per turn, from 10 seconds to 10 minutes. Game can be saved and resumed at a later date. This is an exciting format for developing vocabulary!

Retail price: $39.99
Requirements: 512K
Copyright: 1988

Logical Thinking

Deductive Reasoning Puzzles

The Enigma Device

Producer: King Publishing

This game of cryptograms offers over 1000 cryptograms for you to solve. Choose from the various categories pre-programmed on the disk or create your own puzzles. Either way The Enigma Device offers a real test of your deductive reasoning skill. Cryptograms are based on the simple-substitution cipher. Each letter of the alphabet having one fixed substitute. Letter substitutions and changes are made by pressing the desired key or clicking the appropriate letter in the "available" box. Use the clues to solving cryptograms provided in the instruction book. Recognize the most frequently used letters and letter groups to help you decode the messages.

Retail price: $39.95
Requirements: Runs on all Amiga systems.
Copyright: 1989

Block Out

Producer: California Dreams

Spatial Reasoning

Block Out is an addictive challenge of 3-D strategy and skill. Given a block of one to five 3-D cubes, your job is to rotate, maneuver, and position it as it drops into a multi-layered pit. Fit the blocks together so that they completely fill a layer. The more layers you can fill - the higher your score. Layers which are incomplete fill the pit and end the game. Various options allow you to modify the dimensions of the pit and the block set used. Choose geometric cube shapes that range from the flat block set to an extended, complex set. At every skill level Block Out offers the ultimate challenge in spatial reasoning and logic.

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Requirements: 512K
Copyright: 1989

Logical Thinking

Spatial Reasoning

Tetris

Producer: Spectrum HoloByte

Tetris is a challenging game of quick thinking and spatial reasoning skills. Rotate and flip moving blocks of various 4-square patterns. Make the pieces fit precisely to form complete rows. Quickly position the blocks as they fall into a multi-leveled pit. Time is of the essence - you must think and work quickly. Ten levels of play and options to change speed of play increases the challenge. Scoring system records top ten game winners. This game of skill can be enjoyed by all members of the family.

Retail price: $34.95
Requirements: 512K
Copyright: 1987

Math

Algebra

Algebra

Producer: True Basic, Inc.

Designed as a supplement to classroom learning or for self-study, Algebra takes advantage of the computer's ability to compute, plot and graph. The program's help screen tells you exactly what kind of input is needed throughout each section. Topics include: solving systems of equations, finding roots of functions, plotting linear inequalities, working with fractions, computing square roots, quadratic equations and more. Algebra provides the tools for you to find and visually represent solutions to virtually any problem you define. The fundamentals of the process are empahsized rather than the mechanics. Algebra is completely menu driven with appropriate, straightforward directions.

Retail price: $49.95 Lab pack $125.00
Requirements: 512K
Copyright: 1987

Math

Algebra

Algebra Plus Vol. I

Producer: Stone & Associates

Algebra Plus Vol. I is a tutorial designed to complement and parallel work with an algebra text book. This program provides exposure to the first semester of algebra. Topics include: The Real Number system, Using Formulas, Graphing Equations, Word Problems, Linear Equations and General Properties of Polynomials. Algebra Plus provides comprehensive drill and testing. Help function is available throughout. To ensure a thorough understanding of the algebraic concepts, each step of the problem solving process is explained.

Retail price: $49.95 Lab pack $100.00 (5 disks)
Requirements: 512K
Copyright: 1984

Algebra Plus Vol. II

Producer: Stone & Associates

Algebra Plus Vol. II is the second part of an introductory algebra tutorial and practice program. It is designed to be used along with a standard algebra course or textbook. Algebra Plus Vol. II is a 2 disk program. The first disk contains the tutorial and practice lessons; the second disk contains tests to evaluate your understanding and progress. Topics include: Exponents and Logarithms, Addition, Subtraction, and Multiplication of Polynomials, Solving Quadratic Equations, Factoring of Polynomials and Word Problems. Instant feedback provides positive reinforcement. Help function provides assistance in solving word problems and equations. Test scores can be stored on a formatted disk. Algebra Plus Vol. II combined with Algebra Plus Vol. I will provide coverage of first year algebra instruction.

Retail price: $49.95 Lab pack $100.00 (5 disks)
Requirements: 512K
Copyright: 1984

Math

Calculus

Calculus

Producer: True Basic, Inc.

Fast, interactive graphics show clearly the answers to problems you enter. Calculus is an ideal supplement to a textbook, a tool for classroom demonstrations, or for the student to use at home. Unlike tutorials which give you the problems to solve - this program is the tool that solves your problems. Advanced function plotting, limits, areas, derivatives, and differential equations are solved by the computer. It does the mechanics of solving and graphing. You can see the process and better understand the concepts.

Retail price: $49.95 Lab pack $125.00
Requirements: 512K
Copyright: 1987

Pre-Calculus

Producer: True Basic, Inc.

As an introduction to calculus/trigonometry, Pre-Calculus is an excellect program guide through the basics. With the computer responsible for the mechanics, the student can concentrate on the process and maximize his exposure to the exercises. Among the areas covered are function plotting, manipulating parameters, equations of lines and more. Since the student is responsible for providing the numbers to create the problems, significant learning occurs in this process of defining the terms. Pre-Calculus is a varied program with clear, on-screen representations.

Retail price: $49.95 Lab pack $125.00
Requirements: 512K
Copyright: 1986

Math

Trigonometry

Trigonometry

Producer: True Basic, Inc.

Trigonometry is a program which functions as a complement to classroom study or a textbook. For the capable or struggling math student learning fun is incorporated in the way this program illustrates the problem solving elements of a problem. Students select their own examples, enter the formula and required numbers, and the program will generate graphic displays or provide numeric answers. When the student enters a function the program will plot the function for chosen intervals. Functions can be displayed on different sets of axes - just specify new X- and Y-coordinates. Trigonometry is menu driven, keeping required typing to a minimum.

Retail price: $49.95 Lab packs available. Contact producer.
Requirements: 512K
Copyright: 1986

Music

Deluxe Music Construction Set

Producer: Electronic Arts

Deluxe Music Construction Set lets you enter music into on-screen staffs and then listen to your music played. Changes in your composition can be made with your mouse as easily as the notes were entered. Dozens of musical compositions are included on the program with various "playback" options including a range from ppp to fff. Program utilizes pull-down menus and on-screen windows. Your musical scores can be printed out as quality sheet music exactly as it appears on the screen. Arrangements can also be saved on disk. Enter lyrics and guitar fret board notations to your musical scores. Deluxe Music Construction Kit can be connected to a MIDI synthesizer. Musical compositions can be played back on the instruments preset in your synthesizer. Manual provides tutorials for the beginner - program offers sophisticated features for the accomplished musician and composer!

Retail price: $99.95
Requirements: 256K
Copyright: 1985

Reading

Comprehension

College Aptitude Reading Comprehension

Producer: Queue, Inc.

With two disks, 15 modules on each, this program represents a comprehensive review for the college bound. The subject clasifications include: science, social studies, the humanities and many more. Lessons present reading passages followed by multiple choice questions. Each group represents an appropriate variety of levels. Errors are duly corrected, and scores are reported at the end of each lesson. The material represents a large enough sampling from unique sources to make the learning process not only challenging, but interesting and effective.

Retail price: $65.00 For school discount and lab packs, contact producer.
Requirements: 256K
Copyright: 1985

Science

Space

Distant Suns

Producer: Virtual Reality Laboratories, Inc.

Distant Suns is an astounding program offering a database of over 2,200 stars, 450 Deep Sky Objects and a multitude of ways to display and study them. Travel back in time to observe the night sky at virtually any time in history (9999 BC - 9999AD). Easy to use menus make this powerful program a pleasure to use. Gaze at the stars from any location. Planetary and constellation names can be viewed for identification, and just as easily removed for a realistic view of the heavens. Search feature helps you locate any of the planets or constellations by name. IFF screen dumps can be loaded into a paint program. The sky's the limit, or should we say unlimited, with this program's fantastic facility to present celestial phenomena and fundamentals of astronomy. (9,100 Star Expansion Disk is available)

Retail price: $69.95
Requirements: 512K
Copyright: 1989

Social Studies

Simulation Games

Balance of Power: The 1990 Edition

Producer: Mindscape

Balance of Power is the ultimate political strategy game. Golbal politics and power struggles in the years from 1989 to 1997 are under your control. The goal of Balance of Power is to increase your geopolitical prestige and weaken the prestige of the Soviet Union. Influence the course of worldwide events, avoid nuclear war. Monitor the politics of 80 countries. Examine factors such as government stability, philosophy, and military power. Multifacited learning will precede and accompany game play. Elements including: a fascinating database of political information, clear graphic presentation of countries on the world map, functional pull-down menus, comprehensive game manual and more, are combined with an outstanding, first-rate simulation, resulting in a winning educational program!

Retail price: $49.95
Requirements: 512K
Copyright: 1988

Sim City

Producer: Maxis

Sim City is a fabulous, animated, simulation program! Manage a city on your own. Make the decisions that affect the quality of daily living. Try your hand at maintaining city services and managing the municipal budget. Explore alternative remedies for pollution, unemployment, and natural disasters. Seven pre-programmed cities include: San Francisco at the time of the 1906 earthquake, modern Detroit, Boston, Bern and Hamburg. Each city simulation is animated with moving traffic, construction, city sounds, and more. Sim City is filled with colorful graphics, demographic maps, and graphs that give you a record of the past to help you gauge trends. Create, design and manage your own city - it's exciting and challenging! A better understanding of social problems is achieved, making Sim City an asset for the social studies/civics classroom.

Retail price: $49.95 School edition $59.95
Teacher's Guide $10.00
Requirements: 1 Megabyte required for 64-color graphics
512K required for 16-color graphics.
Copyright: 1989

Social Studies

U.S. Geography

Trip

Producer: Sky Shepard Software

Trip is an innovative route planning program that can be used for vacation planning, educational travel projects, or just for fun. Plan your trip - enter your origin, destination, and up to eight cities you wish to travel through. Trip will search its database and find the route for your trip and indicate the milage and estimate the travel time. The itinerary of your trip route can be printed showing the roads, distances between cities, distance traveled, distance remaining, compass headings, estimated travel time and nearby places. Where is...? option will tell you how far away a location is from where you are or from any other place. Trip knows 2,418 places in the U.S. and Southeast Canada and 7,444 roads that connect them. A comprehensive road atlas is included with this program.

Retail price: $59.95 For school discount and lab packs, contact producer.
Requirements: 512K
Copyright: 1989

World Geography

Centaur World Atlas

Producer: Centaur Software

Centaur World Atlas is an entertaining and educational computerized atlas. General information on the planet earth is included, presenting graphic presentations of time zones, population, and area. Information on over 170 countries including population, language, history, customs, and more is at your fingertips. "America Version" provides information on the 50 states of the United States. "Info Card" screens display information on countries and states. Text can be scrolled, as interesting facts about an area are presented. High resolution graphics present clear and colorful on-screen maps. A wealth of valuable information is easily accessible with this computerized geographic database.

Retail price: $59.95
Requirements: 512K
Copyright: 1989

Social Studies

World Geography

World Geography Adventure I: The Americas

Producer: Queue, Inc.

Playing Geography Adventure I will enable you to visit each country in North and South America without packing a bag. At each location along the way, between 1 and 6 multiple choice questions are presented which describe the location of secret messages. To pick up a message the questions must be answered correctly. Points accrue throughout play. Hints are available, but will impact your score. Play begins in the Falkland Islands and progresses through up to 800 locations. Of course, each wrong answer branches to a description of the location selected, and may take the player wandering through unnecessary locales. An atlas in-hand reinforces map reading skills.

Retail price: $49.95 For school discount and lab packs, contact producer.
Requirements: 256K
Copyright: 1984

Teacher Utility

Authoring Program

CLAS

Producer: MicroEd

If you know what you want in the way of instructional computer courseware for your students, but lack the programming knowledge to write you own, CLAS may be just the tool for you for use. Sample courses included in the program will help you get started, and show you the versatility of CLAS and the features you can incorporate into your program for any curriculum area. Give the commands in plain English, the Amiga will write the program. Abundant help screens, which may be printed out, will give you all the information you will need. Language files on disk allow you to author programs in English, Spanish, French, and German. Speech device narrates material within your courseware. Digitized sound, musical notes/chords, pictures, color, fonts, and highlighting are only a few of the available features you can use. CLAS will even allow you to integrate a VCR presentation! You have to see this dynamic program to believe it!

Retail price: $129.95
Requirements: 512K
Copyright: 1989

Additional Amiga Titles

Subject/Topic	Title	Producer
Foreign Language		
French	Linkword French	Artworx
Spanish	Linkword Spanish	Artworx
Graphic Design		
Painting	Doug's Color Commander	Seven Seas Software
	Spritz	Oxxi, Inc.
Math		
Advanced Equations	Doug's Math Aquarium	Seven Seas Software
Music	Bars & Pipes	Blue Ribbon Bakery
	Copyist Apprentice	Dr. T's Music Software
	M (tm) for the Amiga	Intelligent Music
	MIDI Recording Studio	Dr. T's Music Software
	Sonix	Oxxi, Inc.
	SoundTrax I	Oxxi, Inc.
	SoundTrax II	Oxxi, Inc.
Productivity		
Accounting	Desktop Budget	Gold Disk
	Nimbus	Oxxi, Inc.
Authoring System	CanDo	Inovatronics, Inc.
Database	Superbase Personal 2	Precision Incorporated
	Superbase Professional	Precision Incorporated
Desktop Video	JMH Easy Titler	JMH Software of Minn.
Programming	True BASIC Lang. System	True Basic, Inc.
Spreadsheet	Superplan	Precision Incorporated
Telecommunications	A-Talk III	Oxxi, Inc.
Word Processing	Pen Pal	Brown-Wagh Publishing
	Promise	The Other Guys
	Reason	The Other Guys
	TextPro Amiga	Abacus Software
	The Works - Platinum	Micro-Systems Software
	WordPerfect	WordPerfect, Corp.
Social Studies		
Geography	Choromap	Bassett Geographic

Producer Directory

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Abacus Software TextPro Amiga

James Oldfield, Jr.
Director of Marketing
Abacus Software
5370 52nd Street S.E.
Grand Rapids, Michigan 49512

(616) 698-0330
(800) 451-4319
FAX (616) 698-0325

Academy Software Typing Tutor plus Word Invaders

Brenda Weidner
Manager
Academy Software
P.O. Box 6277
San Rafael, California 94903

(415) 499-0850

Accolade The Graphics Studio

Melinda Mongelluzzo
Public Relations Coordinator
Accolade
550 S. Winchester Blvd. Suite 200
San Jose, California 95128

(408) 985-1700
FAX (408) 246-0885

AlohaFonts Uncle D's ConSOUNDtration

Dennis Hayes
Director of Marketing
AlohaFonts
P.O. Box 2661
Fair Oaks, California 95628-9661

(916) 631-9633

APM Productions

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Andrew P. Mandell
President
APM Productions
57 Hatfield Road
West Newton, Massachusetts 02165

(617) 332-5996

Artworx

Linkword French
Linkword Spanish

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Penfield, New York 14526

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Adventures Through Time Vol. I:
The Scavenger Hunt

Billie Golden
Marketing Director
Aurum Software
P.O. Box 5392
Ventura, California 93003

(805) 659-3570

Bassett Geographic

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Cyrus B. Dawsey
President
Bassett Geographic
1103 E. Magnolia Avenue
Auburn, Alabama 36830

(205) 887-9057

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Baudville
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Director of Educational Marketing and Sales
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California Dreams

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Mr. Larry Leek
Director of Marketing
California Dreams
780 Montague Expressway #403
San Jose, California 95131

(408) 435-1445
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Centaur Software

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My Paint

Sammy Tayara
Director of Marketing
Centaur Software
4451-B Redondo Beach Blvd.
Lawndale, California 90260

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Susan Bengough
Commodore Business Machines, Inc.
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Dr. T's Music Software
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Debbie Minarchi
Affiliated Labels Product Manager
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Jim Gracely
Director of Marketing
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Mary Lynn Hotte
Marketing/Communications
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Director of Marketing
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Hokianga Software
Campbell Street
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int. 64 887 57761

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Frances Pantello
Exec. Assistant
Intracorp
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Miami, Florida 33186

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Maverick Software
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Maxis Software, Inc.
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Auburn Hills, Michigan 48057

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President
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Vice President, Sales & Marketing
New Horizons Software
206 Wild Basin Road Suite 109
Austin, Texas 78746

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Director of Marketing
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35 Cape George Wye
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Software Toolworks
One Toolworks Plaza
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Sherman Oaks, California 91423

(818) 885-9000

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Ms. Rita Harrington
Director of Marketing
Spectrum Holobyte
2061 Challenger Drive
Alameda, California 94501

(415) 522-3584
FAX (415) 522-3587

Stone & Associates

Algebra Plus Vol. I
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Vivica Stone
Stone & Associates
7910 Ivanhoe Avenue Suite 319
La Jolla, California 92037

(619) 459-9173
(800) 621-0852 ext. 520

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FAX (801) 753-7666

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Michael Whitman
Director of Marketing
True BASIC, Inc.
12 Commerce Avenue
West Lebanon, New Hampshire 03784

(800) TR-BASIC
FAX (603) 298-7015

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Jeffrey Stark
Unicorn
2950 E. Flamingo Road
Greenview Park, Suite B
Las Vegas, Nevada 89121

(702) 737-8862

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Sales Administration
Unison World
1321 Harbor Bay Parkway
Alameda, California 94501

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FAX (415) 748-6964

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Lance H. Woeltjen
President
Virtual Reality Laboratories, Inc.
2341 Ganador Court
San Luis Obispo, California 93401

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WordPerfect Corporation

WordPerfect Corp.
1555 N. Technology Way
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(801) 225-5000
FAX (801) 222-4477

WordPerfect

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