At home with the BBC microcomputer.

2

Winter 1983

Selected home education
programs distributed by
Acornsoft

INTRODUCTION

We are pleased to present a selection of the best available software written for the BBC Microcomputer.

Here are home entertainment and educational programs for you, your family and friends to enjoy this winter.

Choose from the wide range of educational programs; younger children can learn effortlessly, with or without supervision, and will benefit from the instructive-but-fun approach to fundamentals such as reading, drawing, counting and telling the time.

Quiz games for all the family will provide hours of intense concentration, and for the less competitive among us there are two personal database systems and even a dating program!

These programs are distributed by Acornsoft and are available from your dealer now...

By looking at our special symbols, you can tell in what form the programs are available:

on cassette
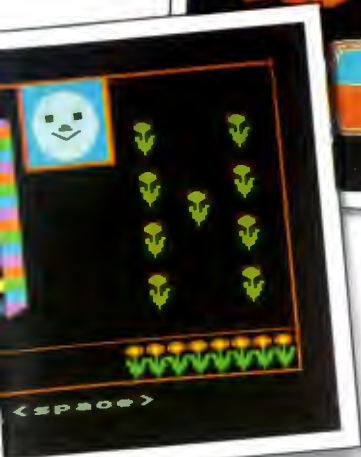
suitable for Model A

suitable for Model B

indicates you can use joysticks

indicates that the program uses the speech chip if fitted

# APPLIED SYSTEMS KNOWLEDGE SOFTWARE

ASK combines specialist educational know-how and a wealth of experience with computers in these highly entertaining programs. Ingeniously designed to make the best use of splendid colour graphics and sound effects, they make learning an absorbing and rewarding pastime.

Excellent documentation makes them a pleasure to use!

Size: 170 × 120 × 25mm
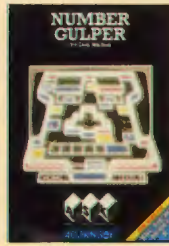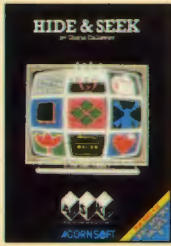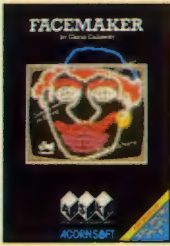
Facemaker

Children of all ages are enthralled by Facemaker. Starting with the eyes, and proceeding at your own pace, you can build up one of over a million possible identikit-type faces on the television screen. The program asks you to select features from a series of choices: mouths, ears, noses, hair-styles, even earrings and hats! This teaches children to read and spell the names of the features with their associated quality/adjective, and then later to follow the sentence structures in which they appear. Children have fun drawing each other, or working together on the program, and this helps improve their reading ability, social interaction, and powers of observation.

Hide & Seek

Hide & Seek is designed to encourage and develop reading skills. Objects are put into boxes and hidden by shutters. The player then has to remember where the objects were hidden! Sounds easy? With six very different objects young children will succeed quickly, but try remembering the whereabouts of nine different flowers. Since only the Space Bar and RETURN keys are used, very young children can play this game, while even adults find the more difficult memory games challenging!

The last two games help with reading and spelling by improving short term memory. The player has to remember which picture is missing from the set that was shown, and either 'read it' or 'spell the name'.

Let's Count

Let's Count provides an introduction to the numbers one to nine and the fundamental concepts involved in counting. The scenes, chosen to capture a young child's imagination, include ships visiting islands, rockets flying from the moon, and a fairground stall. While playing the child learns to count objects, match them to numerals, recognise their order and compare their magnitude.

Number Gulper

Number Gulper is a gripping, fast moving game that helps develop arithmetic skills using all four arithmetic operators – add, subtract, multiply and divide. The player has to build a number between 10 and 9999 by gulping numbers on a track on the screen using a manoeuvrable gulper, before its energy runs out. At higher levels there are scramblers which change the number if they are touched by the gulper, ruining any plans previously made. The game works with both joystick and keyboard, and 19 levels of difficulty cater for children of all abilities. Even adults find the upper levels testing! There is also a self-test option to enable children to monitor the improvement in their mental arithmetic as they play the Number Gulper.

APPLIED SYSTEMS KNOWLEDGE SOFTWARE

Number Puzzler

The four games in Number Puzzler are an exciting way of improving your ability at addition and subtraction. Three of the games are like noughts and crosses, but with the numbers up to 9 or 99, depending on the level chosen. Using a three by three or six by six grid, you can play against a friend or the computer; the skill comes in developing a winning strategy. In the fourth game, *Magic Square,* you have to fill a square with numbers so that the rows, columns and diagonals add up to the same number. A self-test is also provided as a means of checking how much you have improved.

Number Chaser

Since calculators have become such common household objects, fewer people now resort to mental arithmetic. Children brought up on calculators may never acquire a feel for numbers. Number Chaser provides children with the opportunity to practise estimation with an exciting race game, featuring advanced graphics and a choice of four different vehicles corresponding to four levels of difficulty. You race against the computer's car, all the time estimating the answers to a series of multiplication sums. You may be able to win the race, but can you make it to world champion?

Children from Space

Follow the adventures of Beng and Zoma as they explore the earth. Having only recently arrived from their home in space, they have a few problems with their English – they get words mixed up, spellings muddled and don't always know the right words to use. What they need is earth children to help them out by correcting their daily reports.

Having helped Beng and Zoma, children will spot errors in their own written work much more quickly. But there's much more to Children from Space than dry exercises in grammar – critical analysis is encouraged by asking the player to choose the better of two words. The events which involve these two friendly visitors are by turns humorous, surprising and endearing.
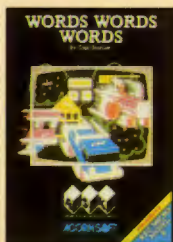
Cranky

Cranky the crazy calculator doesn't like rain. On wet days Cranky's circuits get damaged, so that some of the calculator keys don't work any more. The fault is shown on a 1-100 number square, and you can repair Cranky by constructing the numbers in the pattern. You've only got two numbers with which to do this though. If you make the repair successfully, then you can use Cranky as a calculator! Sometimes it's easy, but sometimes you have to make lots of calculations. Careful planning will help you repair Cranky quicker.

Repairing Cranky will give children a chance to explore the interesting relationships between numbers by free experimentation at their own pace, thus giving confidence with number manipulation.

Table Adventures

Table Adventures is an exciting way of helping young children with their tables, approaching them through factorisation rather than multiplication. The four games involve finding gold at the rainbow's end, canoeing across rapids, escaping from underground, and using skill and logic to minimise your score. Each game starts off very simply but is progressively more challenging, eventually providing a tough problem (even for adults!). A self-test is also provided so that you can see how you are improving.

Words Words Words

Words Words Words is a stimulating game which uses the element of fantasy to help young children with their reading and spelling. Pictures are shown on the screen and the child has to type in the name of the object shown; where common alternatives arise (eg truck or lorry) the computer will usually accept both. If the answer is correct the object takes its place in a scene. Once all of the pictures in a scene have been identified correctly then the scene comes to life! Over 85 words are introduced for which a dictionary is provided. Children can link the eight scenes together in almost any order they choose to build up their own action-packed stories!

GOOD HOUSEKEEPING SOFTWARE

Published by Ebury Software
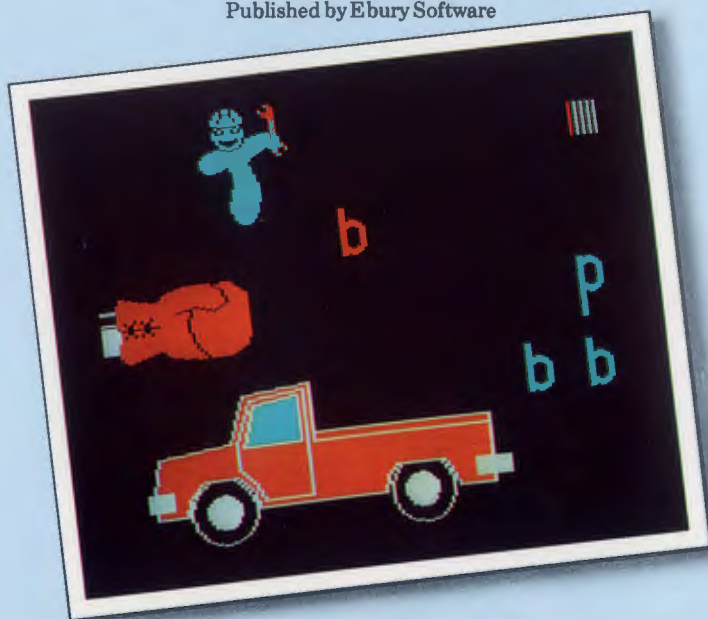
Developed by educational experts for children aged three to six, these programs will provide hours of enjoyable learning activities for your children. Many of the programs have adjustable levels of difficulty to suit different ages and abilities.

Each program is supplied with a Parents' Handbook giving simple operating instructions, guidance for the best possible results, and suggested activities.

All programs feature high quality, full colour animated graphics, and amusing and realistic sound effects.

Size: approx A5
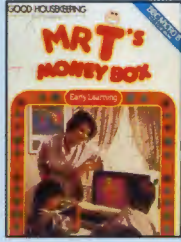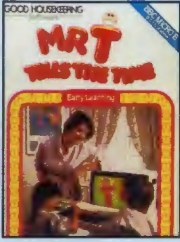
MR T Tells the Time

📼 Ⓑ

Learning to tell the time with MR T is such fun! Can your child race MR T's parachute to a safe landing? Or beat the clock and help MR T pick strawberries?

Four separate games and activities in one fun package will help your child to tell the time in a simple way. He or she will learn to recognise the position of the clock hands on the hour, on the half-hour and on the quarter-hour. The package will also help your child learn the order and position of the numbers 1 to 12 on a clock face.

MR T's Money Box

📼 Ⓑ

MR T's Money Box helps your child master the complexities of our coinage system. The activities on this cassette teach recognition and naming of coins; sorting and matching by size, colour and value; and comparing coins and sets of coins as an introduction to simple addition and subtraction.

There are two games, each with several different game levels ...

In *Money Match* you have to collect a complete set of coins by matching them by shape, size and value.

In *Money Box* you can join with your child and MR T as they try to get all the coins into the money box. The game is different every time because it uses any combination of real coins you have to hand.

MR T's Alphabet Games

📼 Ⓑ

Before your children learn to read, practising their ABC is essential. Now with the help of MR T it is also fun.

Let's Draw Letters – watch how quickly they learn to identify names and match letters, gradually learning how to write them correctly. You can use any family of letters for practice, or make up your own set of letters.

MR T's Letter Factory – help MR T make alphabet soup by matching the letters which come down the assembly line. There are lots of amusing factory sound effects and animated graphics to make learning as easy as ABC.

MR T's Number Games

These games and activities will help your child learn to form numbers correctly, and give practice in counting. Count spots on the ladybird and learn to write the numbers from one to nine or, in the *Elephant Game,* feed and water the elephant by matching a group of objects to their correct numbers.

MR T's Measuring Games

MR T's games and activities will help your child in observing and comparing lengths and heights, and in learning how to use words such as higher, lower, taller and shorter in the right context.

Join in and play *Growing Races* in which two shapes race each other as they grow on the screen. When are they the same? In *Climbing and Growing* the child moves figures up and down stairs or makes them grow taller or shorter. Playing these games will help your child gain concentration, judgement and careful observation of length in the most entertaining way.

MR T's Shape Games

With these games your children will learn to recognise and recite the names of shapes such as circle, square, rectangle and triangle. By playing with these shapes and seeing how they fit together they will begin to learn the principles of geometry.

In *Shape Maker* you choose shapes to colour in and move around the screen.

Jigsaws can be played by one child or two – judge whether the shapes which slide down the screen fit the spaces with a pattern. When all the shapes have been matched the pattern redraws itself in a multi-coloured design.

Adjustable levels of difficulty make it easy enough for a three year old and challenging enough for you to enjoy.

BOURNE EDUCATIONAL SOFTWARE

An attractive range of educational programs for younger children offering real educational potential – there are puzzles and games galore plus general knowledge programs that encourage your child to refer back to more conventional sources of information. All programs are supplied with a full introductory booklet.

Size: 110 × 70 × 16mm (standard library cassette)

BOURNE EDUCATIONAL SOFTWARE
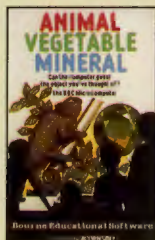
World-Wise

🔲 Ⓑ

Age range 7-15 years

Two programs enabling children to build up fascinating information banks on their favourite geography subjects. The programs cover both the UK and the world in a series of ten categories including, for example, canals, towns and antiquities. Your atlases and reference books will be well used as they try to find a river that passes through the Equator or attempt to discover who built the Parthenon!

The programs feature:

– Powerful review/edit facilities to correct entries if required.
– Saving and loading of data at any time.
– Personalised responses with attractive sound.
– Recording of information on every entry.

Wordhang

🔲 Ⓑ

Age range 5-13 years

Educational version of 'hangman' word game, with full colour graphics and simple but attractive screen layout. Children no longer find learning to spell a chore as they try to keep him alive! Host of attractive features include:

– Lists totalling 260 words to suit reading age/subject; there is also a facility to create and save own lists.
– Time limit which can be set for each guess.
– Monitoring of child's performance: time taken, list used, correct/incorrect attempts, etc.

Animal/Vegetable/Mineral

🔲 Ⓐ Ⓑ
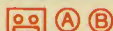
Age range 7-13 years

Think of an object and see if the computer can guess it correctly. Children love 'educating' the computer as it fails to get the answer right.

The program stimulates fascinating (and educational!) discussions as to the difference between alligators and crocodiles, and whether oil is vegetable or mineral, and encourages the use of reference books as children try to find the answers to their own questions. Full information on every entry is recorded.
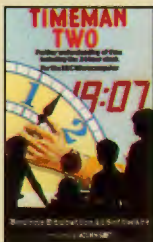
Happy Numbers

Age range 4-6 years

Uses full colour graphics to present attractive images to encourage children to learn their numbers and count. No reading skills are required for this very easy to use program.

Children are encouraged through the attractive display of flowers and happy/sad faces in response to their entries. The program makes full use of sound reactions, but only with the correct answers! Incorrect entries show the equivalent number, and then the original entry counts to the correct number. Every entry is recorded to identify problem figures.

Timeman One

Age range 4-9 years

Children will love learning to tell the time and set the clock with Timeman One. Right/wrong answers are shown by happy/sad faces and a figure dances a jig to a tune and plants a flag.

There is a choice of any one of progressive stages comprising telling hours, telling minutes, telling hours and minutes, setting hours, setting minutes, and setting hours and minutes. After incorrect answers, the opportunity is provided to try again with guidance given as to the correct answer. A further incorrect answer leads to the correct answer being shown.

The program also features the following:

– Attractive use of sound, but level adjustable.
– Option of setting minutes to one- or five-minute accuracy.
– Full BES monitor.
– Recording of every entry. Ability and needs are identified; practice at specific stages can then be chosen.

Timeman Two

Age range 4-10 years

The ideal companion program to Timeman One, this program utilises the same clear clock face as Timeman One and enables children to understand the concepts of minutes to the hour, half- and quarter-hours and the 24-hour clock. The program provides practice with graduated steps of difficulty, and uses to the full the high resolution graphics facilities of the BBC Microcomputer.

BOURNE EDUCATIONAL SOFTWARE
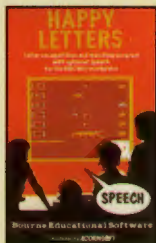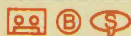
Happy Letters

Age range 3-5 years

Attractive graphics are used in this enjoyable program to stimulate children to recognise and match upper and lower case letters. Correct entries lead to the letter being eaten by the fish, and the usual 'happy face' response. The program includes an option for the sound of the letter to be heard if a speech synthesis unit is fitted. Incorrect entries lead to a 'grimace' and the correct answer being indicated with a chance to try again.

No reading skills are required, and the program develops recognition through the following easy stages:

- Matching on the screen a lower case letter with another lower case letter.
- Matching on the screen a lower case letter with the lower case first letter of a word.
- Matching on the screen a lower case letter with an upper case letter.
- Matching an upper case letter on the screen with an upper case letter on the keyboard.
- Matching a lower case letter on the screen with an upper case letter on the keyboard.

Map Rally

Age range 7-13 years

This program uses the simulation of a car rally to develop the understanding of coordinates and compass directions. Separate programs are provided which cover the estimation of movement by reference to compass directions and distance, and by reference to map coordinates. Children pit their skills against the computer or their opponent in trying to find the hidden checkpoints on their way to the finishing line.

The program includes the following features:

- Three levels of complexity, allowing children to develop skills at an early age or to enjoy continuing practice.
- One or two players can use the program, or more by working in teams.
- Time penalties can be seen clocking up if no move is made in the allotted time. However, the time limit can be readily set to an appropriate level for the ability of the child.
- Attractive sound responses as the checkpoints are found and the finishing post reached – but this level is adjustable!

IVAN BERG
SOFTWARE
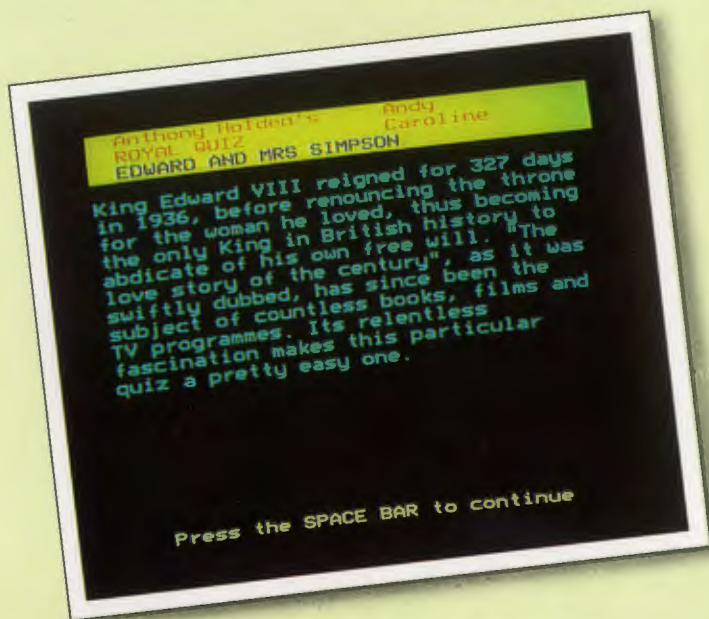
GRANDMASTER QUIZ SERIES

How does your knowledge of theatre, crime, music, history, science fiction and royalty rate against the grandmasters of the genre? These rewarding and compelling programs for your BBC Microcomputer have been specially adapted from the Weidenfeld Quiz books and will provide hours of edification and amusement for family and friends.

Each program has 30 sections of ten questions – a massive 300 questions in all – and you can take the quiz alone, in competition with a friend, or in teams. You can choose a timed option too – and if you're getting too many of the answers right, your computer can reduce the time you have to answer!

All programs will work on the BBC Microcomputer Model B, and will also run on the Acorn Electron.

Size: 245 × 190 × 30mm

IVAN BERG SOFTWARE
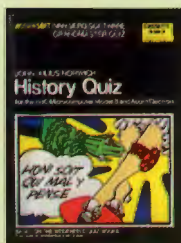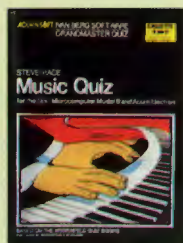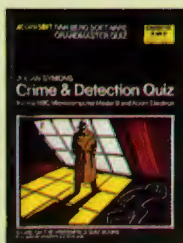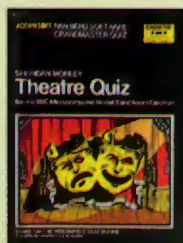
Sheridan Morley's Theatre Quiz

[icon] (B)

Ranging from Shakespeare and Shaw to Stoppard and Pinter, by way of Sondheim and Noel Coward, this quiz will entertain, inform and occasionally infuriate people who go to the theatre once a year or once a night.

This pack contains one program cassette, one quiz data cassette and one instruction booklet.

Sheridan Morley is the drama critic and arts editor of *Punch*.

Julian Symons's Crime & Detection Quiz

[icon] (B)

Here are Sherlock Holmes, Lord Peter Wimsey and Philip Marlowe, together with James Bond and George Smiley, television cops, the history of detection and writers such as Raymond Chandler and Agatha Christie.

This pack contains one program cassette, one quiz data cassette and one instruction booklet.

Julian Symons is the author of 21 crime novels. He is President of the Detection Club and has written the definitive history of the genre, *Bloody Murder*.

Steve Race's Music Quiz

[icon] (B)

Do you know who said 'My music is best understood by children and animals'? Or which love song mentions Woolworths? This amusing and fascinating quiz is for lovers of Bach, Bizet, Beiderbecke or the Bee Gees.

This pack contains one program cassette, one quiz data cassette and one instruction booklet.

Steve Race, well-known British broadcaster, writer and musician, is the question-master and compiler of the popular television and radio quiz series *My Music*. He is the author of *Musician at Large: An Autobiography, Dear Music Lover* and *My Music*.

### John Julius Norwich's History Quiz

[icon] (B)

Do you know what was extraordinary about the execution of Anne Boleyn? Or whose horse was awarded campaign medals by special command of Queen Victoria? If you can answer these questions, you are likely to do pretty well with the other 298 included in this quiz. It covers all aspects of British history, from Julius Caesar to Margaret Thatcher: kings and queens, riots and rebellions, mysteries and murders.

This pack contains one program cassette, one quiz data cassette and one instruction booklet.

John Julius Norwich is well known as a historian and author of several books, including a two-volume history of Venice. He regularly appears on television and radio in such old-established favourites as *Face the Music* and *Round Europe Quiz*.
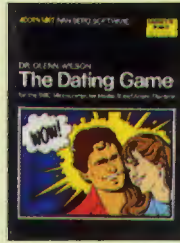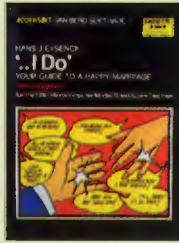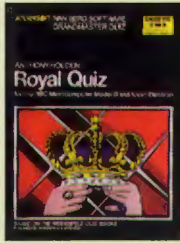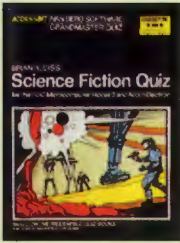
Brian Aldiss's Science Fiction Quiz

This is a quiz about science fiction in its widest sense, including such modern masters of the indefinable as Jorge Luis Borges as well as the main-liners like Frank Herbert, Arthur Clarke, Philip K Dick, H G Wells, Frederick Pohl, and the new school of SF film-makers.

This pack contains one program cassette, one quiz data cassette and one instruction booklet.

Brian Aldiss is the author of many science fiction novels, President of World SF, and the author of the definitive history of the genre, *Billion Year Spree.*

Anthony Holden's Royalty Quiz

Do you know where Prince Philip was born? Or which king liked to breakfast with his parrot? Or who told the Queen that she didn't recognise her 'without your crown on'? From Egbert to Elizabeth II via Cleopatra and Tamburlaine, this is a quiz for royalist and republican alike, which teases, teaches and entertains.

This pack contains one program cassette, one quiz data cassette and one instruction booklet.

Anthony Holden, royal biographer and award-winning journalist, asks the questions.

So you thought computers were impersonal? Here are two programs which show that they can handle the most personal issues in a helpful and constructive way . . .

'.. I Do'

This package is based on a series of fascinating questionnaires used by Hans Eysenck in his book '. . I Do' Your Guide to a Happy Marriage published by Century Books in 1983.

The questionnaires in this program can provide couples, married or unmarried, with a great deal of useful information about themselves and their relationship, and are intended to provoke the would-be spouse, or the troubled wife or husband to discover where they stand on the issues of personality, attitudes and happiness. They can help you understand just what psychologists mean by the terms introversion versus extraversion, emotional stability versus instability, and high libido versus low libido; give you a fairly clear idea of how you compare with your partner when it comes to these qualities; and provide some indication of what this means for your marriage.

Use the results as you will, and, although we make no promises, they may improve your chance for marital happiness and fulfilment!

The Dating Game

This amusing, and possibly contraversial, package of four programs is based on data provided by Dr Glen Wilson of the Institute of Psychiatry, University of London.

The first and most powerful feature is the *Dating Game*, a computer dating and compatibility program for up to 40 people, catering for all those over the age of consent. A general compatibility option is available which deals with the compatibility of any two people.

Love Style will tell you what kind of lover you are and compare you with a chosen partner.

Next comes *Preferred Relationship*. Four aspects of male/female relationships are measured in this program and your results will give you a good indication of what to look for in a partner. You can compare your results with those of a partner, or a prospective partner.

Dating Skills examines your social skills in dating and mating, and tells you whether you are going about finding the right partner in the right way.

ACORNSOFT/ICL SOFTWARE

This group of four programs is published by ICL in conjunction with Acornsoft.

There are two database programs, Collector's Catalogue and Membership Manager, designed to be easy to use whilst still offering extremely powerful facilities. One to Nine and Hooked on Numbers are two imaginatively presented educational programs for younger children.

Size: approx A5
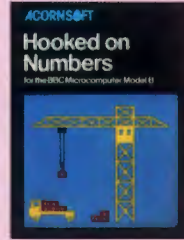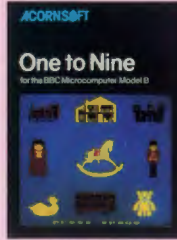
Collector's Catalogue

🔲 Ⓑ

These two programs on cassette enable a set of computerised 'index cards' to be created. These cards or records are then used to hold information on items in your own collections – stamps, coins, records, butterflies or whatever interests you.

You can create, amend, examine and print in many ways any piece of information in your catalogue.

As a rough guide, if you keep 50 characters of information for each item in your collection, you could hold about 230 records in each cassette file. The number of different files that could be kept is unlimited.

The programs run in 32K of store and are most powerful when used with a printer.

Membership Manager

🔲 Ⓑ

These two programs enable a membership secretary of a club or organisation to create a set of computerised 'index cards' holding name, address, telephone number, and up to nine further pieces of information specific to the club member.

Details on individual members can then be created, amended, examined and printed in many ways.

Typically, a Membership Manager file would have capacity for name, address, telephone number and three further pieces of information for about 75 people. The number of different files that could be kept is unlimited.

The programs run in 32K of store and are most powerful when used with a printer.

One to Nine

🔲 Ⓑ Ⓢ
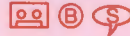
Here is a complete play regime for pre-school children that will develop the simple skills of basic numeracy. By combining exercises in the familiar medium of paper and crayon with the novel medium of the computer display, the child will be able to learn the value and meaning of the numbers one to nine.

Included in this pack is a picture strip to fit above the function keys, and a stencil containing outlines of the pictures used in the program.

This program has been designed to work with the speech synthesis system if fitted.

Hooked on Numbers

🔲 Ⓑ Ⓢ
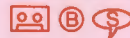
Hooked on Numbers provides an alternative way for the young child to manipulate numbers in play. The simple scenario centres around the loading and unloading of a lorry using a crane. Activities can range from the free play situation to formal practice sessions involving addition and subtraction.

Loading instructions are given inside the pack, and all other instructions are contained in the program and are shown on the screen.

This program has been designed to work with the speech synthesis system if fitted.