

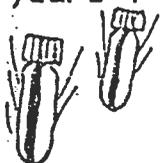
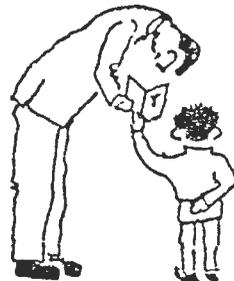
T U X S O F T

Quality Programs for Computers

PARENTS READ HERE

TUXSOFT programs are **GUARANTEED** to improve mathematical proficiency.

Many levels of difficulty to challenge and entertain the **WHOLE FAMILY** for years !

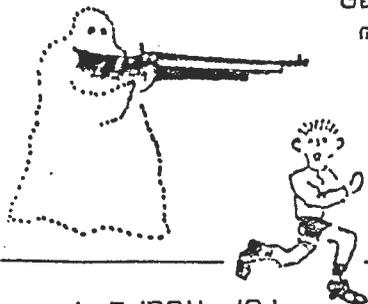


CALLING

ALL KIDS!

Learn the TUXSOFT fun way.

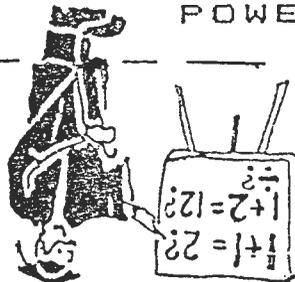
Get them right to shoot the numbers, mind the bombs, and catch the ghost before it gets you !



AMAZE your friends with your new TUXSOFT BRAIN POWER !

Developed in the classroom they have proved their worth in keeping pupils happy AND learning for hours !

Our six stimulating programs are based on sound mathematical principles.



TUXSOFT LTD.
PO Box 1,
Tuxford,
Newark,
Notts.
NG22 0JY

FOR TEACHERS ONLY

LEARN THE EASY WAY WITH TUXSOFT !

TUXSOFT programs have been developed to combine important teaching and practice with an appealing and competitive presentation which has kept children (and adults!) absorbed for hours.

Aimed at the 7 to 14 age group (though the higher levels and non-stop options are a challenge to anybody), all make full use of colour, graphics and sound, which may be turned off if preferred.

Three of the programs incorporate compulsive maths games, but only for those who reach the goal! All programs end with a high score table and to cater for varying ages and abilities have several skill levels.

The programs are designed specifically for the Acorn Electron and BBC B with OS 1.2. They are offered on tape, 5.25inch disc (40 or 80 track), and 3.5 inch disc for the Electron Plus 3. The disc versions are particularly easy to use and of course there is room left on the discs for your own programs. On tape each program is recorded twice.

Experience has shown that children greatly enjoy our programs, and of course learn at the same time. We are sure you will be most satisfied. Details of each program are shown below and our price list is overleaf.

Pack A -----Pack A

NORMAN NUMBER MAN

To many of us the idea of negative numbers is difficult to grasp. Norman has come to the rescue, walking up and down his number line, making it all so simple! There are five levels of difficulty as well as a non-stop option in which you must not waste time. Every five goes (if your answers are right) you have the chance of big bonuses in Place the Number.

WHAT'S THE TEMPERATURE? with THE GHOST GAME

This program extends the concept of directed numbers with the help of a thermometer which moves remarkably fast! In the four levels of difficulty the computer helps if you are wrong more than three times. If you successfully complete the Non-Stop questions the ghost awaits you! Move the numbers in order through the maze before it leaves its house, or else! Get the magic wand and you can catch the ghost. If you manage all that you get five more questions (but less time to do them) before meeting our spooky friend again!

Pack B -----Pack B

NUMBER CHECK

This program keeps the player busy with a series of questions on arithmetic. You may choose between 6 levels - the higher your level and the lower your age, then the bigger your bonus! If you get a question wrong more than three times all manner of creatures and objects come to your rescue - camels, donkeys, dogs, bones, dustbins, ducks, pound notes(!)....

SPEED ARITHMETIC with NUMBER CATCH

There are no less than 25 options in this program, some of which would stretch Einstein! You answer questions on the 4 rules of arithmetic against the clock - the quicker you are and the higher your level and the lower your age, then the bigger your bonus! For the really big bonuses try Non-Stop. It is easy to start with but.... Every 10 questions (if you last that long) play Number Catch. Numbers and signs fall from the sky. Catch the ones you want to make the target but for goodness sake avoid the bombs! The more you do the faster it gets.

Pack C -----Pack C

TABLES TESTER with BONUS SHOOT OUT

Knowing your multiplication tables is just as important today as it ever was! Choose either Minute Tables (you can select how hard the questions are) or Non-Stop. In both cases you are against the clock, but with speed and accuracy in Non-Stop you have the chance of Bonus Shoot Out. Shoot down the numbers to make the target and get the bombs before they get you. The more you do the more points you get, but are your reflexes fast enough?

TABLES SQUARE

Choose a tables square (or rectangle to be more accurate) between 2x10 and 10x10. The computer selects the order of questions and gradually all the boxes are filled. If you get an answer wrong more than 3 times, do not worry as help is at hand! The fewer wrong answers the greater your marks and the higher your name in the score table - an easy and entertaining way to improve your tables!



TUXSOFT
is good
for you!!

Meet us on STAND 18
Bargain prices for the Show !

TUXSOFT PRICE LIST

- PACK A Norman Number Man / What's the Temperature? with The Ghost Game
 PACK B Number Check / Speed Arithmetic with Number Catch
 PACK C Tables Tester with Bonus Shoot Out / Tables Square



	Tape	5.25inch Disc (40track)	5.25inch Disc (80track)	3.5inch Disc (Plus 3)
Pack A	£7.95 £6.95	£8.95 £7.95	£9.95 £8.95	£10.95 £9.95
Pack B	£7.95 £6.95	£8.95 £7.95	£9.95 £8.95	£10.95 £9.95
Pack C	£7.95 £6.95	£8.95 £7.95	£9.95 £8.95	£10.95 £9.95
All 6 Programs (3 tapes or 1 disc)	£22.95 £19.95	£22.95 £19.95	£23.95 £20.95	£24.95 £21.95

SPECIAL SHOW PRICES — MEET US ON STAND 18

TUXSOFT programs are copyright and must not be copied, altered or resold.

SPECIAL OFFER: You may buy at the Show Price plus 50p post/packing as long as we receive your order by June 8th 1985, and this leaflet is enclosed.

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