

**IF YOU THINK
SPINNAKER GAMES
ARE JUST
A LOT OF FUN,
YOU'VE GOT
A LOT TO LEARN.**



© Spinnaker Software Corp. 1982

We make learning fun.™

A message to parents.

As a parent, you're probably very concerned with how much time your kids spend playing mindless video games.

And with good reason. Because most video games provide little or no educational value. And the games that do have educational value are usually so boring your kids won't use them.

Spinnaker games are different.

Sure, our games are fun. But they also provide true educational value. That is, they help to develop a child's learning skills.

So while your kids are having fun, they're learning.

Spinnaker offers a growing line of educational games that can be played on the most popular computers, Apple,[®] Atari,[®] and IBM.[®]

And our games are so much fun, your kids will forget they're learning.

How we make learning fun.

Educators and game programmers write our software.

Educators, because they've been in the classroom and know how children learn. And what it takes to keep their interest.

Game programmers, because they know how to have fun with computers. These programmers give our games the high resolution graphics, animation and sound that make them so entertaining.

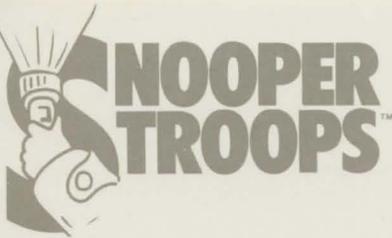
After our games are written, we play test them. Using kids just like yours.

With Spinnaker, you can rest easy knowing your children are spending their time wisely.

So look through our brochure. And find out how we make learning fun.

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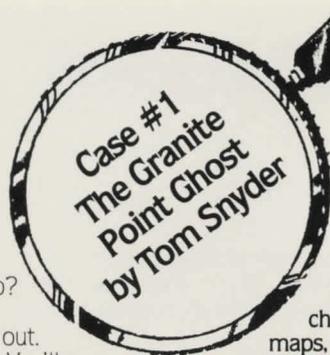
Someone is trying to scare the Kim family right out of their new home. But who? And why?

As a Snooper Trooper, your job is to find out. But it will take some daring detective work. You'll have to question witnesses, uncover background information, and even search dark houses to find the facts.

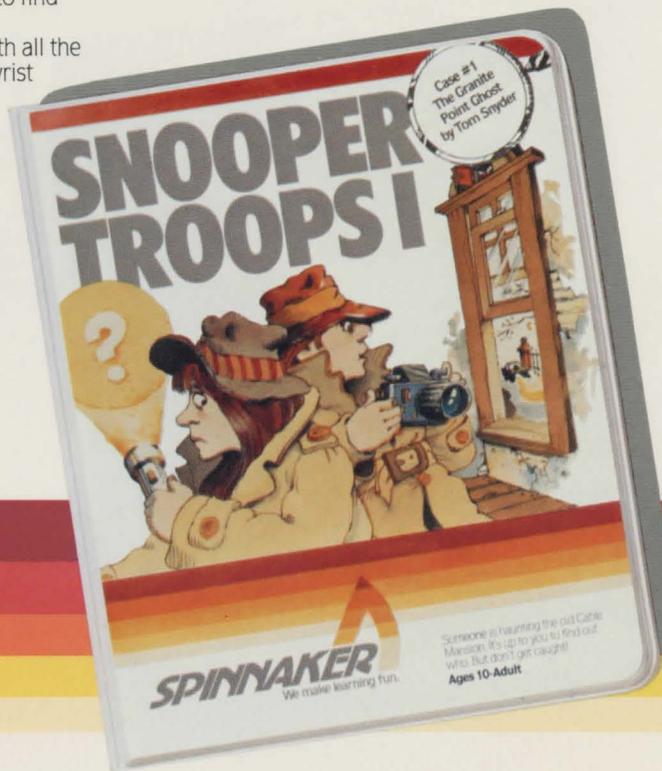
The computer program provides you with all the equipment you'll need: a SnoopMobile, a wrist radio, the SnoopNet computer, a camera for taking Snoopshots, and a notebook for keeping track of the information you uncover as you get closer to solving the mystery.

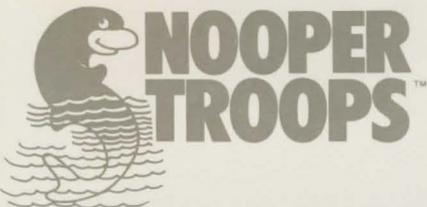
The Granite Point Ghost offers children the challenge and excitement of solving a mystery and features full color graphics and sound.

How long will it take you to solve the case?



Educational Value: Snooper Troops detective games help children learn to take notes, draw maps, classify and organize information, and help develop vocabulary and reasoning skills. Ages 10-Adult.





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Case #2
The
Disappearing
Dolphin
by Tom Snyder

Someone stole Lily the Dolphin from the Tabasco Aquarium. But who? And why?

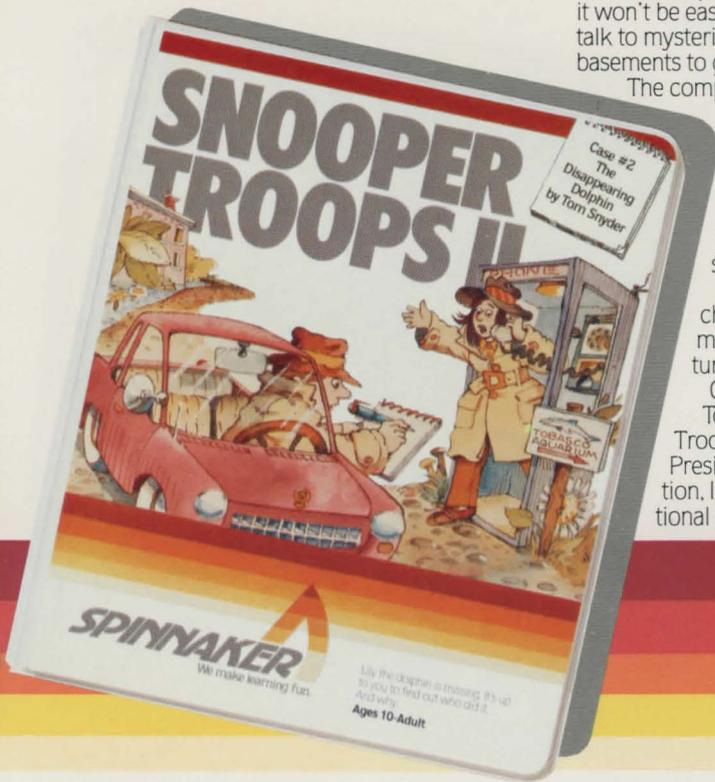
As a Snooper Trooper, your job is to find out. But it won't be easy. You'll have to question suspects, talk to mysterious agents and even crawl through basements to get the facts.

The computer program provides you with all the equipment you'll need: a Snoop-Mobile, a wrist radio, the SnoopNet computer, a camera for taking Snoopshots, and a notebook for keeping track of the information you uncover as you get closer to solving the mystery.

The Disappearing Dolphin offers children the challenge and excitement of solving a mystery and features full color graphics and sound.

Can you find out who stole Lily?

Tom Snyder, the author of Snooper Troops detective series, is a teacher and President of Computer Learning Connection, Inc., a leading producer of educational games.



DELTA DRAWING™

Delta Drawing is the perfect game for kids of all ages.

Because Delta Drawing lets children have fun drawing and coloring while learning about computer programming.

With Delta Drawing, your child first creates a picture using simple single-key commands. As the picture is being drawn, the computer keeps track of every keystroke and records it as a program in the text mode. Then, by touching a single key, the child can see the program that was written. As children progress, they can write their program in the text mode and then switch to the graphics mode to see their picture. This helps children learn the kind of procedural thinking needed to solve problems with computers.

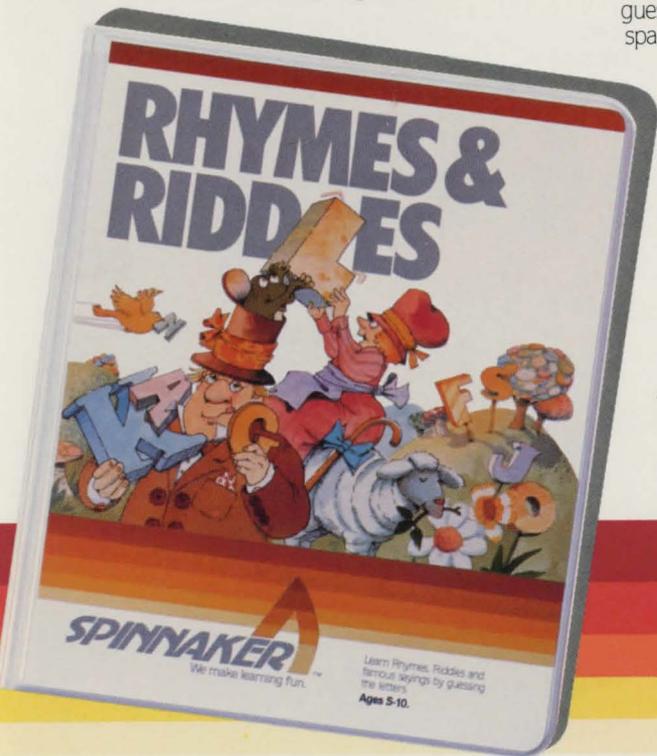
For first time users, Delta Drawing comes with easy-to-follow fast-start cards. In fact, Delta Drawing is easier to use than LOGO turtle graphics. For more advanced users, a complete instruction manual is enclosed.

Educational Value: Delta Drawing helps children develop their creativity, learn to write computer programs and build an understanding of procedural thinking. Ages 4-14.



RHYMES & RIDDLES™

Educational Value: Rhymes and Riddles helps children learn reading and spelling by associating specific letters to words they already know. Children also learn the location of letters on the keyboard and the correct lyrics to nursery rhymes and famous sayings. Ages 5-9.



Kids go wild over riddles. They laugh at them, remember them, and tell them to their friends.

And with Rhymes and Riddles, your children will enjoy the challenge of three different games.

The first game, Jokes and Riddles, asks the child to complete a joke or a riddle by guessing the punch line and filling in the blank spaces. There are over 100 riddles in all.

In Nursery Rhymes, the computer shows blank spaces for the first line of a well known nursery rhyme. As the child completes the first line, the second line appears. When all four lines are completed correctly, the computer shows the rhyme with vivid color graphics and music.

Famous Sayings presents the child with a famous saying, (e.g. "A penny saved is a penny earned"). When correctly completed, the child is again rewarded with a music and color graphics display.

Rhymes and Riddles will provide hours and hours of fun and educational value for your children.

FACEMAKER™

FaceMaker is the perfect educational game for young computer users.

Because FaceMaker is a fun way to learn to use the computer and perform simple tasks.

And FaceMaker is really three games in one.

The first game presents the child with a blank face and asks the child to complete the face by choosing from sets of eyes, ears, noses, etc.

The second game takes the completed face and lets the child enter simple instructions which make the face smile, wink, frown or wiggle its ears.

The third game asks the child to repeat the sequence of faces shown on the screen, helping to improve the child's memory and concentration.

FaceMaker features full color graphics and sound.

Have fun creating your own funny face and seeing them come to life.

Educational Value: FaceMaker exercises a child's creativity and improves memory and concentration. It also provides a very simple introduction to programming and familiarity with the computer keyboard. Ages 4-12.



STORY MACHINE™

Educational Value: Story Machine helps children learn to write correctly, provides familiarity with the computer keyboard, and helps develop a positive attitude towards writing. Ages 5-9.



Story Machine is an educational game that helps children learn to write sentences, paragraphs and simple stories.

With Story Machine, your child will experience the excitement of creating stories and seeing them come to life, using a supplied list of words, including nouns, verbs, prepositions and other parts of speech.

For example, your child types the sentence: The boy walks to the tree. The screen will act out the sentence showing the boy walking to the tree, using full color graphics and sound.

And like all Spinnaker products, Story Machine combines learning with fun and excitement.

DesignWare, creators of FaceMaker and Story Machine, is a company staffed with educators and computer professionals. DesignWare specializes in introducing children to computers and writing educational software for schools.

Have fun writing your own stories, and seeing them come to life.