WHEN WE SAY SPINNAKER IS FAMILY SOFTWARE,

WE'RE NOT JUST PLAYING GAMES.

SPINNAKER™

We make learning fun.

If you'd like to make learning fun for your family, meet our family.

The Spinnaker family of computer learning programs.

Spinnaker learning programs are more than just computer games.

Because along with fun, challenge, and excitement, they offer something else that's very important: true educational value.

And Spinnaker has a growing family of titles designed to suit the different needs and interests of everyone in your family.

For starters, there's Spinnaker's Early Learning Series. Cheerful, engaging games that challenge children's minds and help develop basic learning skills.

Pre-schoolers can have fun learning about letters, numbers, shapes, and basic computer skills with such popular games as BUBBLE BURST,™ ALPHABET ZOO,™ FACEMAKER,™ and KIDS ON KEYS.™

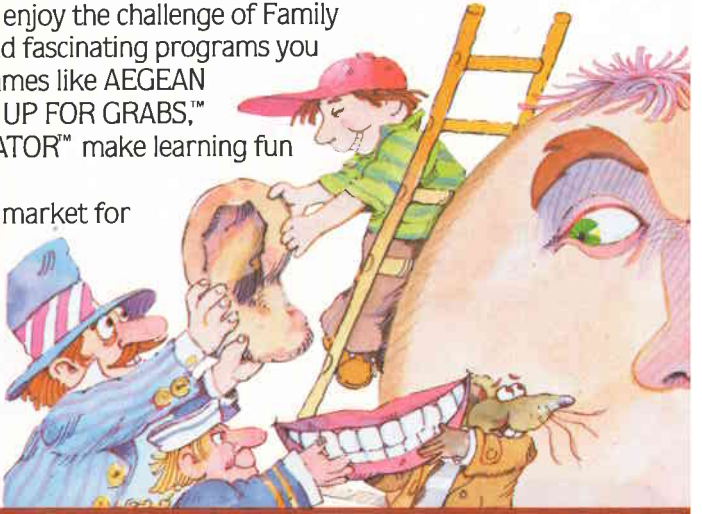
And kids up to 12 will have a terrific time sharpening their

reading, writing, math, and creative skills with favorites like RANCH,™ FRACTION FEVER,™ STORY MACHINE,™ and DELTA DRAWING™ Learning Program.

And everyone will enjoy the challenge of Family Learning Games, fun and fascinating programs you can all play together. Games like AEGEAN VOYAGE,™ JUKEBOX,™ UP FOR GRABS,™ and ADVENTURE CREATOR™ make learning fun for the whole family.

So if you're in the market for family software that really lives up to the name, there's just one name to remember.

Spinnaker.



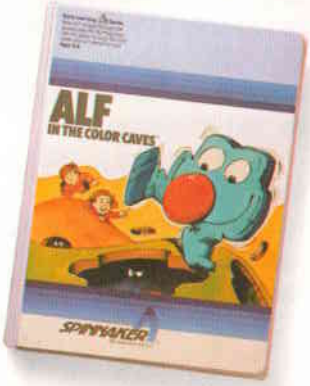
ALF IN THE COLOR CAVES™

ALF is a colorful little character with an exciting journey ahead of him. Help him get through the color caves to the color room at the bottom, where he dances to his own special music.

But be careful—the Wufflegumps are lurking in the tunnels, and you'll have to be clever to get around them!

Children can have hours of learning fun—and ALF's special activities workbook further challenges their minds with lots of colorful projects!

Educational Value: As children maneuver ALF through the maze they improve their routing and prediction skills. ALF also helps them understand cause-and-effect relationships. Ages 3-6.

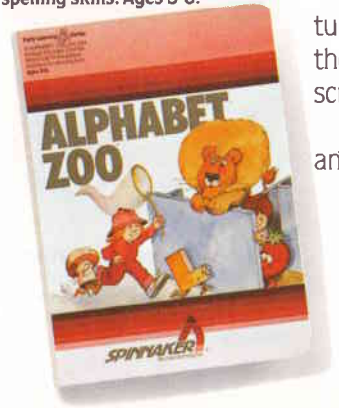


CARTRIDGES FOR: Atari, Commodore 64

Early Learning LS Series

ALPHABET ZOO™

Educational Value:
ALPHABET ZOO helps children strengthen their letter-recognition skills as they associate letters of the alphabet with the sounds they represent. The game also helps sharpen a child's spelling skills. Ages 3-8.



It's a race. It's a chase. It's ALPHABET ZOO. It teaches children the relationship of letters and sounds. And also how to spell while they're having fun.

There's laughter and learning at every turn as kids race through the maze after the letters that fit the picture on the screen.

Be quick though. The letters may move and time is running out.

CARTRIDGES FOR: Atari, Commodore 64
DISKS FOR: Apple, Atari, IBM PC, Commodore 64

Early Learning Series

KINDERCOMP™

KINDERCOMP is a collection of fun learning exercises that asks young children to match shapes and letters, write their names, draw pictures, and fill in missing numbers.

And KINDERCOMP will delight kids with colorful rewards, as the screen comes to life when correct answers are given.

It's fun and exciting. And that's why kids love KINDERCOMP.

Educational Value: KINDERCOMP helps children improve their reading readiness and counting skills. It also familiarizes young children with the keyboard. Ages 3-8.

CARTRIDGES FOR: Atari, Commodore 64, IBM PCjr.
DISKS FOR: Apple, Atari, IBM PC, Commodore 64

Early Learning LLS Series

KIDS ON KEYS™

Educational Value:
KIDS ON KEYS familiarizes children with the computer keyboard as they learn to identify numbers, letters, and words, and associate them with images they see on the screen. Ages 3-9.

KIDS ON KEYS is a great way to introduce kids to the computer keyboard. Because it offers children three exciting games that teach them the location of the letters and numbers while they have fun with the computer.

In KIDS ON KEYS, letters, numbers and pictures rain down the screen. Your child has to find the matching keys or type in the correct word quickly – before the images disappear.

There are four different levels of difficulty, plus special bonus rounds, all with colorful rewards!

CARTRIDGES FOR: Atari, Commodore 64
DISKS FOR: Apple, Atari, Commodore 64

Early Learning L's Series

FACEMAKER™

FACEMAKER lets children create their own funny faces on the screen.

Once a face is completed, children will giggle with delight as they make it do all kinds of neat things: wink, smile, wiggle its ears, or whatever their imagination desires.

FACEMAKER will make parents smile, too because their children will have fun making friends with the computer.

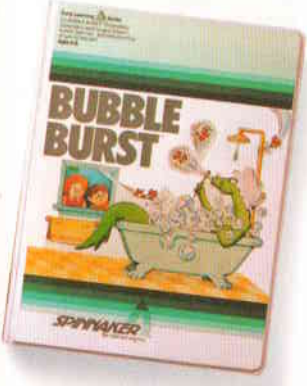
Educational Value: FACEMAKER helps children become comfortable with computer fundamentals such as: menus, cursors, the return key, the space bar, simple programs and graphics. It also helps improve a child's memory and concentration.
Ages 3-8.

CARTRIDGES FOR: Atari, Commodore 64, IBM PCjr., ColecoVision/Adam
DISKS FOR: Apple, Atari, IBM PC, Commodore 64

Early Learning ELS Series

BUBBLE BURST™

Educational Value: BUBBLE BURST helps children develop prediction, strategy, and pattern-recognition skills. It also helps them understand cause-and-effect relationships. Ages 4-8.



Those pesky Zeboingers want to spoil Soapie the Sea Serpent's bubble bath—and she needs your help! Your carefully aimed bubble will catch a Zeboinger and float it away. And you'll rack up points and get a smile from Soapie.

But Zeboingers are tricky creatures. So you have to think fast to beat them at their own game!

BUBBLE BURST provides hours of fun and comes with a workbook full of fun and challenging projects.

CARTRIDGES FOR: Atari, Commodore 64

Early Learning ELS Series

RANCH™

RANCH lets you create and animate your own wild west scenes. You start with a blank screen, and populate it from a range of people, objects, and critters. You can color, copy, move, erase, or animate shapes—and the only limit is your own imagination!

RANCH comes with suggested scenes and stories to spark a child's interest. And the enclosed activities workbook outlines all sorts of fun western projects.

Educational Value: RANCH encourages children to experiment creatively with composition, design, and spatial relationships. It also teaches them to select, retrieve, and manipulate information using a simple command menu. Ages 5-10.

CARTRIDGES FOR: Atari, Commodore 64

Early Learning LS Series

STORY MACHINE™

Educational Value: STORY MACHINE helps children learn to write correctly, provides familiarity with the keyboard, and helps develop a positive attitude toward writing. Ages 5-9.

STORY MACHINE is a learning game that helps teach children 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.

STORY MACHINE combines learning with fun and excitement.

CARTRIDGES FOR: Atari, Commodore 64
DISKS FOR: Apple, Atari, IBM PC

Early Learning ELS Series

DELTA DRAWING™

DELTA DRAWING™ Learning Program is the perfect program for kids of all ages—even if they've never used a computer before.

Because it lets you have fun drawing and coloring while you learn computer programming concepts.

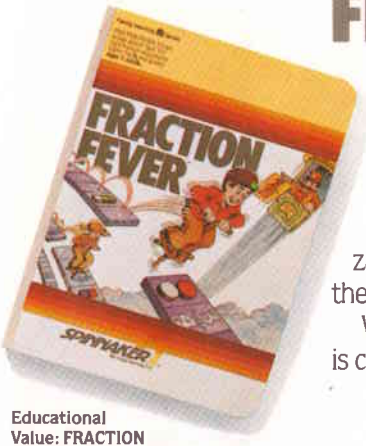
With DELTA DRAWING, you use single-key commands. Press D to draw and R to move right. You begin by drawing pictures that produce computer programs but soon you learn to write programs that draw pictures.

Educational Value: DELTA DRAWING provides an easy, friendly introduction to computer learning, helps build an understanding of computer concepts and procedural thinking, and encourages children to exercise their creativity. Ages 4-Adult.

CARTRIDGES FOR: Atari, Commodore 64
DISKS FOR: Apple, IBM PC

Early Learning ELS Series

FRACTION FEVER™



FRACTION FEVER has the graphics and fast-paced action of an arcade game. But how well you do depends on how well you understand fractions.

You have to match the right fractions, zap the wrong ones, look out for holes in the floor, and keep a close eye on the clock.

With FRACTION FEVER, the excitement is contagious. And learning is lots of fun.

Educational Value: FRACTION FEVER helps develop an understanding of what a fraction is, of relationships between different fractions, and of the relationship between numerical and visual representations of fractions. Ages 7-Adult.

CARTRIDGES FOR: Atari, Commodore 64, IBM PCjr., ColecoVision/Adam
DISKS FOR: Apple, IBM PC

Family Learning Games

JUKEBOX™

JUKEBOX is a musical strategy game that's kind of a cross between a chess match and a dance contest.

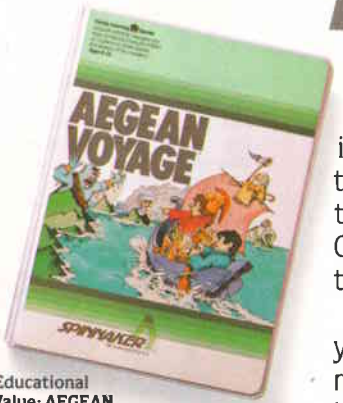
During the game the jukebox plays lots of terrific songs – but to keep the music bopping, you've got to keep on hopping. Use your dancing feet to jump from square to square, creating gold records as you go.

Play against the computer or a friend. But don't get boxed in, or the music's over!

Educational Value: JUKEBOX sharpens your ability to predict outcomes and plan strategies while challenging your memory and concentration skills. Ages 8-Adult.

CARTRIDGES FOR: Atari, Commodore 64

AEGEAN VOYAGE™



AEGEAN VOYAGE is a game that challenges your mind as it captures your imagination. Navigate your ships through the Aegean, docking at mysterious islands to collect valuable clues from oracles. Connect the clues, and you'll learn where to look for fantastic treasures.

But the Aegean is a tricky place and you'll need to use your head if you want to make it back to Athens unharmed and laden with treasures.

Educational Value: AEGEAN VOYAGE helps children exercise deductive reasoning and learn to plan strategies by analyzing choices. It also improves memory and concentration and introduces many of the characters and places in Greek mythology. Ages 8-Adult.

CARTRIDGES FOR: Atari, Commodore 64

Family Learning Games

UP FOR GRABS™

UP FOR GRABS is a fast-paced, exciting word game.

You've got to think fast. Because you have to grab letters off the rotating cube before someone else does.

But not so fast that you don't plan ahead. Those gray areas are double-letter scores. And letters that don't make words count against you.

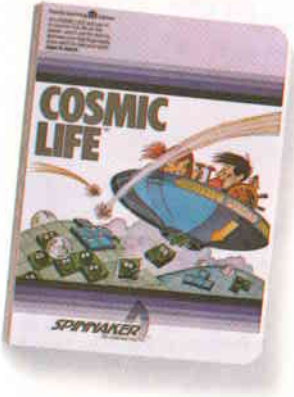
Up to four people can play. Or you can play alone against the computer.

Educational Value: UP FOR GRABS helps exercise spelling and vocabulary skills while teaching you to visualize words and arrange them spatially. It also sharpens your ability to plan strategies and make quick decisions. Ages 8-Adult.

CARTRIDGES FOR: Atari, Commodore 64

COSMIC LIFE™

Educational Value: COSMIC LIFE sharpens pattern-recognition skills, encourages careful planning and strategy, and promotes quick decision-making. Ages 8-Adult.



COSMIC LIFE is a fast-paced competitive game of strategy and skill that's really out of this world.

The game challenges players to establish and maintain colonies of Digi-bugs—a cosmic life form. To win takes lots of skill, careful planning, and quick decision-making as you defend against space storms, overpopulation, and your opponent's advances.

COSMIC LIFE can be played in a variety of ways to suit the tastes of everyone from the video game enthusiast to the serious game player.

CARTRIDGES FOR: Atari, Commodore 64

Family Learning Games

ADVENTURE CREATOR™

ADVENTURE CREATOR is all you need to design a challenging adventure game for you to enjoy or a friend to attempt.

Start by building an adventure-world: up to 100 rooms are yours to fill with mazes, creatures, hazards – and treasure. Or you can let the computer design the world for you.

Then you or a friend can go adventuring in this new and different world, using cunning and skill to safely navigate the rooms and find the treasure. It's complex, creative, challenging – and utterly addictive.

Educational Value: ADVENTURE CREATOR allows you to create your own adventures while learning about computer programming design and logic. Players of completed adventures will exercise mapping, problem-solving, and strategy skills. Ages 12-Adult.

CARTRIDGES FOR: Atari, Commodore 64

Spinnaker Family of Learning Games

	CARTRIDGE				CASSETTE	DISK				
	Atari 400/800 All XL's	Commodore 64	IBM PCjr.	Coleco Vision/ Adam	Coleco Adam	Apple II+/IIe	Atari 400/800 All XL's	IBM PC	Commodore 64	AGE GROUP
Early Learning Series										
ALF IN THE COLOR CAVES ™	X	X								3-6 years
ALPHABET ZOO ™	X	X	*			X	X	X	X	3-8 years
KINDERCOMP ™	X	X	X			X	X	X	X	3-8 years
KIDS ON KEYS ™	X	X	*			X	X		X	3-9 years
FACEMAKER ™	X	X	X	X		X	X	X	X	3-8 years
BUBBLE BURST ™	X	X								4-8 years
RANCH ™	X	X								5-10 years
STORY MACHINE ™	X	X				X	X	X		5-9 years
DELTA DRAWING ™ LEARNING PROGRAM	X	X				X		X		4-Adult
FRACTION FEVER ™	X	X	X	X		X		X		7-Adult
Family Learning Games										
JUKEBOX ™	X	X								8-Adult
AEGEAN VOYAGE ™	X	X								8-Adult
UP FOR GRABS ™	X	X								8-Adult
COSMIC LIFE ™	X	X								8-Adult
ADVENTURE CREATOR ™	*	*								12-Adult
Other Spinnaker products which are available on disk or cassette										
HEY DIDDLE DIDDLE ™						X	X	X	X	3-10 years
GRANDMA'S HOUSE ™						*	X		X	4-8 years
RHYMES & RIDDLES ™						X	X	X	X	5-9 years
KIDWRITER ™						X	*	*	X	6-10 years
PRIME DUCKS ™						X				8-12 years
IN SEARCH OF THE MOST AMAZING THING ™					*	X	X	X	X	10-Adult
SNOOPER TROOPS 1 ™					*	X	X	X	X	10-Adult
SNOOPER TROOPS 2 ™						X	X	X	X	10-Adult
TRAINS ™					*	*	X	*	X	10-Adult
AEROBICS ™						*	X	*	X	Adult

X = Available * = Available Soon

Here's what reviewers are saying about Spinnaker products:

"DELTA DRAWING is one of the first programs you should buy for a child learning computers."
—New York Times

"KINDERCOMP (and many other programs) from Spinnaker are valuable for the specific skills they teach children....Even your youngest children get to do fun, purposeful activities on a computer that they control."
—COMPUTE

"FACEMAKER is an interesting and highly motivational introduction to the computer for young children. The approach is clever and the graphics outstanding."—Creative Computing

"...(STORY MACHINE's) approach to beginning creative writing is not only highly motivating but also provides a basis for...developing a positive attitude toward writing."—Electronic Learning

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FACEMAKER, STORY MACHINE, RHYMES & RIDDLES, KINDERCOMP, HEY DIDDLE DIDDLE, ALPHABET ZOO, KIDS ON KEYS, DELTA DRAWING Learning Program, IN SEARCH OF THE MOST AMAZING THING, SNOOPER TROOPS: Case #1 The Granite Point Ghost, SNOOPER TROOPS: Case #2 The Disappearing Dolphin, UP FOR GRABS, FRACTION FEVER, COSMIC LIFE, ALF in the Color Caves, BUBBLE BURST, RANCH, JUKEBOX, ADVENTURE CREATOR, AEGEAN VOYAGE, GRANDMA'S HOUSE, KIDWRITER, PRIME DUCKS, TRAINS, AEROBICS computer programs are trademarks of Spinnaker Software Corp.