C A T A L O G

EDUCATIONAL, ENTERTAINMENT AND ENRICHMENT SOFTWARE FOR YOUR APPLE®, ATARI®, COMMODORE™ AND IBM® PERSONAL COMPUTERS

Making You The Best

CBS SOFTWARE

PRESCHOOL TIME

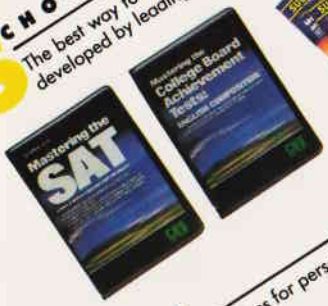
The best way to begin. Programs to stimulate curiosity and discovery.

FUN AND LEARNING TIME

The best way to grow. Programs to open up new horizons and expand old ones.

SCHOOL TIME

The best way to do better. Programs developed by leading educators.



LEISURE TIME

The best way to play. Programs to challenge and tickle the mind.

CAREER TIME

The best way to succeed. Programs for personal improvement and development.

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ERNIE'S MAGIC SHAPES™*

A shape and color matching game where children help their Sesame Street friend ERNIE match shapes in six different ways! Developed by Children's Television Workshop, ERNIE'S MAGIC SHAPES gives children practice in visual discrimination—an important early learning skill. Children match shapes and colors while the delightful antics of ERNIE'S magic bunny provide reinforcement and encouragement. The manual includes activities that blend fun and learning. For ages 3 to 6.

AVAILABILITY: COMMODORE 64, IBM-PCjr., ATARI

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ERNIE ©1984 Muppets, Inc.
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DUCKS AHOY!™

Developed by Joyce Hakansson Associates, Ducks Ahoy is a discovery game of planning and surprise. Children practice counting skills and predicting outcomes, and are encouraged to think logically while they keep dizzy ducks afloat and avoid the boat-dunking Hippo! Music and lively graphics entertain as they help to develop preschool skills. Illustrated activity book is filled with ideas for fun and learning. For ages 3 to 6.

AVAILABILITY: COMMODORE 64, ATARI

©1984 Joyce Hakansson Associates, Inc.

BIG BIRD'S SPECIAL DELIVERY™*

An object recognition and classification game developed by Children's Television Workshop. Children help BIG BIRD and LITTLE BIRD sort mail and deliver packages on Sesame Street. BIG BIRD'S SPECIAL DELIVERY helps children improve their understanding of form, class and function—while having fun! Children feel right at home with their Muppet friends, and the manual is easy to read and includes family activities. For ages 3 to 6.

AVAILABILITY: COMMODORE 64, IBM-PCjr., ATARI

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BIG BIRD and LITTLE BIRD ©1984 Muppets, Inc.
*Trademark of CCW, Inc.

SEA HORSE HIDE 'N SEEK™

Developed by Joyce Hakansson Associates, Sea Horse Hide 'N Seek is a game of color and camouflage in a novel environment. Children match colors and develop their understanding of size relationships, while they help sea horses change color to hide from lagoon-fish and get home! Illustrated Hide Guide shows how animals use camouflage in nature. A preschooler's introduction to the computer. For ages 3 to 6.

AVAILABILITY: COMMODORE 64, ATARI

©1984 Joyce Hakansson Associates, Inc.

WEBSTER: THE WORD GAME™*

A fast-paced game of fun and learning, Webster: The Word Game encourages children to recognize familiar word forms and gives them a hand with their spelling, too! But Webster: The Word Game is not just for kids; seven degrees of speed and word complexity make it a real challenge for the whole family! Start with three and four letters and progress to six letter words. Hints help when time grows short and "Demon Words" appear to challenge even the best spellers. For ages 7 to Adult.

AVAILABILITY: APPLE II+/IIe, COMMODORE 64, IBM-PCjr., ATARI

*1984 Heuristic Software Corp.

MATCH-WITS™

The programmable, educational and entertaining family challenge! Concentration, skill and memory involve players as both creators and participants. Match pairs in six programmed categories to reveal a hidden picture puzzle for bonus points. But that's only half the fun because *Match-Wits lets you program your own categories!* History, family members, science fiction ... whatever! Parents, children and friends can challenge each other in favorite subject areas. For ages 7 to Adult.

AVAILABILITY: APPLE II+/IIe, IBM PC, COMMODORE 64, ATARI

*1983, 1984 Dave Cooper.

MATH MILEAGE™

Build basic math skills as you race against the clock! A colorful road rally that reinforces basic mathematical facts and concepts as up to four players steer their cars along a fork-filled road to a number goal. Math problems provide the fuel and help develop planning and estimation skills. Night Driving option provides practice in mental arithmetic. Flags and music warn racers against math hazards. For ages 7 to 12.

AVAILABILITY: COMMODORE 64, ATARI

*1984 K-Byte.

PEANUT BUTTER PANIC™*

In this game of cooperation and strategy from Children's Television Workshop, the secret of success is clear: to catch stars, make peanut butter sandwiches—and win—you must cooperate. Jump for stars to power your sandwich machine, but to catch the highest stars you must work together *and* share the sandwiches you make. The more you eat, the higher you can launch your partner! Teamwork develops naturally, as you plan your jumps to move to higher levels. For ages 7 and up.

AVAILABILITY: COMMODORE 64, IBM-PCjr., ATARI

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COCO-NOTES™

Fun with music from The Dovetail Group. Aided by the Jazz Scats on Coco-Note Isle, you catch notes, create melodies and fish for tunes. Reel in notes and compose millions of melodies, then hear them as often as you want, or compose new ones ... even select accompaniments. In Beat the Clam, use musical know-how to complete a Jazz Scat tune before the note-eating Mr. Cool Clam makes lunch out of your fishing pole! For ages 7 to 12.

AVAILABILITY: COMMODORE 64, ATARI

©1984 The Dovetail Group, Inc. All Rights Reserved.

HALFTIME BATTLIN' BANDS™

A challenging test of musical style, speed and strategy by The Dovetail Group! The Jazz Scats cheer as you create marching tunes and outwit your rival! Lead ranks of bandsmen onto the field, complete your formation and construct a unique march in the process. At your disposal is an entire bench of goodies to confound your opponent as you race to be first with a finished march. Combines fun, skill and musical awareness. Rah! For ages 8 to Adult.

AVAILABILITY: COMMODORE 64, ATARI

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MOVIE MUSICAL MADNESS™

Lights! Camera! Action! MUSIC! *You're* the writer, composer, producer and director as you make your own movies, from casting and set design to editing and soundtracking. Make your movies in the city, the jungle, even outer space. Choose from an endless combination of props and sets, and from dozens of themes as you direct your Jazz Scat stars. Developed by The Dovetail Group, it's a unique way to bring your imagination to life in music! For ages 8 to Adult.

AVAILABILITY: COMMODORE 64, ATARI

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TIMEBOUND™*

A 2,000 year dash through time and history! Lost in time, Anacron, your hapless assistant, tumbles from one historical event to another and only you can save him. Race through the past and soar into the future in hot pursuit, gaining knowledge in 11 different categories and on 11 skill levels as you go. Only with quick reflexes, fast thinking, and planning ahead, can you rescue Anacron. Developed by Children's Television Workshop, Timebound is an exciting historical exploration. For ages 10 to Adult.

AVAILABILITY: COMMODORE 64, IBM-PCjr., ATARI

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LIGHT-WAVES™*

This is no ordinary move-around-the-maze game because you create and change the playfield, the rules and what you see on the screen. Energy beams pulse in their own direction as LightRiders glide over them, travelling through the energy field. You control the direction of the beams to guide the LightRiders to their goals. Developed by Children's Television Workshop, Light-Waves lets you have fun exploring spatial relationships, problem-solving, rule-making and planning. For ages 10 to Adult.

AVAILABILITY: COMMODORE 64, ATARI

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FLEET FEET™*

From 16 different feet, each with its own characteristics, you choose four to run each race. Use the correct feet and successfully clear obstacles along the escalating 3-D track, in a race that relies more on speed of thought and memory than fast reflexes. Developed by Children's Television Workshop, Fleet Feet provides opportunities to plan, cooperate and solve problems. For ages 10 to Adult.

AVAILABILITY: COMMODORE 64

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THE ARGOS EXPEDITION

In this space adventure designed by Children's Television Workshop, players interact with each other and the computer, as they cooperate and share information to accomplish their mission. The computer is transformed into a spaceship console that players jointly control. Soaring through space, players take an active role in group decision-making, coordinating inputs to avoid hazards, finding artifacts and returning safely home. Each voyage is a new adventure as players take on different roles and encounter new situations! For ages 10 to Adult.

AVAILABILITY: COMMODORE 64

WEATHER TAMERS™*

This is a game that allows you to do more than talk about the weather. You and your fellow weather forecasters create, manipulate and control a computer-simulated weather system. You control the forces of nature, cope with hurricanes and jet streams, use scientific thinking as you cooperate and compete with other players to create and forecast the right weather outcomes for your region of North America. For ages 10 to Adult.

AVAILABILITY: COMMODORE 64

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THE EASYKEY™ KEYBOARD OVERLAY

Made of durable vinyl, EasyKey fits over the computer keyboard to become the program menu! Quickly select options and answer questions without any computer or typing experience.

AMERICA COAST-TO-COAST™

An exciting activity package featuring colorful, animated graphics and the EasyKey™ Keyboard Overlay. Five interactive geography games of the 50 states: names, capitals, years of statehood, sizes, mottos and selected industries. Program guide aids in learning and provides resources to encourage further investigation into American history. With America Coast-to-Coast, you've got a ticket to every state of the union without ever leaving home! For ages 8 to 14.

AVAILABILITY: APPLE II+/IIe, IBM PC/PCjr., COMMODORE 64

DINOSAUR DIG™

Adventures in the prehistoric age! Explore the lost world of dinosaurs and test your knowledge with exciting learning activities. Complete with EasyKey™ Keyboard Overlay. Begin with an electronic journey back in time to discover these amazing creatures for yourself, to see where they lived and investigate why they died out. Five interactive activities test you and, together with the program guide, encourage further study. With Dinosaur Dig, the lost world of dinosaurs won't stay lost for long! For ages 8 to 14.

AVAILABILITY: APPLE II+/IIe, IBM PC/PCjr., COMMODORE 64

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MASTERING THE SAT™

Developed in cooperation with the National Association of Secondary School Principals, this comprehensive and self-paced program covers all areas: Verbal, Math and the Test of Standard Written English. Emphasizing the principles involved in each question and solution, as well as test-taking strategies, it includes SAT pre- and post-tests, menu-driven skill development exercises, explanations of answers, and 152-page Test Preparation Workbook. Mastering the SAT offers the practice, information, specific training and confidence students need.

AVAILABILITY: APPLE II+/IIe, IBM PC/PCjr., COMMODORE 64

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MASTERING THE COLLEGE BOARDS: ENGLISH COMPOSITION™

Comprehensive, self-paced preparation program and review of the fundamentals of standard written English covers the four types of test questions plus error analysis and test-taking strategies. Over 1,000 randomly generated questions offer practice in rewriting sentences, phrasing, editing and identification of grammatical errors, plus pointers on sentence structure. Explanations of answers and diagnostic scoring is included. Teacher developed, this is an effective tool for review and preparation for the ECAT at home.

AVAILABILITY: APPLE II+/IIe, IBM PC/PCjr.

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SUCCESS WITH MATH™

Comprehensive, self-paced math tutorials for primary and secondary school students in basic skill reinforcement and remedial learning. Like a patient tutor, Success With Math works with students every step of the way. Simple on-screen explanations illustrate step-by-step problem solving. Students are directed to the source of errors before continuing on, and analysis at the end of each program helps monitor overall progress. Problems are generated at random with new ones appearing each time the program is run. Success With Math encourages and prompts the student to successfully arrive at correct answers.

ADDITION AND SUBTRACTION—FOR GRADE LEVELS 1 TO 4

MULTIPLICATION AND DIVISION—FOR GRADE LEVELS 2 TO 8

FRACTIONS: ADDITION AND SUBTRACTION—FOR GRADE LEVELS 5 TO 8

FRACTIONS: MULTIPLICATION AND DIVISION—FOR GRADE LEVELS 5 TO 8

DECIMALS: ADDITIONS AND SUBTRACTION—FOR GRADE LEVELS 5 TO 8

DECIMALS: MULTIPLICATION AND DIVISION—FOR GRADE LEVELS 5 TO 8

LINEAR EQUATIONS—FOR GRADE LEVELS 7 TO 11

QUADRATIC EQUATIONS—FOR GRADE LEVELS 9 TO 12

AVAILABILITY: APPLE II+/IIe, IBM PC/PCjr., COMMODORE 64, ATARI

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MANAGING FOR SUCCESS™
Be a better manager with the business- and classroom-tested instruction offered by this comprehensive, innovative series of programs developed by Thoughtware®, leaders in the field of computer-assisted management training. Self-paced and interactive, these programs utilize case studies and simulations of day-to-day situations so you gain practice and experience in managing. For ages 16 to Adult.

PERSONAL DEVELOPMENT
Includes analysis of how managers function, what qualities define a good manager, a step-by-step assessment of your attitudes toward management and managing others, and understanding your strengths and weaknesses as a manager. Emphasis is placed on recognizing your personal preferences as you begin to explore management career options and formulate steps toward realizing your personal development goals.

PEOPLE MANAGEMENT
Through self-paced instruction and case studies, you can become a better and more effective manager of people, in both one-on-one and group situations. Examine leadership styles and strategies, motivating others to achieve results and building and evaluating effective teams for business and personal goals. Major emphasis is placed on an understanding of communication and its practical applications.

AVAILABILITY: APPLE II+/IIe, IBM PC/PCjr.

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MICROSPEEDREAD™
Designed to put you back in control of your reading time, making you a more dynamic, flexible and productive reader. MicroSpeedRead approaches speed reading as an information-gathering process. Provides reinforcement, encouragement and feedback through strategies tested with students and professionals in college classrooms and business workshops. Program guide provides learning objectives for each lesson and printed practice selections from current periodicals and literature. With so little time and so much to read, you need MicroSpeedRead. For ages 16 to Adult.

AVAILABILITY: APPLE II+/IIe, IBM PC/PCjr., COMMODORE 64

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MYSTERY MASTER: MURDER BY THE DOZEN™

Twelve tangled webs of crime and puzzlement put your powers of logic and deduction to the test! Begin with a case profile of each carefully constructed murder and then travel a twisted trail of shady characters, false leads, clever deceptions and red herrings in search of clues. A unique Game Clock ticks on as you interview suspects, search apartments or travel across town. Do you have enough evidence to convict? Only the computer knows! With four player capacity, a separate Solution Book, worksheets and tips for successful investigations, Murder By The Dozen has all the makings of a bloody good time! For ages 10 to Adult.

AVAILABILITY: APPLE II+/IIe, IBM PC/PCjr., COMMODORE 64

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CHARLES GOREN: LEARNING BRIDGE MADE EASY™

Bridge is fun to play, but hard to learn in public. Charles Goren is the answer, a private tutor with endless patience and expert guidance. This bridge learning system provides sections on bidding and "the play of the hand." Quizzes, evaluations and explanations clarify and encourage. Complete with a 144-page Player's Manual. Whether you don't know a trump from a trick or simply want the master's expert advice *at your own pace*, Charles Goren is your ace in the hole! For ages 10 to Adult.

AVAILABILITY: APPLE II+/IIe, IBM PC, COMMODORE 64

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