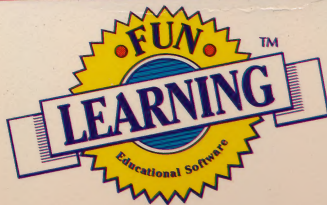


APPLE II
AND
IBM

MS DOS COMPATIBLES

Grade 5 thru Adult



U.S. ★ HISTORY ★

WESTERN SETTLEMENT to MODERN DAY

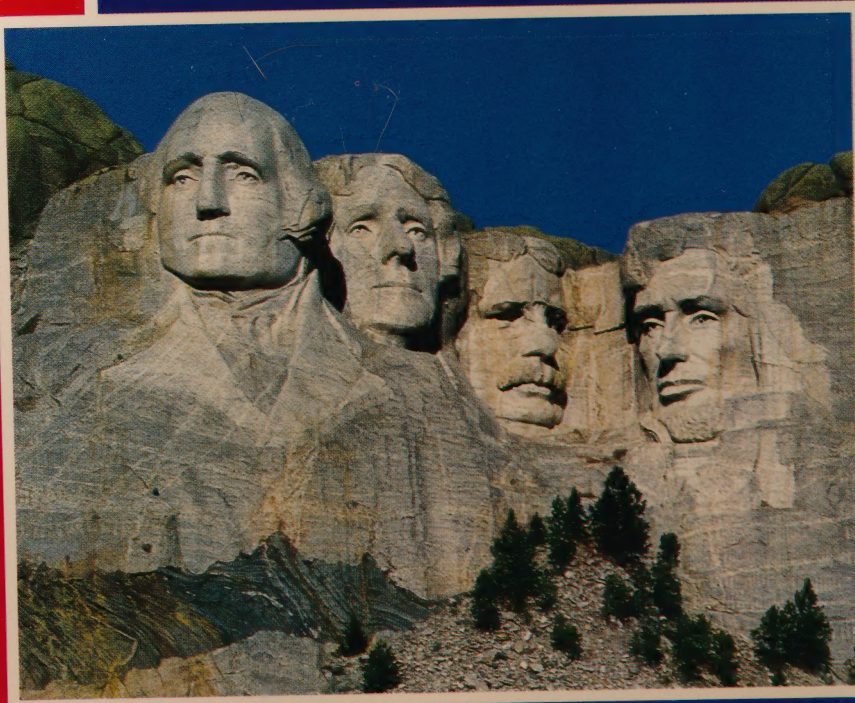


Photo Courtesy Bureau of Tourism, South Dakota



AEC Software™

Grade 5 thru Adult



ISBN: 0-87570-159-0
FLO8021 APM

U.S. HISTORY

WESTERN SETTLEMENT to MODERN DAY

Equipment Requirements

IBM PC, PCjr, PCXT, PCAT
MS DOS Compatibles,
including (Tandy 1000 Series)/
Color Graphics Adapter or
Hercules Compatible Graphics
Adapter/MS DOS 2.0 or Higher

APPLE II SERIES
APPLE II, II+, IIe, IIc, IIgs
(48K) Color Monitor

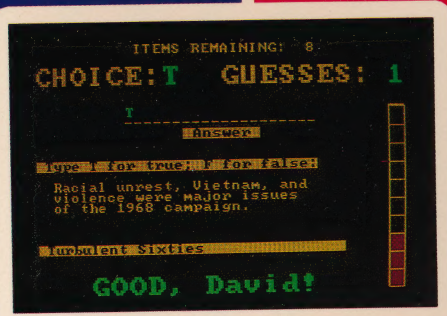
U.S. HISTORY Western Settlement to Modern Day

This program, designed for students in grades 5 and above, challenges the user to answer questions about important people, dates, facts and events concerning the history of the United States during the period from Western settlement through the 1980's. Topics include:

- *Moving West*
- *Industrial Revolution*
- *World War I*
- *Great Depression*
- *World War II*
- *Turbulent Sixties*
- *Equal Rights*
- *And Many More . . .*

Fun Learning Titles Available

Title	Grade
LEARN ABOUT SOUNDS	K — 3rd
LEARN ABOUT WORDS	K — 3rd
VOCABULARY	4th — Adult
LIFE SCIENCE	4th — Adult
U.S. HISTORY I	5th — Adult
U.S. HISTORY II	5th — Adult
U.S. GEOGRAPHY	5th — Adult
WORLD GEOGRAPHY	5th — Adult
HUMAN BIOLOGY	10th — Adult
U.S. GOVERNMENT	10th — Adult



AEC Software™

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Oklahoma City, Oklahoma 73116

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Grade 5
thru
Adult

WESTERN
SETTLEMENT
to
MODERN DAY

U S
★
HISTORY
★



HOW TO PLAY THE REWARD GAME

When you have completed a lesson, you will be asked to choose whether you want to advance to the game, or go back to the menu to select another lesson. If you choose to play the game, a maze will be displayed. The object of the game is to move your cursor through the maze, striking the colored targets without hitting the walls.

When you strike the colored targets, points will be added to your score. If you hit the walls, points will be subtracted from your score. If you exit the maze from the lower right-hand corner before time runs out, you will receive

bonus points. The number of points added and subtracted is listed at the bottom of the maze.

If your computer has a joystick, play the game by connecting the joystick to port no. 1. (Use port no. 2 on the Commodore.) Use the joystick to control the cursor's movements up, down, right, and left to hit the targets. If you do not have a joystick, play the game using the appropriate keys for your computer.

To move:	UP	DOWN	RIGHT	LEFT
Use these keys:				
APPLE II	A	Z	→	←
Commodore	A	Z	;	:
IBM	↑	↓	→	←

ASK FOR OTHER FUN LEARNING PRODUCTS

COMPUTER SOFTWARE

- U.S. Geography Quiz
- World Geography Quiz
- World History Quiz - Cavemen to Democracy
- World History Quiz - Industrial Revolution to Today
- U.S. History Quiz - Discovery to Reconstruction
- U.S. History Quiz - Western Settlement to Today
- U.S. Government Quiz
- Vocabulary Quiz
- Science Quiz - Life (Grade 7 & Above)

VIDEO

- Concord Children's Video
 - Encyclopedia Series
 - Primary Math
 - I Like Science
 - Planets of the Sun
 - Starting to Read
 - Sing Along-Read Along
 - Basic Grammar
 - Hysterical History
 - Sunday School Stories
 - Soccer for Everyone
 - I Like Music
 - Making Playthings
 - Play Safe
 - Treasure Island
 - Chocolate Princess
 - When I Grow Up, I Want to Be

- Mr. Know-It-Owl's Video School
- Mr. Know-It-Owl's Video Tales
- Reading with Mother Goose
- Writing the Alphabet
- Musical Multiplication
- Read & Sing with America
- Learning Letters, Numbers and Colors
- Our Musical Heritage Series
- Sales & Motivation
- Decision Making
- Nutrition
- Commercialization
- Cooperation
- Perception
- Classic Literary Stories Series
- Historical Heritage Series
- Artistic Expression Series
- Our Natural Heritage Series

Fun Learning Products are published by AEC Software and Concord Video, Divisional Operations of:



AEC Software™

7506 N. Broadway Extension, Suite 505
Oklahoma City, OK 73116
405-840-6031

FUN LEARNING SOFTWARE

LOADING INSTRUCTIONS

APPLE II, APPLE II+, APPLE IIe, and
APPLE IIc, II.GS

System Requirements: One of the computers
above with a minimum of 48K memory, a disk
drive, and color monitor.

1. Insert the Fun Learning disk into the drive.
2. Turn on the monitor and computer.

COMMODORE 64/128

System Requirements: Commodore 64
computer, a disk drive, and color monitor. For
Commodore 128 users, put computer into
mode 64.

1. Place the Fun Learning disk into the disk
drive.
2. Turn on the computer, monitor, and disk
drive.
3. When READY appears on the screen, type
LOAD "MM", 8 and press RETURN.
4. When READY appears on the screen, type
RUN and press RETURN.

IBM, PC, XT, PCjr (MS DOS COMPATIBLES)

System Requirements: An IBM PC, XT or PCjr
with at least 128K of memory, a color card,
color monitor, and IBM DOS 2.0, 2.1, or 3.0.
IBM PCjr requires Cartridge BASIC. MS DOS
compatible computers require in excess of
128K of memory.

Loading

Instructions

IBM / MS DOS

Boot MS DOS 2.0 or higher.

Place program disk in drive A.

Type RUNAEC (press "enter" or "return").

Follow screen instructions.

OPERATING INSTRUCTIONS

Fun Learning programs are easy to use and
require minimal keyboard input. All necessary
instructions are built into the programs. The
steps below describe the general procedure
for running a program.

1. Load the disk into your computer's disk
drive as described in the section "Loading
Instructions".
2. After the screen displays the program title,
you will be asked your name. Type your
first name and press the RETURN key.
3. A list of numbered titles will appear. This
is the program menu. Type the lesson
number you want and press the RETURN
key. The titles are abbreviated to eight
characters maximum length.
4. The first lesson item will be displayed.
Select your answer and type an appropriate
answer for the type of question asked, such
as: T or F, the multiple choice letter, or the
missing word(s). If your choice is correct,
the letter or word(s), will appear in the
appropriate answer space. If your choice
is incorrect, the number of "guesses"
remaining will decrease by one, and you
may try again (if you are allowed more than
one guess).

NOTE: If a numerical answer is required,
enter the answer as a word rather than as
a numeral (i.e., "three" not "3").

5. If you are allowed more than one guess,
continue selecting letters until the answer
is complete. Once you've correctly identi-
fied the answer, the next lesson will appear
on the screen and the bar graph on the
right will record your score.

If you can't identify the answer and your
guesses have run out, the computer will
display the correct answer. Press the
RETURN or ENTER key to continue.

6. If you want to leave a lesson before it is
completed, you must be at a point where
the computer is waiting for you to answer
a question. Instead of typing the answer,
press the appropriate key for your
computer:

APPLE II: ESC key

COMMODORE: f1 key

IBM/MS DOS: ESC key

7. When you have completed all ten items in
a lesson, your total score will be displayed.
If you have scored fewer than seven
correct answers, the lesson will be repeat-
ed. You can try again to reach the mastery
level of at least seven correct answers.

(OVER)

U.S. HISTORY
Western Settlement
To Today

This Side
IBM MS DOS
Reverse Side
Apple II



AEC SOFTWARE

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