



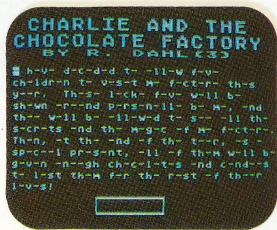
# M-ss-ng L-nks

ages 10-adult

## Educational Benefits

**Good reading and writing skills are essential. Playing M-SS-NG L-NKS helps your children improve their skills in reading, writing, spelling, grammar and comprehension. Exposes them to the classics of children's literature.**

Here's a passage from Charlie and the Chocolate Factory by Roald Dahl.



To play, you reconstruct the passage by filling in the missing letters, one-by-one. You win by filling in the most blanks with the fewest misses.

Your guesses are based upon your built-in sense of language, your feeling for how letters make up words and words make up sentences. As the passage unfolds, you gain more clues for your next guesses.

The computer lets you vary the level of difficulty for each passage from omitting some of the letters to omitting all of the letters. Try it. You'll be surprised how much you know.

You can select passages from some of the classics of children's literature including My Side of the Mountain; The Wind in the Willows; From The Mixed-Up Files of Mrs. Basil E. Frankweiler; The Lion, The Witch and The

Wardrobe; The Cricket in Times Square; Shadow of a Bull; The Secret Garden; Little House in the Big Woods; and Charlie and the Chocolate Factory.

# Memory Castle

ages 10-adult

## Educational Benefit

**A good memory is one of the first steps to improved problem solving. From classroom tests and teacher observations, Memory Castle, used together with a unique memory code, improved the memory skills and the self-image of the children tested.**

Winner of:

## Best Microcomputer Software of the Year — 1983

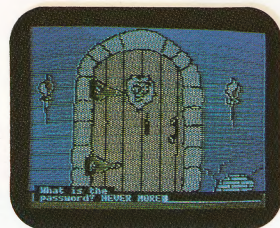
from LEARNING PERIODICALS.

The challenge is awesome. To win, you must memorize a list of instructions ... go to the shield room and take the checkered shield, then to the cemetery to the grave of Sir Gray, then back to the dungeon ...

As you move from place to place in the castle, the risks are high. One false move and you are banished from the castle.

You are introduced to a secret code that helps you stretch the powers of your memory and expand the strength of your concentration. In learning the secret code, you improve your chances to win the game.

Three levels of difficulty make this colorful program a game of family fun!



# The Pond

ages 7-adult

## Educational Benefits

The Pond helps your children learn about experimentation. In playing the game, they gather information, make assumptions, and test their assumptions. Discovering a pattern through the lily pads develops their ability to recognize patterns, plan ahead and reason visually.

Winner of:

## Best Microcomputer Software of the Year — 1983

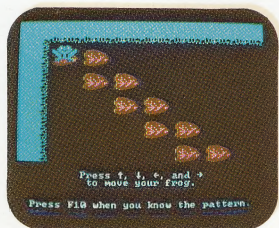
from LEARNING PERIODICALS.

The challenge is tough. To win, you must unlock the secret of the pond and show your frog the safe path across.

You need to find the pattern that will carry the frog safely through the maze of lily pads. To find the pattern, you'll want to scout ahead from lily pad to lily pad and then test your alternate routes.

Beware of blind alleys. As the frog hops from pad to pad, the risks are high. One wrong move . . . and splash . . . the frog is in the water . . . and you are back at the beginning.

Six levels of difficulty make this colorful program a challenge for the whole family.



# Teasers by Tobbs

ages 8-adult

## Educational Benefits

Teasers by Tobbs helps your children practice arithmetic while developing thinking skills. Working through the puzzles helps them learn how to: break down a problem into its component parts, select the part to solve first, and then find the solution. Learning and practicing these skills will expand your children's problem solving abilities.

Winner of:

## Best Microcomputer Software of the Year — 1983

from LEARNING PERIODICALS

## Hall of Fame Award

from BUY A SCHOOL FOR YOUR HOME

## Atari Star Award for Best Educational Courseware — Spring 1983

from ATARI PROGRAM EXCHANGE

Recommended by:

## Parent's Choice Magazine

"Recommended! For introducing an unexpected, enticing array of arithmetical problems; for making addition and multiplication fun."

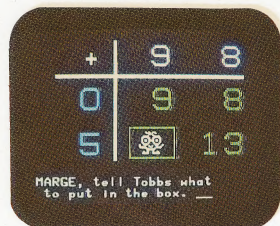
## Classroom Computer News

"Exemplary Math/Science Courseware"



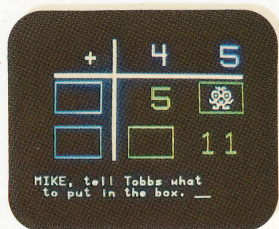
Say hello to Tobbs. Tobbs is a very friendly character. Tobbs helps introduce you to math puzzles, gives you clues if you get stuck and tells you whether you are on the right track or should try again.

Here's a simple puzzle to show you how it works:



The operation is addition. What number replaces Tobbs?

If you said 14, you're correct. 5 plus 9 is 14.



Simple, isn't it? Well... now that you know the rules... try this one.

"HELP!" At first glance, there seems to be no answer. But by using the information in the puzzle, you can mentally figure out that 6 is the number to replace Tobbs.

This package contains two complete programs. One uses addition skills and one uses multiplication skills to find the answer. Each program has six levels of difficulty... for the eight-year-old through the adult.

# The Factory

ages 9-adult

## Educational Benefits

**Playing The Factory helps your children learn how to break down a problem into its parts and then solve each part... step-by-step. Designing an assembly line to solve the problem develops their ability to plan ahead and to reason visually.**

Winner of:

**Best Microcomputer Software of the Year — 1983**

from LEARNING PERIODICALS

**Hall of Fame Award**

from BUY A SCHOOL FOR YOUR HOME

Recommended by:

**Courseware Report Card**

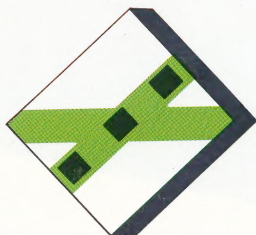
"We have to assign this Factory an A!"

**Classroom Computer News**

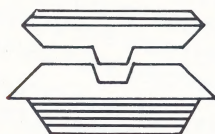
"Exemplary Math/Science Courseware"

**Scientific American**

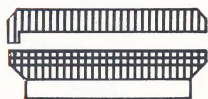
"This ingenious program..."



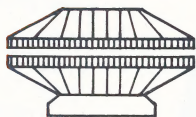
Here's your challenge. Can you design it? You start with a white block and three machines.



**a hole puncher,**

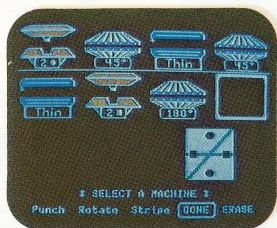


**a striper,**



**and a block rotator.**

Once you have experimented with each machine, you'll know what each can do. The secret is to arrange the machines into an assembly line. Then start 'em up! You're in the Factory. See what you created!



Dear Parents:

Since 1972, Sunburst has been creating learning materials for the schools to help your children learn.

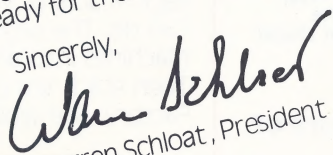
Our materials have been cited for excellence and recommended for purchase by over thirty top educational journals. And nearly every school system in the country has evaluated, approved and is using Sunburst materials.

Your software programs from Sunburst are unique from those of other publishers in two ways:

1. Each of the computer programs in this brochure involves your children in using thinking skills or problem solving techniques . . . critical skills such as analyzing a problem, experimenting, recognizing patterns, and using visual reasoning. Understanding and practicing these skills gives your children a real learning advantage . . . both in school and for the rest of their lives.
2. Each program offers your children several difficulty levels . . . from beginner to expert. These levels let your children advance to higher levels within the program as their thinking skills improve . . . and provide hours of learning fun.

An extra plus from these programs is the feeling of achievement your children will experience when they complete a program. Your learners will have more self confidence and be ready for their next challenge. Try one!

Sincerely,

  
Warren Schloat, President





	Apple diskette	Atari diskette	Commodore 64 diskette	IBM PC diskette	TRS-80 diskette	TRS-80 Color diskette	Age Group
THE FACTORY™	48K	16K	64K			32K	9-adult
TEASERS BY TOBBS™	48K	16K			32K	32K	8-adult
MEMORY CASTLE™	48K						10-adult
M-SS-NG L-NKS™	48K	48K	64K ×	64K	48K		9-adult
THE POND™	48K ×	32K	64K ×	64K *		32K ×	7-adult

\*with color graphics card × available March 15, 1984

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toll free: 800-431-6616 or call collect: 914-769-5030

# Bright Ideas for Learning

Exciting learning games to develop thinking



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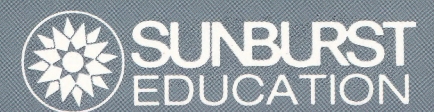
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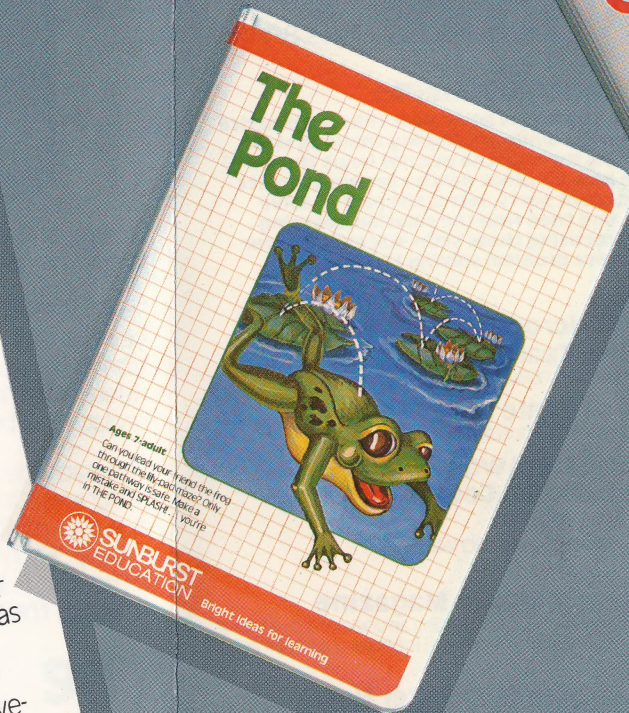
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