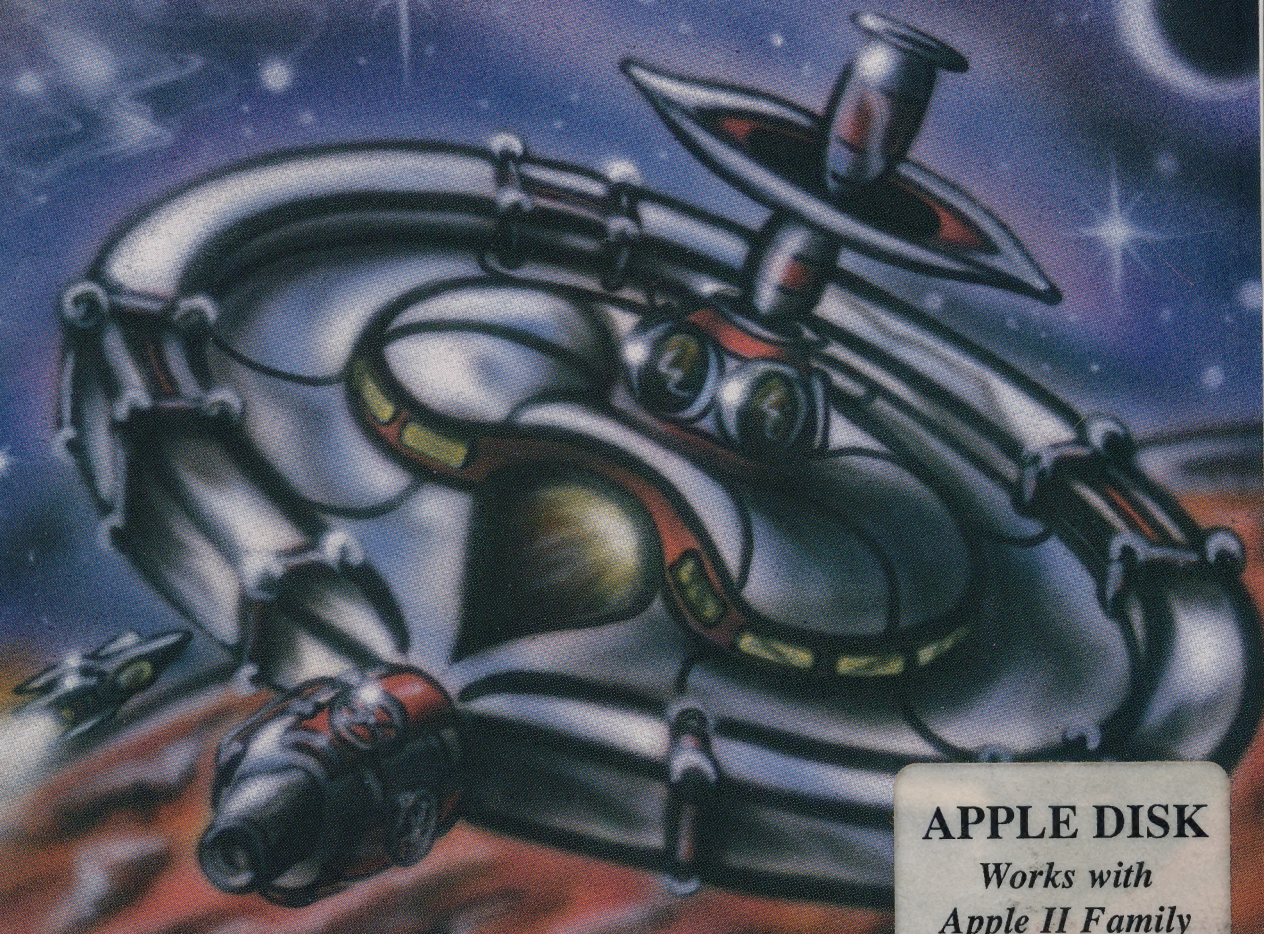


PERCENTAGE PANIC™



APPLE DISK
*Works with
Apple II Family*

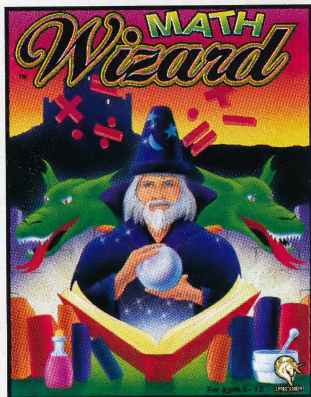
Willis '87



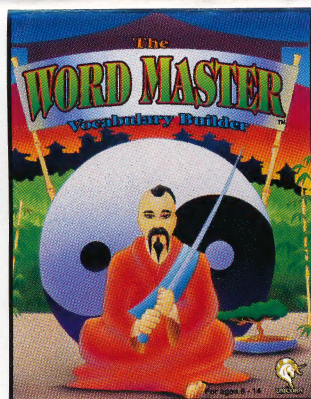
Unicorn Educational Software

Q:

What do excitement and learning have in common?



Math Wizard
Ages 5 - 13
MATHEMATICS

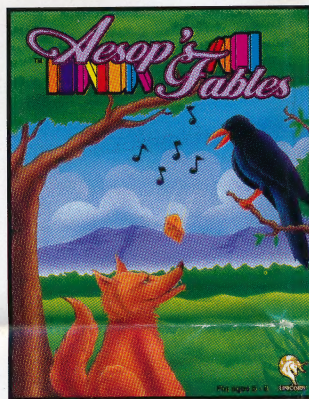


The Word Master
Vocabulary Builder
Ages 8 - 14
LANGUAGE ARTS



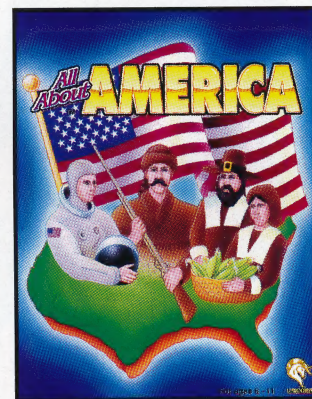
Experience The Joy Of Learning!

All Unicorn programs feature captivating graphics, animation, and challenging educational content. And there is a wide variety of subject matter to choose from. Unicorn's programs are flexible so they will grow with children as their skills evolve. Many are designed for more than one player. So children of different abilities and ages can benefit from a cooperative learning environment.

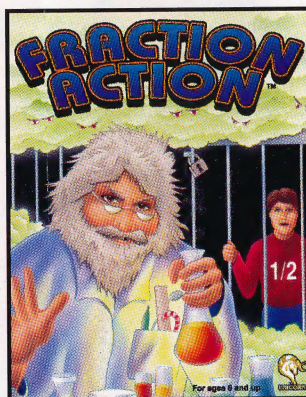


Aesop's Fables
Ages 6 - 9
LANGUAGE ARTS
READING • SPELLING

We've added special effects to our new MS-DOS and MAC titles. They feature original soundtracks as background music to further enhance the learning experience.



All About America
Ages 6 - 11
READING COMPREHENSION
SOCIAL STUDIES
GEOGRAPHY



Fraction Action
Ages 8 and Up
MATHEMATICS

**Available in finer
computer stores
everywhere!**



TM

UNICORN

ALL ABOUT AMERICA

American History for Young Children!
For Ages 6 - 11 One or Two Players

Give your children an introduction to America's fascinating past. Each of the **16 stories** features large easy-to-read text enhanced by beautiful graphics. Stories are followed by reading comprehension and vocabulary questions. There is a **Maps & Quizzes activity** to boost geography knowledge covering the Thirteen Colonies, The U.S. Before the Civil War, and Our Fifty States. At the same time children are gaining an insight into American history, they will build important reading comprehension, language arts, and geography skills.

READ & RHYME

For Ages 6 - 12 One or Two Players

Boost important reading, alphabetizing, rhyming, vocabulary, and phonetic skills while your children delight in learning as they interact with exciting space creatures. Included are four carefully sequenced activities: RHYMING ROCKETS, FLYING SAUCER Sentence Completions, ALPHA-BLAST Alphabetizing with an easy-to-use editor for entering your own lists, and RHYMING CHALLENGE. The comprehensive data base consists of 200 sentence completion questions, 400 early learning rhyming words, 1000 1st - 3rd grade words for alphabetizing, as well as an extensive rhyming word pool for the Challenge activity.

THE WORD MASTER VOCABULARY BUILDER

For Ages 8 - 14
Build Essential Word Power Skills!

Four activities designed around a data base of words correlated to 3rd - 8th grade curriculum: Vocabulary Test to determine ability level and monitor progress, Master's Review, Vocabulary Challenge, and the Master's Maze Game. You can even **add your own words and definitions** as well as **PRINT** tests, study sheets, and sentence completion quizzes. And The Word Master is expandable too! A supplemental data disk takes it all the way through 12th grade level. The dazzling graphics and sound educational content make learning fun.

DECIMAL DUNGEON

For Ages 9 and Up One or Two Players

While trapped inside the Dungeon Master's crystal caverns, the only way to escape is by answering math problems correctly. Each player can choose his or her own difficulty level while learning math in this arcade-style action-packed program. Choose one of 3 difficulty levels with an optional time and practice: Decimal Addition, Subtraction, Multiplication, Division, Conversion of Decimals to Percents, or Decimals to Fractions and vice-versa. Incorrect answers are given full-screen explanations. The challenging arcade design results in a high student interest level.

VOCABULARY QUEST IN THE LAND OF THE UNICORN

For ages 8 - 13
A Learning Adventure in Synonyms, Antonyms, and Logic!

Three activities and great graphics make for a captivating learning experience: Synonym and Antonym Reviews and Quizzes (1200 word data base) and The Quest of the Silver Unicorn. In this enchanting fantasy game the player assumes the role of the silver unicorn whose quest is to save his land from doom by finding the magic necklace, which has been hidden somewhere in his kingdom. Build logic, map-reading, critical thinking, visualization, vocabulary, and perception skills in a very challenging learning environment.

MATH WIZARD

For ages 5 - 13 One or Two Players
Four Educational Games with animated graphics make learning math fun!

Math Wizard can be customized for each child's ability. It features multiple difficulty levels, addition, subtraction, multiplication, division, simple equations, fractions, decimals, percents, and word problems too! There is a timer option for practicing speed math, horizontal, vertical or mixed format display, and hints are available for the word problems. All this comprehensive content paired with the four games: Wizard's Flash, Elf's Equations, Dragon Race, and Troll's Toy Shop, builds a solid understanding of arithmetic concepts.

AESOP'S FABLES

For ages 6 - 9 One or Two Players

Children will thoroughly enjoy reading each of these **12** charming age-old fables depicted with stunning graphics and large easy-to-read text. Four activities: Aesop's Fables (followed by over 700 reading comprehension and vocabulary questions), Aesop's Spells spelling fun, Spelling Skills (800 1st-3rd grade words), and a Memory Builder game will help develop reading, spelling, memory, and a variety of language arts skills. You **can even enter your own weekly spelling lists**. Encourage the love of reading with this fun-packed program!

THE LOGIC MASTER

For ages 10 - adult

The Logic Master aims to develop critical high-level thinking skills through a broad variety of analogy and number series activities. Included are an analogy pretest, tutorials, and challenge quiz, number series tutorials, challenge quizzes and a Quest Game. This intriguing fantasy game's goal is to reach the dragon's lair and capture his treasures. Magical items are scattered around the maze-like dungeon to help children in their quest while they learn how to interpret maps, manage their resources, and make decisions crucial to their survival.

FRACTION ACTION

For ages 8 and up One or Two Players

Multi-screen arcade action and sound educational content - a winning combination!
Choose from addition, subtraction, multiplication, and division of fractions on one of 3 difficulty levels. Built-in tutorial screens for incorrect answers. The action takes place in the basement to the Mad Professor's mansion where his motley crew is holding the player captive. Never before has learning fractions been such fun!

THE WONDERS OF THE ANIMAL KINGDOM

For ages 6 - 12 One to Four Players
Six Outstanding Learning Activities

Teach your children about the wonders of the animal kingdom while developing their language arts, reading comprehension, discrimination, and memory skills. Superb graphics depicting animals from various zoological species including prehistoric, jungle, fish, insects, amphibians, birds and many more make this a stimulating way to introduce young children to the intriguing aspects of science. Activities include: All About Animals, Animal Spells, Animalgrams, Who Am I?, What's Different?, and the Animal Memory Game.



UNICORN

SOFTWARE

PLACE
STAMP
HERE

Unicorn Software Company

6000 So. Eastern Ave.

Building 9, Suite A

Las Vegas, Nevada 89119

UNICORN SOFTWARE WARRANTY

In order for your warranty to be valid, we must have this card on file. Please be sure to send it in at once. If this disk fails to boot within 90 days of purchase, mail it to us (DISKS ONLY - NO PACKAGING PLEASE) along with proof of purchase in the form of a store receipt or school purchase order, for prompt replacement. Be sure to let us know which computer the disk(s) is/are for.

WARNING: Any attempt to duplicate this program may result in damaged disks. Any such damaged disks will not be covered under the warranty.

After 90 days, simply return the disks (DISKS ONLY - NO PACKAGING) to us, along with the following replacement fees:

One disk programs - \$ 15.00

Two disk programs - \$ 20.00

Three or four disk programs - \$ 25.00

Replacement fees can be in the form of a check or a school purchase order. Be sure to let us know which computer the disks are for.

Program purchased _____ **Date** _____

Name _____

School Name _____

Address _____

Which computer do you own? _____

Where did you buy our product? _____

Percentage Panic™

APPLE®

LOADING INSTRUCTIONS

- (1) Open your disk drive's door.
- (2) Insert the Percentage Panic disk and close the drive's door.
- (3) Turn on the computer and monitor or television.
- (4) The program will boot automatically and the title screen will appear. Press Return to continue.

* Since the disk is accessed by the computer during entire use of the program, PLEASE LEAVE THE DISK IN THE DRIVE UNTIL YOU ARE FINISHED USING THE PROGRAM.

* For Apple IIc, IIe and IIGS owners, Caps Lock must be down.

PROGRAM OVERVIEW

You will be given a set of 10 problems. For every correct answer, you will get a rocket ship to be used later in the arcade-style game. Incorrect answers will result in the loss of a rocket. The current rocket score can be seen at the lower right of the screen.

After completing the set of 10 problems, scores of 70% or better earn the chance to play the game. To bypass the game, press ESC when the score screen is displayed.

The object of the game is to dock as many of the rocket ships as possible with the mother ship, while avoiding swarms of alien attack vessels. See Game Play below.

THE ESC KEY

Pressing the ESC Key at any time when the computer is awaiting an answer will permit you to quit that activity. The score screen will be displayed. Press any key to return to the Main Menu.

THE MAIN MENU

Choose the desired activity by pressing the spacebar to highlight your choice and then pressing return.

SETTING THE PARAMETERS

The Timer Option - Enter the number of seconds you'd like to answer each problem and press Return. If you do not wish to be timed, type a 0 (zero) and press Return.

Level - Type the number corresponding to the desired level.

ANSWERING PROBLEMS

PERCENTS TO FRACTIONS

Type the answer to the problem and press Return. Enter the numerator, type the /, then enter the denominator and press Return. You may back out (erase) the numerator by pressing the left arrow key prior to pressing the / (slash key). You may back out the denominator by pressing the left arrow key before pressing Return. ANSWERS MUST BE REDUCED. FRACTIONS MUST BE IN LOWEST TERMS. For example, $60\% = 6/10$ will be scored as incorrect. The correct answer is $3/5$. If the student is having difficulty with reducing fractions, we recommend using Unicorn's Fraction Action program and mastering fractions prior to using Percentage Panic.

Whole number answers must be entered by typing the number and Return. The number followed by a slash and a 1 in the denominator will be considered incorrect. For example, $600\% = 6$ is correct and $600\% = 6/1$ will be scored as incorrect.

NOTE: Mixed fractions must be expressed as improper fractions to be counted as correct. For example, $450\% = 4\ 1/2$ will be incorrect. $450\% = 9/2$ is the correct answer.

Incorrect answers will be given full-screen explanations. Press any key to proceed from one problem to the next.

FRACTIONS TO PERCENTS

In this activity, answers MUST BE ROUNDED TO ONE PLACE PAST THE DECIMAL. For example, $2/3 = 66.6\%$ will be considered incorrect. The correct answer is 66.7.

Type the answer to the problem followed by the % (percent symbol) — press the shift key and 5 key simultaneously. If the percent symbol is omitted, the program will still consider the answer to be correct. Students should be encouraged to use the percent sign. To erase an answer, use the left arrow key before pressing Return.

As in the other modules, press any key to proceed from problem to problem and ESC to quit.

PERCENTS TO DECIMALS

Type the answer using the period key for the decimal point. As in the other modules, use the left arrow for erasing answers before pressing Return. Press any key to proceed from problem to problem.

DECIMALS TO PERCENTS

Type the answer. You may enter the answer with or without the percent sign. Students should be encouraged to use the percent sign. Press any key to proceed from one problem to another.

PERCENTS OF ONE NUMBER TO ANOTHER

Answers must be **ROUNDED TO TWO PLACES PAST THE DECIMAL.** Answers will be accepted with or without the percent sign.

FINDING PERCENTS OF NUMBERS

All answers are to be rounded to one place past the decimal. Enter answers as in the previous modules.

NOTE: The explanation screens for this module are worked out using decimals. These problems can be solved more efficiently if the student has mastered the fractional equivalents of the decimals involved. Students should be made aware that these problems can be solved quickly if they convert the decimal to a fraction, and plug the fraction into the formula. For example,

Problem: 50% of the boys in a class of 100 wear glasses. How many boys wears glasses?

Solutions: $P=R*B$ Rate=50 Base=100

$P=.50 * 100=50$ OR $P=1/2 * 100=50$

PERCENTS OF GAINS OR LOSSES

Round to one place past the decimal. Enter answers as usual.

PERCENTS IN BUYING & USING PERCENTS IN INTEREST

Round to two places past the decimal. Enter answers as usual.

GAME PLAY

The object of the game is to dock as many rocket ships as possible with the mother ship on top of the screen.

Use the A and Z keys to move the rocket on the bottom center of the screen up and down, respectively. (Use any key to stop moving. The number of ships you get will usually equal the number of correct answers less the number of incorrect answers.

After completing the game your rank will appear. Ranks in ascending orders are as follows: Space Cadet, Rookie, Captain, General, Commander and Galactic Commander.

To skip the game, press the ESC Key when the score screen is displayed.

A NOTE TO PARENTS AND TEACHERS

The nine mathematical activities are carefully sequenced to give students a solid foundation in math problems involving percents. The activities include word problems so that students will appreciate the applications of percents in daily life, and the importance of being able to use percents to the consumer. Some teachers may wish their students to use calculators in the Interest, Percents in Buying, Percents of Gains or Losses modules, because the real skill lies in the ability to use the proper formulas, not so much as the ability to do lengthy arithmetical calculations. Much of the knowledge required to solve these problems is also tested in the math parts of the SAT and ACT College Entrance Exams.

In addition, students must round answers to either 1 or 2 places past the decimal point. Even if they use a calculator, they will get practice in rounding while they develop their skills in percent manipulation.

Designed by June Stark, B.S. Mathematics/Education

Programmed by Andrew Bagdanov

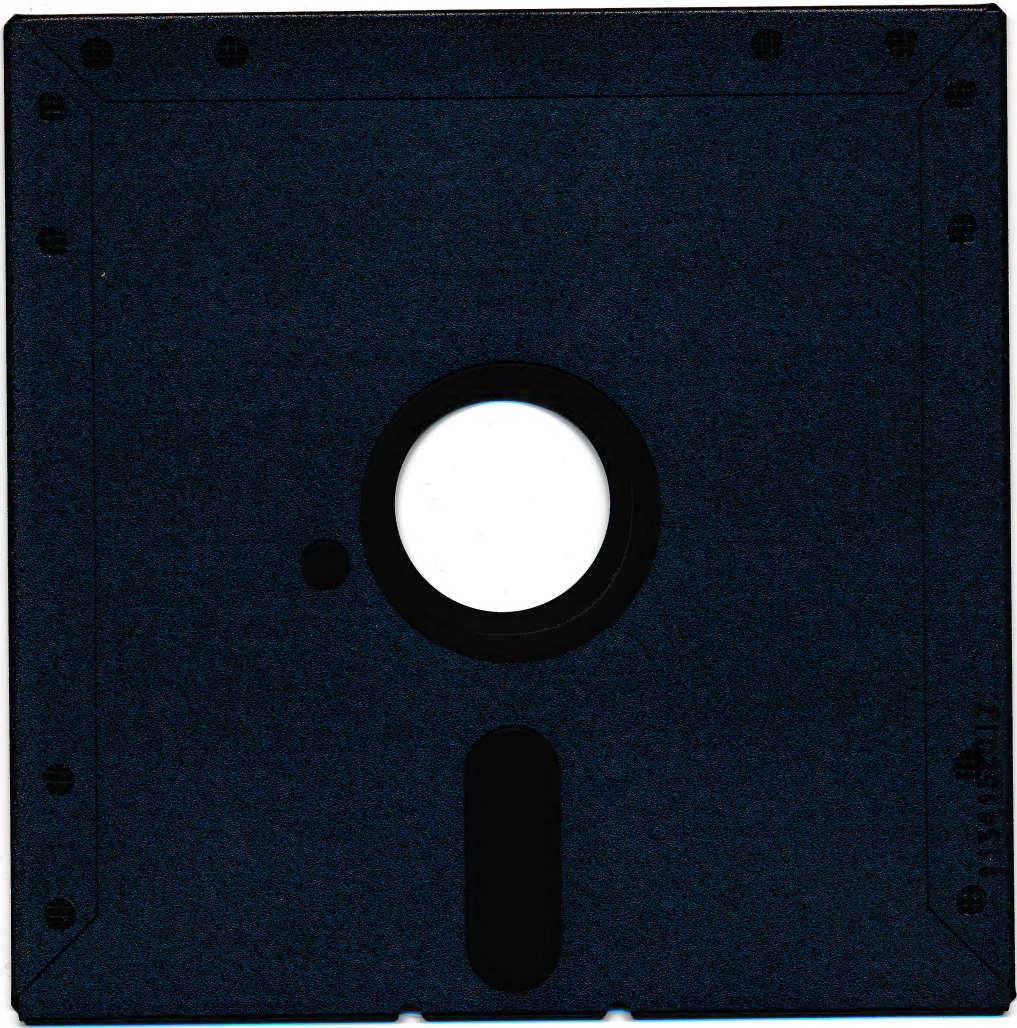
Graphics by Joseph Hewitt IV

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