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COMPUTER HOUSE, INC.



ENGLISH INVADERS GAMES

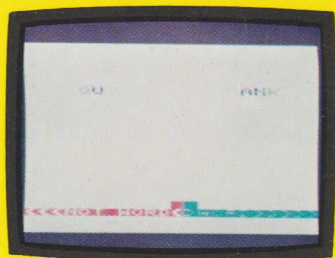


ENGLISH INVADERS

COMMODORE
64

NO EXPANSION NEEDED
JOYSTICK NOT REQUIRED
GRADES 2-6

EDUCATIONAL SOFTWARE



ENGLISH INVADERS GAMES

204BK

ENGLISH INVADERS:

Grades 2-6

Use your laser base to blast away Nouns, Verbs, and Adjectives which are dropping from the sky. The laser base is directed left or right by using the '<' and the '>' keys on the keyboard. Nouns may only be shot by using the "Z" ray (the 'Z' on the keyboard). Verbs must be shot by using the "C" ray ('C' key), and Adjectives must be shot with the "X" ray ('X' key). Let up on the movement key (< or >) before firing. Missed or wrong shots cost points, correct shots are awarded points. As the game progresses, the words will come faster. If one reaches the bottom, your laser base is destroyed. An extra laser base is awarded if your score exceeds 350 points. The game is over when you run out of laser bases.

WORDSPOT:

Grades 2-6

Word recognition can be fun! A "blend" (the beginning of a word) and an "end" (the tail end of a word) are presented on opposite sides of the screen moving toward each other. If the two parts form a word press the '>' key; if they don't form a word, press the '<' key. One chance is allowed on each word - if the two parts merge completely together, it's too late and the next 'blend' & 'end' is presented. A gold flash indicates a correct answer - wrong answers will get a red or blue screen with the correct response displayed at the bottom. The game runs for one minute and is followed by a game summary with your score.

VOWEL SAUCERS:

Grades 2-6

Protect the Earth from invading flying saucers while practicing long vs. short vowel sounds. Waves of descending saucers appear at the top of the screen, each containing a word. A pair of guns appear under one saucer. The player must determine whether the word in that saucer has a long or short vowel sound and fire the appropriate ray using the "L" (long) or "S" (short) key on the keyboard. If correct, that ship explodes and the guns shift under another saucer. If incorrect, the player loses one of his remaining guns. When all ships are destroyed, a new wave begins, descending more quickly than before. Play continues until three incorrect guns are fired or a ship lands. A running score is displayed on the screen.

ENGLISH SMASH:

Grades 3-6

Nouns, Verbs, Adjectives, and Adverbs challenge you to classify them in this fast moving game. Choose your level of difficulty (the higher levels allow you less time to respond), and whether to concentrate on Nouns and Verbs only or use all four types of words. The game begins! Identify each word as it appears as follows: hit the F1 key if the word is a Noun; the F3 key if it is a verb; the F5 key if it is an Adjective; or the F7 key if it is an Adverb. The word explodes if the response is correct, or turns red with the correct answer indicated if the response is wrong. A sliding scale at the top of the screen keeps your score.

EDUCATIONAL GAMES

Grades 2-6

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