

We Enrich The Mind™



**UNICORN™**  
**SOFTWARE**

**Educational  
Product Catalog**

## A Note To Parents And Educators

Each Unicorn educational program teaches as it entertains. All our software has been developed and field-tested extensively at The Computer Learning Center for Children. Written by experts who make them educational and fun, our programs feature colorful, state-of-the-art graphics, multiple difficulty levels and activities, beautiful music, and are completely user-friendly.

CLCC was founded in 1981 with the objective of offering a unique learning experience to children of all ages and abilities. For the past four years several thousand students have attended CLCC's academic enrichment and programming classes. Because we utilize computers in a learning environment on a daily basis, Unicorn's expert insight into children's educational needs and likes are reflected in our innovative software.

Unicorn's learning games are unique in their flexibility. Parents will be delighted to be able to use them year after year as their child's educational needs change. Our software will provide children of all ages and abilities with outstanding long-term educational value. And the kids will have fun while they are learning. The diversity of activities and exciting animated graphics will entertain and educate your children for many hours, while enriching their minds.

All our programs were designed by June Stark, Director of The Computer Learning Center of Children. She has been actively involved with computers since 1968 and has been employed as a systems analyst for major corporations, as well as an Associate Officer of the United Nations. Her specialty is creating educational computer programs for children.

Browse through our brochure, and find out why our software goes beyond the competition. **Give your child the competitive edge with Unicorn software.**





☆ Ages 2-5

# TEN LITTLE ROBOTS™



**TEN LITTLE ROBOTS** is the most delightful way to introduce young learners to the computer. Because **TEN LITTLE ROBOTS** has five different games, with multiple graphic rewards and tunes, it will give your child hour upon hour of educational fun.

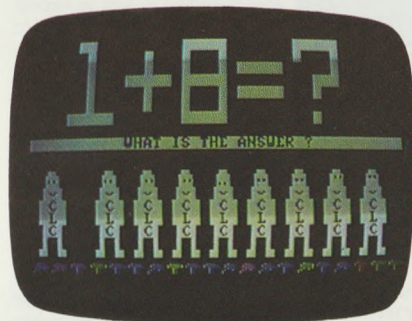
**LITTLE ROBOT STORY** — This interactive nursery tale helps introduce the child to the concept of subtraction. As the child becomes familiar with the rhyme, he will also learn to read the words by sight, the first step in beginning reading.

**COUNT THE ROBOTS** — This program randomly generates robots on the screen and the youngster must count them and type the number of robots he sees.

**ROBOT LETTER MATCH** — Here the child gets his choice of matching **upper or lower** case letters.

**ROBOT ADDITION** — Simple addition problems with large numbers appear on the screen along with the robots so the young learner may count the robots as he is adding.

**ROBOT SKETCH** — A unique drawing game lets the child dip his robot in various paint pots for creative fun.



# RACE CAR 'RITHMETIC™

☆ Ages  
5 and up



1 to 4  
players

**RACE CAR 'RITHMETIC** is an interactive math game that 1 to 4 racers can play together. Each racer can select his own basic math function (addition, subtraction, multiplication, division or a variety), difficulty level and time option, in a race to the finish line. Better answer correctly, or you'll be forced to make pit stops.

The superb graphics and music in **RACE CAR 'RITHMETIC** make for hour upon hour of educational fun. As a special motivational reward, for a score of 90% or above, the racers will have the chance to play the exciting high-speed Race Car Game.



# SHIPS AHOY™

☆ Ages  
5 and up



4  
Learning  
Games

**SHIPS AHOY** — Choose from (addition, subtraction, multiplication, division or a variety); select your own level; whether to be timed or not, and even a specific table with which to practice and you're off to sail your ship across the screen before the treacherous mine hidden beneath the sea explodes.

**MINE SWEEPER** — Locate the mine beneath the sea that contains the missing number in the mathematical equation displayed on the screen. Sailor Sam will check your answer.

**SAILING SKETCH** — A delightful drawing game included for creative fun.

**TREASURE HUNT** — An exciting maze game, included as a reward.

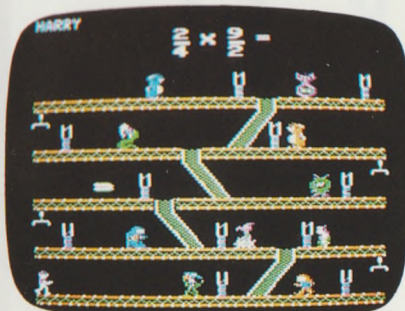




# FRACTION ACTION™

☆ Ages 8 and up

☆ 1 or 2 Players



Your answer was incorrect.

In order to multiply fractions:

1. Multiply the numerators.
2. Multiply the denominators.
3. Reduce the resulting fraction.

Therefore:

This problem becomes this:

$$\frac{2}{4} \times \frac{3}{10} = \frac{18}{8}$$

Press any key to continue.

The action takes place in the basement of the Mad Professor's Mansion where his motley crew is holding you captive. These creatures hold the keys to the electrified gates blocking your way to freedom. Only after answering Fraction problems correctly will the gatekeepers unlock the gates and permit you to pass. But you'd better move fast!!

Incorrect answers are given full screen explanations and an occasional drop down the basement's chutes by the mansion's ghostly ghost.

Multi-screen arcade action — ADDITION, SUBTRACTION, MULTIPLICATION, DIVISION or a VARIETY of problems on three difficulty levels.

# DECIMAL DUNGEON™

☆ Ages 9 and up

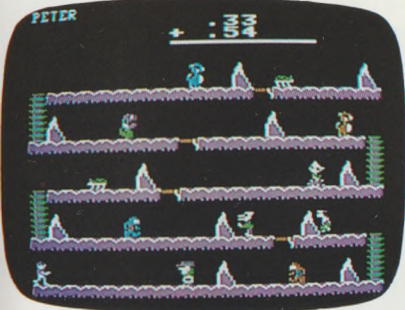
☆ 1 or 2 Players

You're trapped deep inside the crystal caverns of the dungeon master. You must choose to ADD, SUBTRACT, MULTIPLY or DIVIDE decimals, CONVERT them to FRACTIONS or PERCENTS or vice-versa.

The way to escape is to answer the problems correctly and

only then you might be lucky enough to enlist the help of the dungeon's resident bat who will help you find the way out.

Incorrect answers are given full screen explanations and sometimes you are dropped down the trapped doors by the dungeon's bat.



Your answer was incorrect.

ADDITION OF DECIMALS

1. Line up the decimal points in the numbers to be added.
2. Momentarily ignore the decimal points and follow the rules of basic addition.
3. Place the decimal point in the answer below the decimals in the problem.

NOTE Be sure the decimal points are always lined up.

Press any key to continue.



# FUNBUNCH™

- SPELLING
- SPEED READING
- COMPUTER LITERACY

The most flexible and effective language arts program on the market today.  
Available on three levels:

**FUNBUNCH ELEMENTARY** –  
grades 1-6

**FUNBUNCH INTERMEDIATE** –  
junior high school

**FUNBUNCH COLLEGE PREP** –  
high school - adult

- VOCABULARY BUILDING
- KEYBOARD SKILLS

Each program contains over 2000 words and phrases or definitions. Within the elementary level the word list can be accessed by grade. The college prep's vocabulary list can be accessed by any alphabetical sequence and also has a feature where you can get a definition for each word. The programs also allow you to enter your own words and phrases, and you can even save them to disk to use later, if you'd like. All versions have a built-in printer option which allows you to list the data for further review. Since the display delay is variable, Funbunch has proven to be

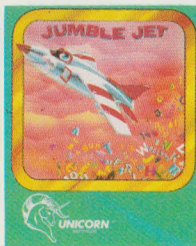


\*Apple versions include  
**CHUCKLE'S BALLOONS**  
**ARCADE GAME**

an effective teaching tool for speed reading as well as remediation. Funbunch can be used to teach beginning reading by entering phonetic word lists, as "at, fat, cat, rat,...etc." The beginning reader learns by a combination of sight and phonics. FUNBUNCH helps bring these two techniques together. The built-in Computer Doodle is included as a reward for creative fun and helps children develop a positive attitude towards computer learning. Funbunch will help develop keyboard familiarity as well as language arts skills.



# JUMBLE JET™



☆ Ages 6-12



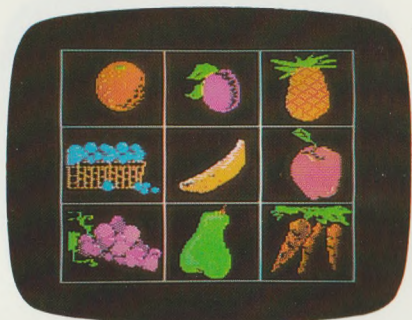
The action takes place inside a cargo plane which carries words. However, there's a problem. The cargo keeps getting jumbled. Before the jet can land the letters must be put in their proper place to spell the word. Spectacular graphic hint screens help you if you'd like.

Choose from the following categories:

- ★ States & Capitals ★ Fairy Tales & Nursery Rhymes ★ Foreign Countries ★ Weekdays & Months ★
- ★ Animals ★ Presidents ★ Numbers ★ Sports ★ Planets & Space Terms ★
- ★ Computer Vocabulary ★ Fruits & Vegetables ★

You can even **CREATE YOUR OWN** with the **CARGO EDITOR** self-authoring system that lets you create, store and retrieve your own data.

The most exciting **ANAGRAM** and **COMPUTER LITERACY** program on the market today. Jumble Jet will provide children with **LONG-TERM EDUCATIONAL VALUE**. Includes **AIR RESCUE ARCADE GAME** as a reward.



# Magical Myths™

## A Journey in Greek Mythology

- READING COMPREHENSION
- VOCABULARY DEVELOPMENT
- WORD PROCESSING



- CREATIVE WRITING
- MEMORY GAME
- QUIZ MAKER

☆ Ages 8-12

☆ 1 or 2 Players

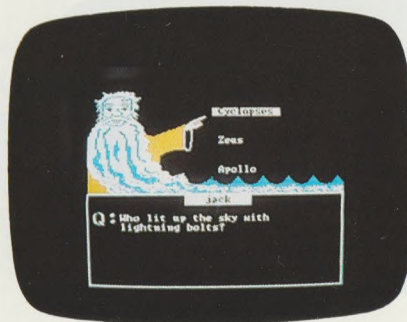
☆ Double-Sided Diskette

Introduce your children to the wonders of the ancient Greek Myths. Magical Myths includes three animated stories:

### Creation of the Gods • Pandora's Box • King Midas

Included are over 600 Reading Comprehension and Vocabulary questions as well as a **MYTHICAL MATCH GAME** for memory building and **MYTH MAKER** word processor.

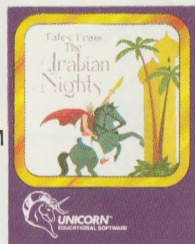
The self-authoring system allows you to write your own stories and print them out, and create your own questions and answers.



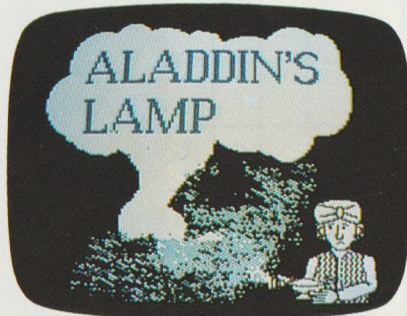


# Tales From The Arabian Nights™

A Unique Learning Experience in Reading Comprehension



- ☆ Ages 8-12
- ☆ 1 or 2 Players
- ☆ Double-Sided Diskette



Your child will be enchanted with the captivating stories of the Arabian Nights. The double-sided disk includes three stories with stunning animated graphics:

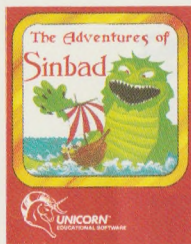
## Aladdin's Lamp The Ebony Horse Ali Baba



Each story has its own glossary for vocabulary building. The main learning objectives are to enhance your children's Reading Comprehension, Creative Writing and Language Arts Skills. The flip-side of the diskette contains over 600 multiple choice and fill-in reading and vocabulary questions.

Also included is a built-in word processor called **TALE MAKER** which enables your child to do creative writing, and a **QUIZ MAKER** authoring system to create their own questions and answers.

For extra value, there is a graphic **ARABIAN MATCH GAME** for developing memory and concentration skills.



- ☆ Ages 8-12
- ☆ 1 or 2 Players
- ☆ Double-Sided Diskette

# The Adventures of Sinbad™

An Exciting Voyage  
in Language Arts

Journey along with Sinbad as he sets out to earn his fortune and see the world. Exciting, animated graphics will capture your children's interests and imagination while building their Vocabulary and Reading skills.

Over 600 **Reading Comprehension** and **Synonym and Antonym** questions based on the built-in glossaries will enhance their language arts skills. Program includes a built-in **Word Processor, Quiz Maker and Concentration Game.**







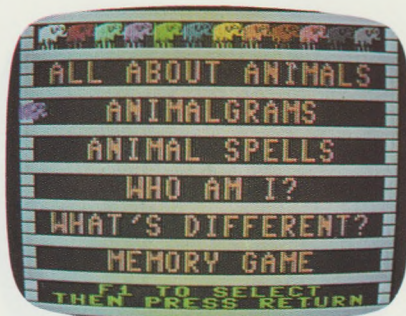
# ANIMAL KINGDOM™

☆ Ages 6-10

- EARLY SCIENCE
- LANGUAGE ARTS – READING
- SPELLING
- MEMORY BUILDING (1-4 players)

This program is a wonderful way to teach your child about the wonders of the ANIMAL KINGDOM. Superb graphics depicting animals from the various zoological species including prehistoric, jungle, fish, insects, am-

phibians, reptiles, birds and many more make this a stimulating way to introduce young children to the intriguing aspects of science. The program includes **six different learning activities** as shown on the screen menu below.



# PRODUCT GUIDE



AGE RANGE	SUBJECT RANGE											HARDWARE COMPATIBILITY			
	MATH	READING	SPELLING	VOCAB. DEVELOP.	LANGUAGE ARTS	CREATIVE WRITING	WORD PROCESS.	COMPUTER LITERACY	SCIENCE	SOCIAL STUDIES	SELF-AUTHORING	APPLE FAMILY	IBM PC PC JR	ATARI FAMILY	C-64
2-5	✿	✿										★	★	★	★
5+	✿											★	★	★	★
5+	✿											★	★	★	★
8+	✿											★	★	★	★
9+	✿											★	☆	☆	★
5-11		✿	✿	✿	✿			✿			✿	★	★	★	★
12-15		✿	✿	✿	✿			✿			✿	★	★	★	★
16-Adult		✿	✿	✿	✿			✿			✿	★	★	★	★
6-12		✿	✿	✿	✿			✿	✿	✿	✿	★	★	☆	★
8-12		✿		✿	✿	✿	✿	✿			✿	★	☆		
8-12		✿		✿	✿	✿	✿	✿			✿	★	☆		
8-12		✿		✿	✿	✿	✿	✿			✿	★	☆		
6-10		✿	✿	✿	✿			✿	✿			★	☆		★

★ AVAILABLE  
☆ COMING SOON