

OTHER  
SIERRA DISCOVERY SERIES  
GAMES

♦ ♦ ♦  
Alphabet Blocks  
Pre-readers and up

♦  
Castle of Dr. Brain  
Ages 12 and up

♦  
The Island of Dr. Brain  
Ages 12 and up

♦  
Lost Secret of the Rainforest  
Ages 10 and up

♦  
Mixed Up Mother Goose  
Pre-readers and up

♦  
Mixed Up Fairy Tales  
Ages 7 and up

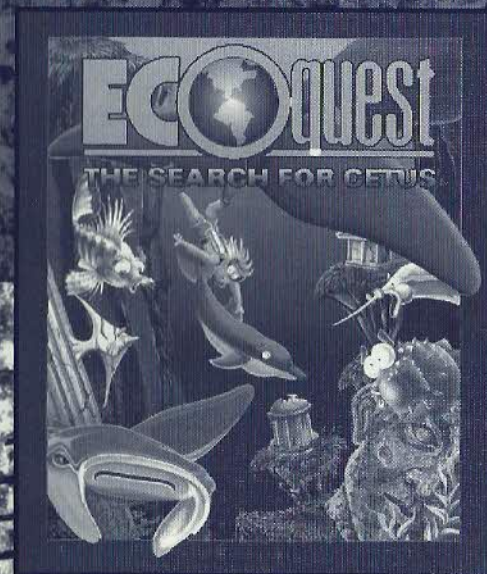
♦  
Quarky and Quaysoo's Turbo Science  
Ages 8 through 13

♦  
Pepper's Adventures in Time  
Ages 8 and up



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SIERRA DISCOVERY SERIES





## ABOUT SIERRA DISCOVERY SERIES:

The goal of the Sierra Discovery Series is to create the ideal learning environment. A time and place where learning can be fun. Several important things happen when your child plays a Sierra Discovery Series Game.

First, as kids get involved in the game's story line and solve its puzzles and problems, they develop mental skills like logic and problem-solving that are crucial to success in school, work, and life.

Second, each Sierra Discovery Series game introduces your child to one or more academic subjects—like math, history, or science—in an entertaining, enjoyable context. Besides teaching facts, the games stimulate curiosity about these subjects and encourage your child to explore them in other games, books, and activities.

Finally, Sierra Discovery Series games make your child comfortable with the world of computers. As they play kids quickly see they're the ones who cause and control their computer's actions. This can go a long way toward motivating young learners and creating a lifelong friendship between them and computers.

Sierra Discovery Series games are an innovative, rewarding way you can help your child learn to like to learn. We hope you'll try them all.

YOUR CHILD IS INVITED...



DEAR PARENTS,

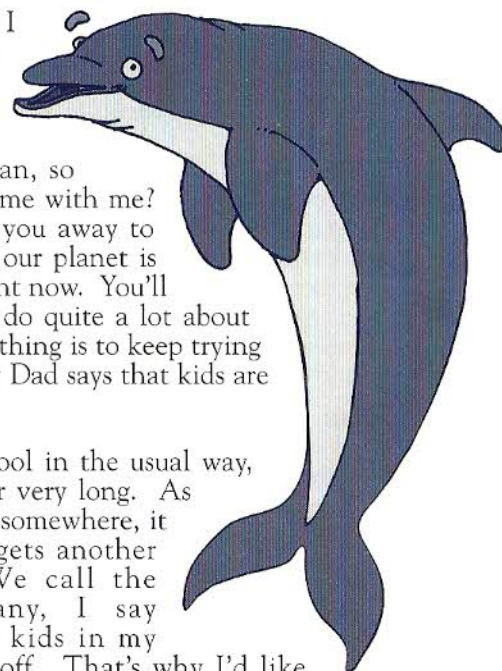
Please give this note from me to your kids. I've spellchecked it and everything.

THANKS,  
ADAM

Hi, my name's Adam Greene and I'm inviting you to take a trip with me. My Dad and I travel around the world because of his job. You see, he's an ecologist and he's pretty famous, I guess. Whenever there's an emergency, we travel to the site and find out what's wrong.

The neat part is, I get to go with him. I'd rather take another kid along, if you know what I mean, so why don't you come with me? It kind of blows you away to see the problems our planet is going through right now. You'll find that we can do quite a lot about them. The main thing is to keep trying and learning. My Dad says that kids are the future.

I don't go to school in the usual way, or at least not for very long. As soon as we move somewhere, it seems, my Dad gets another phone call. We call the moving company, I say goodbye to the kids in my class, and we're off. That's why I'd like



some company. It gets really annoying that I can't stay anywhere. On the other hand, the places I get to go are really neat.

My Dad had me take some tests last year because he was getting really worried about my school stuff. I do a lot of homework wherever we go, but he thought I might be behind other kids. What a surprise, the tests turned out pretty well! So I guess I'll keep learning wherever we go. You might like learning along with me.

Let's go diving in the Caribbean this morning, OK? I'll introduce you to a dolphin and then, well, who knows what might happen next?

## ECOQUEST: THE SEARCH FOR CETUS

### A POSITIVE ROLE MODEL

Your child becomes Adam, the son of a famous ecologist. Adam gets to travel to different parts of the world and meet the creatures of the different ecosystems. He knows a lot about ecology, so the player benefits from his expertise. As the game develops, your child learns and adds to Adam's knowledge. Adam is a positive role model who cares for the environment.

### THREATS TO THE OCEAN'S ECOSYSTEM

Take your child to places you can't see in real life. Be a firsthand witness to the damage inflicted on our oceans. Explore the beauties and dangers of the ocean from the safety of your home.

### CORAL REEF ECOLOGY

Your child will explore the wonders of a coral reef and learn about its strange inhabitants. The game's puzzles will introduce your child to their habitats and quirks. To solve the game, the player must become an expert in coral reef ecology. The player will never forget the impact we are having on life under the ocean.

### AWARENESS AND A "GREEN" ATTITUDE

The story of **EcoQuest: The Search for Cetus** leads to a personal awareness of the plight of the ocean ecosystem. Through the characters and events, your child takes on the responsibility of doing something about the earth's problems. Players of all ages can become EcoKids!

### THE PLIGHT OF MARINE MAMMALS

A dolphin is your child's best friend. Together they face the dangers and problems that beset marine mammals. Learn to communicate with these fascinating creatures. Where else could a child safely approach one of the largest whales in the world?

### THE MYSTERY OF A RUINED CITY

Ancient ruins, possibly of Greek origin, are yours to explore. Your child will be motivated to learn more about ancient cultures after visiting Eluria. And where did those fish get those Greek names?

### READING REINFORCED

Characters reveal themselves and give key hints for game play. The more the player reads the text hidden in the game, the easier the game becomes. Use what characters say to deduce what Adam should do next!



## SUGGESTED ACTIVITIES FOR PARENTS AND KIDS

EcoQuest can be the start of your family's ecology adventures. Be part of the ecology information explosion! Take Adam's priorities and insights into your own community!

1. Use the look icon in the reef found in the game to identify the various kinds of coral. Make a list of the types, then:

- a. Visit an aquarium and study the same corals "live." Add to your list.
- b. Check out books on coral reefs from the library. Add to your list.
- c. Design your own coral reef using the new varieties.

Suggested titles: **The Audubon Society Field Guide to North American Seashore Creatures.** New York: Alfred A. Knopf, 1990.

Eugene H. Kaplan, **A Field Guide to Coral Reefs,** Peterson Field Guide Series, Boston: Houghton Mifflin Company, 1982.

2. Organize a "clean-up cookout" at a local beach or park.
3. Unload your kitchen trash can at the end of the week (wear gloves). Sort your garbage into categories. What category is the largest? Is there any way to reduce your "garbage quota" of plastics? Is all your garbage necessary?
4. Begin a family recycling system. If you already recycle, begin composting your foodscraps and lawn clippings.
  - a. Check out a book on composting or contact local gardening societies for "quickstart" composting recipes.
  - b. Once your compost has matured, make it work in your garden or flower beds!

5. Build an EcoQuest diorama. You will need: a shoebox, paper, markers and any other art materials (yarn, etc.). Sketch the characters and scenes from the game. Place them in the diorama. Show off your creations to your friends!

6. Make up other stories about the characters. Here are some suggestions:

- a. Adam goes back to the City to visit three weeks later.
- b. Delphineus goes to visit his cousin, an Amazon river dolphin.
- c. What Adam told his father when he got back to the Lab.
- d. Tell the story of **EcoQuest: The Search for Cetus** from Delphineus's point of view.

7. Make handpuppets of the Citizens. Give a puppet show of their Council Meeting. Divide them into clean-up crews and create jobs for them. Give a party that celebrates cleaning up Eluria.

8. Check out books on marine mammals. Begin collecting a scrapbook of newspaper and magazine clippings about them.

9. Look up different kinds of whales and dolphins. Build a mobile to hang over your desk. Use glow-in-the-dark paint so it will show off at night!

10. Look into research on dolphin speech through your library or local science teachers.

11. Check out a book on Greek myths. Look up Narcissus, Hippocrates, and the other Greek names in the game. What characteristics do the characters have to match these names? (ie., Narcissus the blowfish is "full of himself.")