

1995
1996

SIERRA EDUTAINMENT CATALOGUE



SIERRA® EDUTAINMENT

Dear parents,

As a pioneer in publishing educational products for over 100 years, we have always been committed to providing high-quality educational products for our young learners.

For over 100 years, we have been committed to providing high-quality educational products for our young learners.

SIERRA EDUTAINMENT PRESENT THEIR NEW EDUCATIONAL RANGES.



SIERRA ON LINE

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Dear parents	3
Sierra Edutainment Club	4

ADI

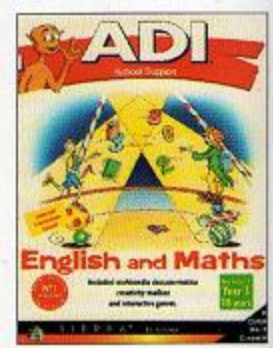
The ADI method	5
----------------	---

THE ADI JUNIOR RANGE 6/7

ADI JUNIOR - I can read-4/5 years	8
ADI JUNIOR - I can count-6/7 years	9

THE ADI RANGE 10/11

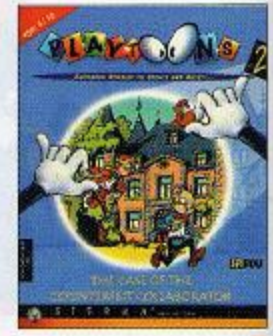
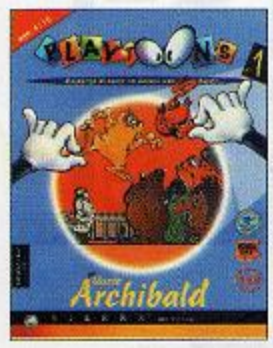
ADI SCHOOL English/Maths	12/13
ADI ATLAS	14



PLAYTOONS

The Playtoons Collection 15

Uncle Archibald	16
The Secret of the Castle	17
Spirou : The Case of the Counterfeit Collaborator	18
Spirou: The Mandarin Prince	19
The Stone of Wakan	19



Spirit of adventure

The Spirit of Adventure collection	20
Mixed-up Mother Goose	21
The Lost Mind of Dr. Brain	22



Summary of the ranges	24/25
-----------------------	-------

Dear parents,

As a pioneer in the great computer publishing adventure, our main objective has always been to develop multimedia products for children.

For over 11 years now, we have striven to:

- ensure that children everywhere are able to benefit from educational and entertaining programs that help and develop their skills, as well as their imagination and creativity.
- publish innovative, quality titles, both technologically and artistically, with a well balanced level of academic content.
- remain in constant contact with our young users in order to continually improve our titles. They provide us with new ideas and help us avoid technical pitfalls.

To achieve these goals, we have the skill, experience and determination.

The SIERRA Edutainment team consists over 150 men and women who work together throughout the entire production process, from the design stage, right up to the sale of the title. This team of course includes enthusiastic teachers from each European country where we are developing our projects, whose academic experience and in-depth knowledge of the official National Curriculum is of immense value to us.

Our strong points : an ability to combine learning with leisure, to ensure our

products are both user-friendly and user-fun and to provide outstanding plots and production techniques. This explains why children throughout Europe are constantly drawn back to our products. Now SIERRA also offers young Europeans a wide range of school support, creative and discovery software products, all of which are produced with the pioneering spirit common to all of SIERRA's products.

With sales of over 1 million copies, ADI, forever undergoing improvement, is currently the leading range of educational software in Europe and is the benchmark in this genre.

Our most recent collection, Playtoons, already an award winner, offers a wide range of creative possibilities, enabling young users to discover and design their very own cartoons.

Spirit of Adventure takes children on captivating adventures, requiring them to solve amusing and unusual puzzles. Through playing with this discovery range, the child learns and progresses.

Whichever software you decide on amongst all those presented in this catalogue, we sincerely hope that it will bring you and your children a great deal of enjoyment and satisfaction.

Leah KALBOUSSI
General Manager



$E=mc^2$

$\sqrt{1/2}$



E=mc²

1/2



SIERRA EDUTAINMENT CLUB

A complete range of services

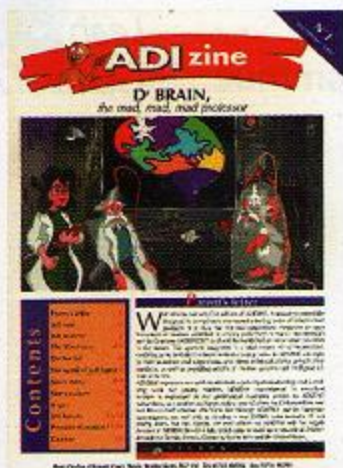
It is SIERRA's firm ambition, in addition to that of producing high quality and original products, to ensure that you always receive the best possible service. In order to benefit from this service, all you have to do is return the warranty card enclosed with each software product purchased. Your child will then automatically become a member of the SIERRA EDUTAINMENT CLUB and will receive his or her own personal membership card. A whole range of advantages come with this membership. The SIERRA EDUTAINMENT CLUB officially launches in the United Kingdom in September 1995.

THE SIERRA CLUB SERVICE IS :

1. Preferential contact with an after-sales advisor available mon to fri from 9 am to 5 pm on: (01734) 303 171, whether you require technical advice or just general information.

2. An automatic hint line to provide your children with hints and advice to help them if they get stuck in their games.
Available on : (0891) 660 660 (39p min cheap rate, 49p min at other times) 7 days a week, 24 hours a day.

3. Free subscription to ADIZINE : this quarterly magazine contains cultural and academic sections, a cartoon, readers' mail, a competition, an update on ADI and other edutainment products by SIERRA.



4. A pen-pal club : join by sending back the questionnaire in ADIZINE or by calling the SIERRA EDUTAINMENT CLUB. The club exists by virtue of a network of friends in foreign countries including : Great-Britain, France, Spain, Italy, Germany... and soon the United-States.

5. Exchange of all faulty disks within warranty.

6. Special offers on edutainment software with gifts, free games ...

7. A bonus card. To reward you for having purchased several SIERRA educational products, for every three you purchase we will give you one educational title absolutely free. This offer has been extended to 31st Dec. 1996, so with SIERRA, 3=4 all year long !



8. Reductions on certain shows, museums, cultural centres, exhibitions, subscriptions... on presentation of a membership card or by participating in competitions in the SIERRA EDUTAINMENT CLUB section of ADIZINE. The list of offers will be published in each ADIZINE.



ADI is Europe's leading range of comprehensive, coherent and evolving multimedia school support software products.

The ADI/ADI JUNIOR range begins with pre-school children (from 4 years) and progresses with them up until they are 15 years old (Year 10) covering the main subjects : Maths, English, French and Geography.

Created in 1990, the ADI collection now has over a million users throughout the world.

« Teacher-authors », ergonomists, psychologists and graphic artists have all worked together to develop this motivating and progressive method of educating in conjunction with official national curriculum requirements.

The range comprises of three series' :

- **ADI JUNIOR** : from Pre-school to Year 2 Infants. (To be released)
- **ADI SCHOOL** : from Year 3 to Year 6
- **ADI SECONDARY SCHOOL** : from Year 7 to Year 10.

The ADI method motivates children, it teaches them how to work, it encourages them and guides them throughout their school career.

ADI JUNIOR and ADI very quickly become children's work and play mates and never fail to provide amusing advice and assistance !

The ADI environment concept is based on a series of subject applications which enable children to learn whilst having fun ! It's a particularly friendly and welcoming environment : the child can personalise it according to his or her own specific tastes. The activities, creative tools and games are wide-ranging and challenging.

A subject application includes :

- **Exercises.** Over 1500 questions per level and per subject in ADI and 45 graphic exercises with three levels of difficulty for ADI JUNIOR.
- **Specific aids** and commentaries.
- **A lesson reminder** (ADI).
- **Animated rules** illustrating key points of the school program in the form of amusing little cartoons (only in the CD-ROM ADI version).

The highly simplified ergonomics of the whole range enables children as young as four years old to quickly become familiar with it.

In each subject, ADI and ADI JUNIOR memorise the child's results and are able to produce summaries of work progress. Throughout their progression in the software, the two little extra-terrestrials reward the children by their enthusiastic, and clown-like antics. They also distribute new games according to results and present a constantly changing environment.



$$E=mc^2$$



ADI JUNIOR



ADI JUNIOR is :

ADI's younger cousin is a little friend specially created for the 4 to 7 year old age range.

ADI JUNIOR is a school support and discovery program combining a lively and evolving environment with bright, colourful applications to develop reading and counting skills.

ADI JUNIOR is now as well known and popular all over Europe, as it is in France. Designed by a team of teachers, psychologists, ergonomists and computer programmers, it's an ideal product to learn whilst playing. Very simple and easy to use, four year olds soon become completely autonomous with ADI JUNIOR!

Such as been the success of ADI JUNIOR, that SIERRA, in keeping with its pioneer spirit, has developed a new totally original CD version of ADI JUNIOR. This innovative, evolving and animated environment can be personalised by each young user.

Welcome to an incredible new world !

New

The new CD ROM version of ADI JUNIOR 2, available from November 1995, will introduce children to a living and changing universe, that evolves according to their actions and also those of the inhabitants of this incredible world. ADI JUNIOR has become an authentic cartoon character and leads his young friend on a journey through different places and activities.



1- The workshop where you can choose a nest for the birds, or a hive for the bees, or perhaps a kennel for the cheeky little dog, Spot. Or why not grow a magical tree full of delicious fruit.

2- The amazing garden where you can plant magical flowers by continually mixing up the seeds.

3- The vegetable garden where you can sow the choicest vegetables or perhaps grow wheat to tame the birds with. Watch out for the greedy little rabbits though !



4- The kitchen where you can make cakes with fruits from the orchards and other real recipes as a special treat for your friends... or perhaps to put the monsters off !

As the child has fun exploring ADI JUNIOR's world, different events take place : a storm blows up and does some damage, a bird hatches out, a rabbit makes fun of Spot, the monster learns to fly, flowers grow and the bees make honey... and who ate the cake?

Children can of course also access a wide range of complementary discovery, creative and relaxing activities :

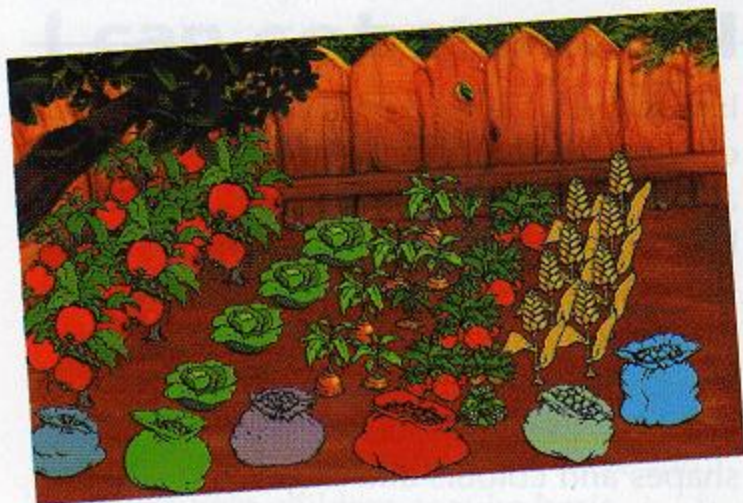
- **a graphic palette** : a complete drawing tool « just like a grown-up's », including pre-drawn objects and landscapes and a greetings' and invitation card publishing activity.
- **a wide selection of puzzles** : which when completed, become animated and play a little tune !
- **a portrait game** : by clicking on different elements, the child can create a whole gallery full of irresistible faces and characters.
- **a construction game** : a real tool enabling children to create their very own backgrounds including characters and objects that they can animate at will, similar to that in the Playtoons' collection.

And even more :

ADI JUNIOR 's young friend can choose his favourite tune amongst « Claude Jardin's » titles, like the « Three Little Cats », or decide to repaint the nest, kennel or hive in any way he or she wants, or play the unavoidable, yet full of unexpected surprises, « building blocks » game...

The applications

This incredible world also combines reading and counting exercises. In the new CD ROM version, each activity has been completely redesigned with superb full screen backgrounds worthy of the best cartoons. ADI JUNIOR speaks out loud to the child to help and guide him or her with explanations, commentaries, specific advice, examples and encouragement. Some of the exercises have been improved. ADI JUNIOR can be used by up to 15 children at a time, each of whom will be able to work with his or her own personalised environment, see his or her own score changing, earn some points and maybe even receive a reward !



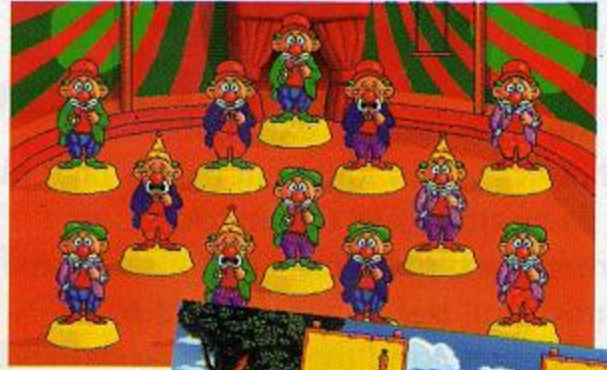
New

ADI JUNIOR



ADI JUNIOR 4/5 years

Reading and counting are fun



I can read

In a magical book of animated exercises, children are introduced to reading skills and concepts. Watch ADI JUNIOR doing his gym exercises and choose the right sound. Exercises include animal memory games and other word association games. The child learns how to distinguish syllables, associate sounds and objects, shapes and colours and begins to learn the alphabet...

I can count

As he searches throughout an extraordinary attic, ADI JUNIOR with the help of his extra-terrestrial dog, guides the child through a series of puzzles such as: finding their way out through a maze of pipes, following the tortoise's steps, counting the balloons, sweets, flower seeds, etc., feeding the rabbits, arranging numbers into groups... All the puzzles contain varied and multiple opportunities for children to familiarise themselves with numbers whilst having fun.



New

ADI JUNIOR



ADI JUNIOR 6/7 years

Reading and counting are fun



I can read

Based on a farming theme and in the company of ADI JUNIOR, the child progresses further with his or her reading skills through varied games and activities such as the « odd word out » and other puzzles.

Which animals have gone to sleep ? Who's laughing, who's crying ?

The child is able to familiarise and improve the skills needed to learn how to read. Skills such as sound recognition, picture and word association and spelling.

I can count

ADI JUNIOR invites the child to a wonderful fun fair, full of animated objects and characters where they can learn to count using some of the attractions of the fair such as the darts stall, the big wheel and many others.

Which is the biggest ? What's left in the castle ? How many bananas should we give the monkeys ?...These and many more fun exercises help children acquire basic mathematical concepts : counting, placing numbers in order, comparing small and large groups, writing a number, revising additions' tables, etc.



ADI JUNIOR RANGE





ADI Environment

ADI assists children throughout their school year in a friendly cartoon atmosphere that combines creative and entertaining activities.

Children can create their own personal environment.

Each child can select his or her own face, name and personal environment : background, wall-paper, posters, plants, music, etc.



Each change the child makes is saved as soon as they quit the software.

Children always enjoy seeing their own personal choices reappear each time they open ADI again. The environment is able to supervise the actions and work of up to 15 children. They progress in a cartoon style setting, full of amusing and unexpected animations such as an amazing plant metamorphosis, a cat chasing a goldfish and other strange awakenings !



ADI: a school mate and a friend



ADI is a cartoon character who talks, laughs, encourages and congratulates children...

however he also falls asleep if he's bored ! He builds up a real relationship with the young user based on a combination of friendship and guidance. ADI suggests study methods, improves motivation and encourages creativity and logical thought.

His encouragement evolves according to the child's attitude. He leaps with joy when the child gets several right answers in a row and will interpret wrong answers as a lack of understanding. At which point he will suggest going back over the basic concepts. If the child decides to skip a series of exercises, but then makes a mistake, ADI won't fail to point this out to his young friend !

A comprehensive environment !

ADI's general knowledge documentation :

The ADI pack includes multimedia videos, photos and animations covering general knowledge themes such as nature, water, space, astronomy, endangered species, etc.



This information can be used when working or playing in any of the other ADI tools.

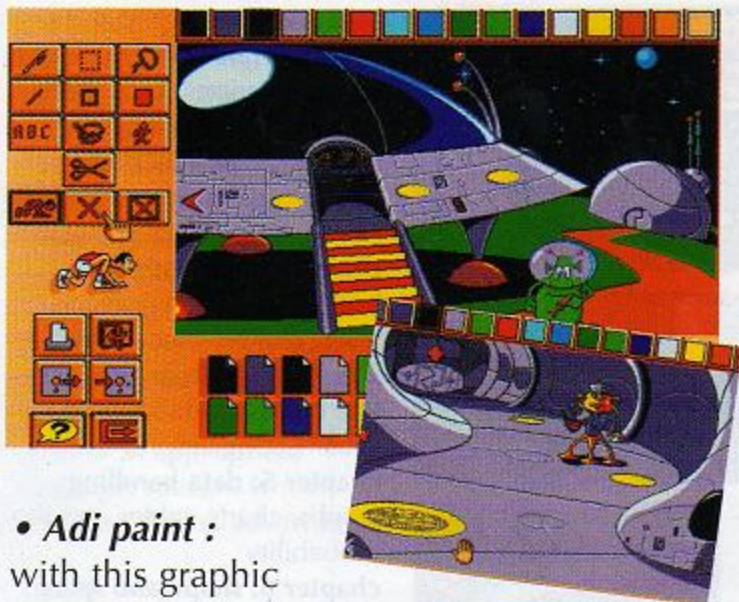
Graphic creations and new sound recordings can also be added.



ADI

- **Adi tools :**

in addition to tools such as a note-pad, a calculator, a private diary, a tool bar and jotter pad, ADI also contains some very powerful creative tools.



- **Adi paint :**

with this graphic palette, the child can create his or her own paintings and delve into a whole library full of existing illustrations which can be added to child's own design.

- **Adi anim :**

this easy to use tool enables children to create their own mini cartoons, to which they can also add their own paintings.

- **Adi media :**

children can develop interactive applications combining illustrations, animations and sound effects. In this way they are familiarised with the basic concepts of multimedia screen programming. They can also use ADI media to write interactive letters which they can then send to friends at home or abroad who also have ADI.

- **A wide range of games :**

Depending on the child's result, ADI releases games for them to play after their studies (which should reassure parents). These are action, strategy and adventure games such as Goblins or Inca.

The applications

It is ADI's main objective to be a school backup program. Created by a team of teacher-authors, each subject application complies with the official National Curriculum.

The applications cover all of the main school subjects : Maths, English, French and Geography.

ADI follows your child throughout his or her school year, progressing at the child's own individual pace.

Each subject comprises :



- **Exercises :** over 1500 questions per level and per subject.



- **Specific aids :** if ADI thinks your child hasn't sufficiently mastered certain concepts, he will propose a specific aid. In addition he adapts and varies his commentaries to the child's mistakes and also gives the correction.

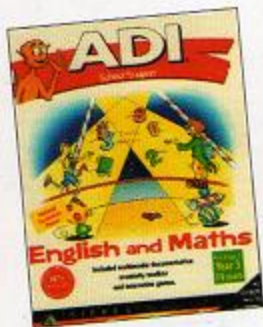


- **A revision aid :** this enables the child to directly consult the appropriate lesson from the exercise they are working on.



- **Animated rules* :** these illustrate the key points of the school program in the form of short, amusing cartoons. The child is provided with a concrete, simple, cartoon-style explanation of what can be quite complex concepts.

* CD-ROM version only.



English/Maths 7/8 Years

ENGLISH

chapter 1: spelling:

consonants, vowels, letter strings, prefixes & suffixes, rhyming words

chapter 2: writing skills:

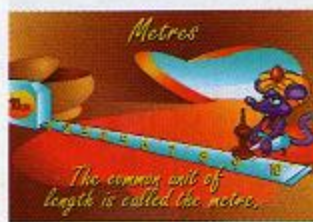
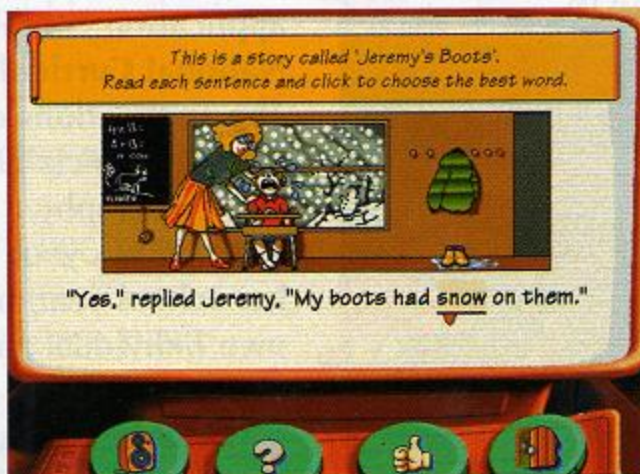
sentences, punctuation, sequencing, vocabulary, sentence connectives

chapter 3: reading skills:

skim & scan, fiction, comprehension, information sources, reading for clues

chapter 4: language skills:

grammar, homophones & homonyms, comparisons, synonyms & antonyms, the alphabet.



MATHS

chapter 1: number:

read and write, ordering, place value, approximation, fractions

chapter 2: computation:

addition, subtraction, multiplication, division, application

chapter 3: measuring:

length and height, capacity, mass, money, time, calendar

chapter 4: patterns and algebra:

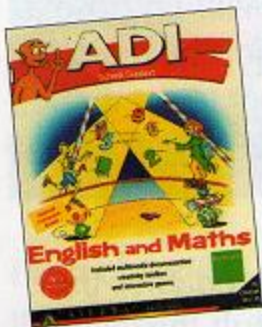
colours and shapes, number pattern, comparisons, ordinals

chapter 5: data handling:

graphs, charts, tables and lists, probability

chapter 6: shape and space:

plane shapes, solid shapes, symmetry, directions, co-ordinates.



English/Maths 8/9 Years

ENGLISH

chapter 1: spelling:

alphabetising, sound blends, word structure, spelling

chapter 2: grammar and punctuation:

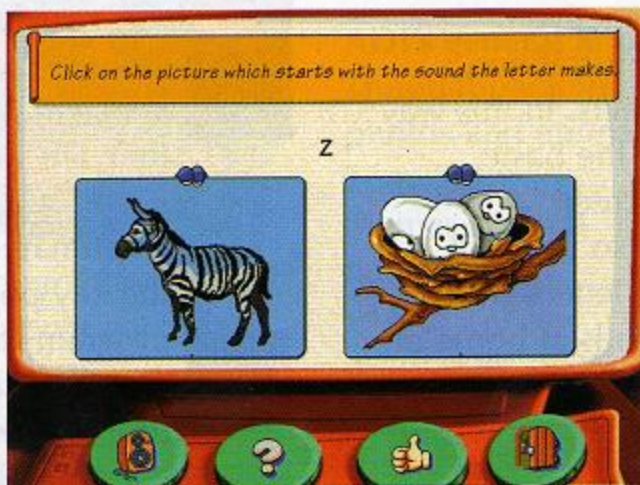
nouns, tenses, punctuation, sentences, looking at words

chapter 3: comprehension skills:

finding information, ordering, reading texts fact and fiction

chapter 4: appropriate language:

question and answer, who said that? listening / audience.



MATHS

chapter 1: number:

read & write, place value, approximation, fractions

chapter 2: computation:

addition, subtraction, multiplication, division

chapter 3: measuring:

length & height, capacity & volume, mass, money, time, temperature

chapter 4: pattern & algebra:

colours & shapes, pattern in a number

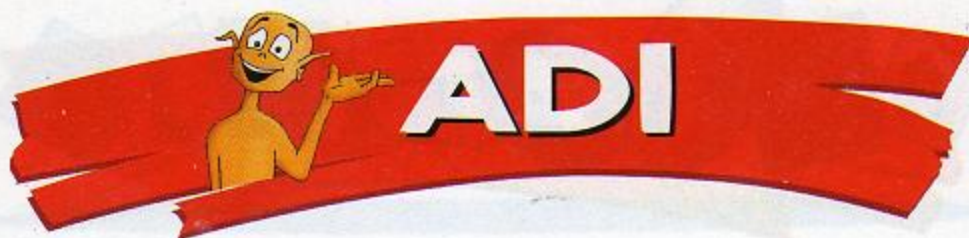
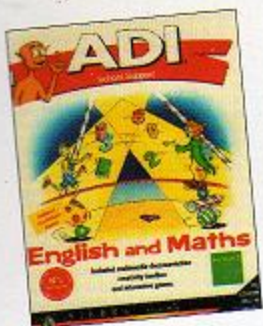
chapter 5: data handling:

graphs, charts, tables & lists, probability.

chapter 6: shape & space:

shape, perimeter & area, symmetry, coordinates.





English/Maths 9/10 Years

ENGLISH

- chapter 1: spelling:** sound blends, word structure, spelling understanding words
- chapter 2: writing:** sentences grammar, punctuation
- chapter 3: reading:** story/comprehension, sequencing, fact or fiction
- chapter 4: reference material:** using a dictionary, reference research
- chapter 5: appropriate language:** speech, written correspondence, advertising.

If you were looking for the following subject, which volume of the encyclopaedia would you need?

Guy Fawkes

A-D E-I J-M N-R S-Z

MATHS

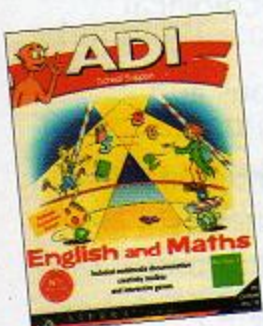
- chapter 1: numbers:** writing, fractions, comparing, place value
- chapter 2: calculation:** addition, subtraction, multiplication, division
- chapter 3: measurement:** length, capacity, mass, time and temperature, perimeter and area
- chapter 4: data handling:** patterns, ratio, percent, logic (probability), statistics
- chapter 5: shape and space:** lines, shapes, solids, symmetry

Read the thermometer to determine the temperature.

Carla is enjoying a swim in the pool. The temperature of the pool is 20 degrees C.

Comparing numbers

Comparing numbers helps you arrange them in ascending or descending order.



English/Maths 10/11 Years

- chapter 1: spelling and word formation:** phonology and spelling, rhyming words and homophones, grammatical spelling changes, dictionary work, word formation
- chapter 2: grammar:** the components of the sentence, tenses, word and sentence structure
- chapter 3: reading:** factual reading-the natural world, comprehension, storytelling
- chapter 4: punctuation, capitalisation and abbreviation:** capitalisation and abbreviation punctuation, apostrophes
- chapter 5: vocabulary:** personal qualities, jobs and work, proverbs, expressions and idioms.

Look at the numbers going through the machine and decide what is happening to them. Click to choose your answer.

8

$\times 3 + 6 : 2$

7 8 9
4 5 6
1 2 3
0 + -
= C

chapter 1: number:

- whole numbers, fractions, decimals, ratio, percentages
- chapter 2: algebra:** number patterns, exponents, factors, equations
- chapter 3: measures:** length, distance and speed, volume, weight and capacity, temperature and time, perimeter and area
- chapter 4: handling data:** classifying and recording data, using charts and tables, probability
- chapter 5: shape and space:** plane shapes, lines and angles, solid shapes, co-ordinates.

Parvinder

The name of Parvinder's favourite park is...

Look at the picture and select the correct word for the sentence.

The person that leads a classical music orchestra is a conductor.

E=mc²

√1/2





Atlas* : an amazing voyage of discovery

The ADI atlas is an indispensable tool for discovering our planet, appreciating major natural phenomena and understanding man's relationship to Earth.

This authentic state of the art encyclopaedia makes it possible for children to carry out experiments and to observe the results of these simulations. In addition it includes an atlas that children can consult and print out, together with a series of exercises on man and the planet.



• **Simulations facilitate an overall understanding of the systems that surround us.**

Based on one hand on natural and physical phenomena : astronomy, geology, rock cycles, water... and on the other hand on man and the planet : demography, economic cycles, the environment..., together with an approach to the relationships between these two fields. By changing data, children are able to carry out their own experiments and better understand these fundamental concepts.

• **A geographical and human atlas.**

Contains comprehensive maps and pictures of the planet that can all be printed. This atlas has been specially designed by teachers

based on what children find interesting. By sorting and superimposing different sets of data, children are able to combine geographical and human data on a single screen.

• **Exercises based on the essential information necessary to understand our planet and man's relationship with it.**

All the exercises are composed of graphics, statistics, charts and histograms.

The planet, lands, seas, climates and natural environments.

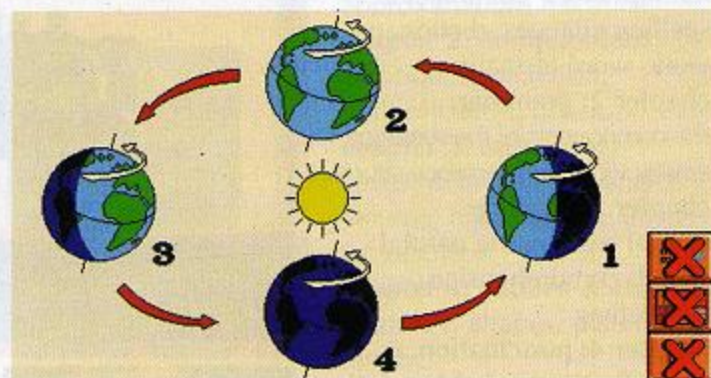
Man and the planet, man's relation to natural environments, ecological threats.

Polar, desert, mountainous and tropical environments.

Temperate, oceanic, continental and Mediterranean environments.

Mediterranean seas, winds and countries. Developing and third world countries.

Developed countries.



* To be released during 2nd quarter of 1996 - non contractual document.

PLAYTOONS

An edutainment software collection, for 4 to 10 year olds to discover and create their own animated stories.

With the Playtoons' Collection, Sierra develops a new type of game - the construction of animated stories. Making use of the very latest multimedia techniques, this game will provide hours of fun, discovery and creativity !

Playtoons : stories to discover...

In each title of the Playtoons' Collection, children discover a new exciting story. Each of these authentic interactive cartoons combines mystery, fantasy and humour. Children are free to explore the different interactive screens, triggering off hidden animations as they wander about foreign languages. Why not listen to the texts in French or in English. Children can also ask for part or all of the text to be repeated if they want.

Playtoons : stories to invent...

Playtoons comprises a totally novel form of building game, in which children can animate and make the characters of the Playtoons' stories come to life in a whole range of new adventures. Each title in the Collection provides new characters, scenery and masses of objects. All the child has to do is direct them. By simply clicking

on a mouse, the antics and frolics of this little world spring to life ! In addition, Playtoons contains a wide range of tools so that the young users can record their own voices, write texts, edit extracts, as well as producing their very own mini cartoons.



Playtoons : evolves with the child's imagination !

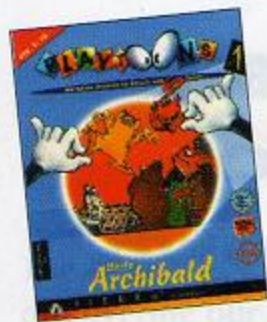
If you've got several titles in the Playtoons' Collection, you can mix all of the elements of each title up together in the building game ! Pirates, Indians, Extra-terrestrials and many

others are soon to join the Playtoons' family. So why not have our intrepid cartoon hero Spirou come face to face with the barbarian hordes of the « Secret of the Castle » ? Or what do you think of the brave Prince Arthur will do when he meets « Uncle Archibald's » Monsters ? Will Blue-Bear and Laughing-Otter get on with Spip, Spirou's friend ?

It's all up to you...

«Uncle Archibald is a brilliant concept, exquisitely executed». (PC Plus)
«The quality of the facilities to create your own stories makes this collection stunning». (PC Plus)
«Everything about this product is outstanding». (CD-ROM User)





Uncle Archibald



Uncle Archibald is a dreamer. He adores inventing all sorts of weird and wonderful creatures on his computer...

When Peter and Ben decide to visit him one Wednesday in May, they aren't quite ready for all that awaits them ! During their « funny chemistry » experiment, they decide to try out some new mixtures. But the result quite overwhelms them ! A thick



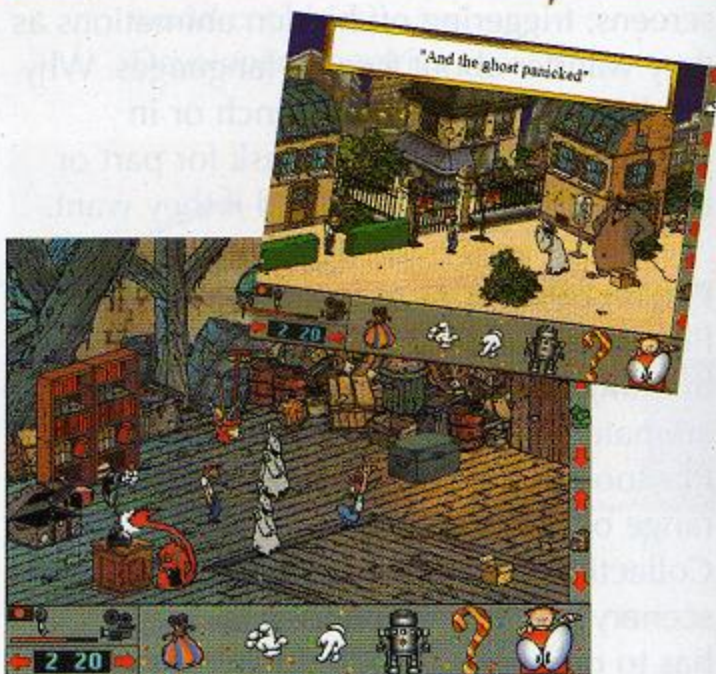
smoke draws in around them. All of a sudden, Uncle Archibald's computer monsters begin to appear. Without knowing how, they've stumbled on the magic formula for transforming the computer creatures into real monsters ! But how are they going to get out of this predicament, tidy up the mess they've made and get away from the intruders who just happen to adore munching children in chocolate sauce ?

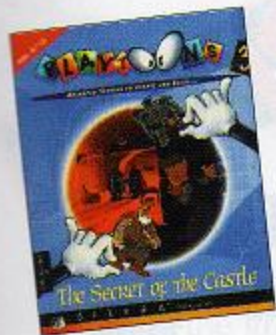
Fortunately for them, Uncle Archibald isn't far away!



To create your own stories...

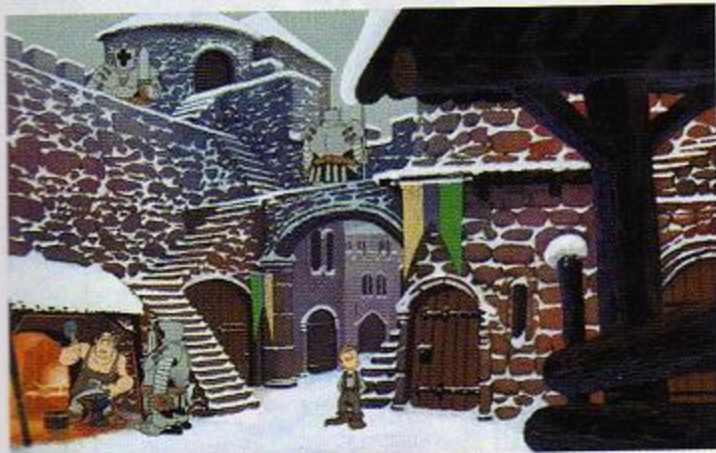
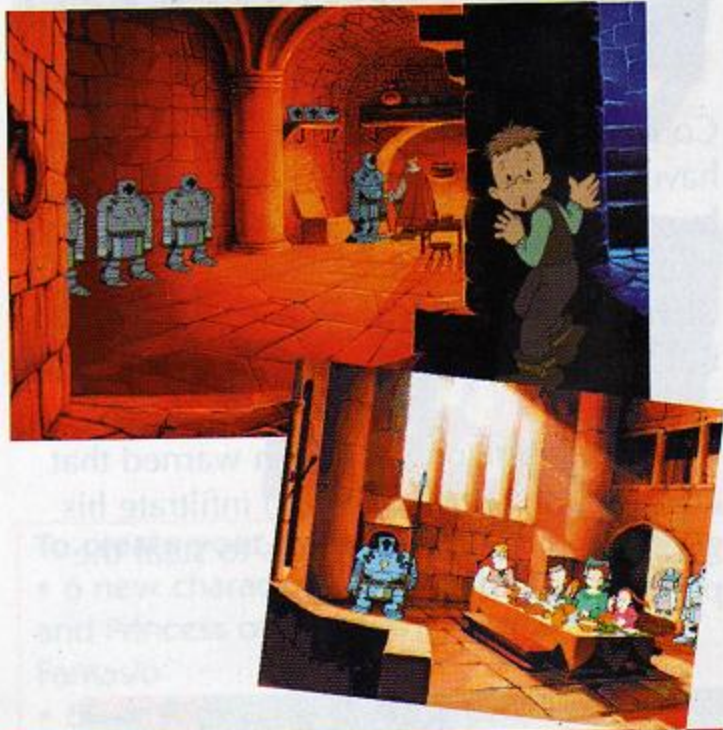
- 4 new characters including Peter, Ben and the funniest of Uncle Archibald's monsters
- 60 or so fixed and animated objects
- 18 background elements to combine.





The secret of the castle

Once upon a time, in the far off kingdom of Avalon, lived the good King Hector, Queen Eleonore and children, Prince Arthur and Princess Marianne. They all lived peacefully in Pendragon Castle, protected by the King's mysterious knights... Young Prince Arthur likes spending time around the Castle's knights. But whenever he tries to talk to them, no one answers him. Very curious about this strange silence, Arthur ends up by discovering the secret. His father explains



that the knights are in fact robots designed to dissuade enemies from attacking the castle.

Until the one cold winter morning when barbarian hordes darken the horizon. These ferocious and determined ruffians will do anything to take over the Castle !

Against these evil assailants, will Arthur and mechanical knights be brave enough to keep the « Secret of the Castle »...?

- To create your own stories...**
- 6 new characters : Arthur, King Hector, Queen Eleonore, the knights and two barbarians
 - 60 or so fixed and animated objects
 - 18 background elements to combine and create magnificent medieval settings.





THE CASE OF THE COUNTERFEIT COLLABORATOR

Count Champignac and his scientist friends have taken a solemn oath : to fight against hunger in the world. After 15 years of research and study, they meet together at Champignac Castle to present their results. But Spirou is worried...

Count Champignac has been warned that an impostor has managed to infiltrate his guests. This impostor intends to steal the plans of their inventions !



Spirou and Fantasio decide to dress up as the Count's servants and spy on the guests.

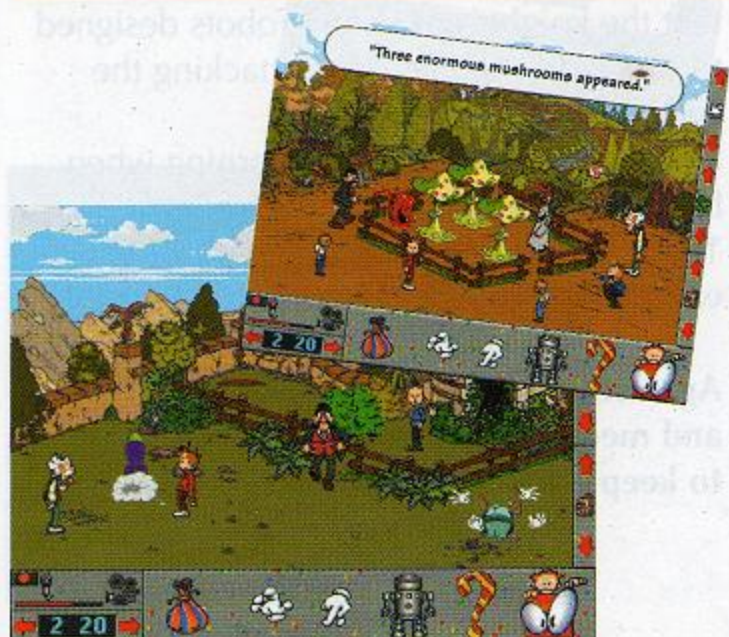
The investigation promises to be both exciting and complex. Indeed, all the Count's guests seem to act rather strangely.

Spirou, Spip and Fantasio are doubly attentive, but will they manage to reveal the impostor in time ?



To create your own stories...

- 4 new characters : Spirou, Fantasio and
- the Count and Mayor of Champignac
- 60 or so fixed and animated objects
- 18 background elements to combine.



New

THE MANDARINE PRINCE

Spirou and Fantasio have been invited to the engagement ceremony of the heir to the throne of the Principality of Mandarine. But on their arrival at the airport they fall into an ambush. Accused of being arm's smugglers, they are immediatly imprisoned. Here, they meet up with an old acquaintance, Don Vito Cortizone, former Mafioso, who proposes an unusual deal. In exchange for their freedom, Fantasio must agree to marry Princess Clementine, niece of His Royal Highness Prince Nut VII of Mandarine.



SPIROU



What is the reason behind Vito's «machiavelica combinazione»? A new, suspense filled adventure, full of danger for our intrepid heroes...

To create your own stories...

- 6 new characters : Spip, Vito, the Prince and Princess of Mandarine, Spirou and Fantasio
- 60 or so fixed and animated objects
- 18 background elements to combine and create the title's mysterious atmosphere.

New

THE STONE OF WAKAN



Yahoo ! In the heart of far off Indian lands, the intrepid warrior tribe's, the Arapahos, wigwams

stand proudly. Old-Beaver, keeper of the «braves' secret» has decided to test the young papoose, Blue-Bear, so that he too will become a great warrior, worthy of his illustrious ancestors. At dawn, Blue-Bear presents himself in front of Old-Beaver for his instructions. Over the valleys, following the moon's path, Blues-Bear must find the Mountain-that-smokes. Only then will Great-Silver-Bison decide whether Blue-Bear is a

brave. Without delay, young Blue-Bear sets off on his journey. A long perilous voyage awaits him until he reaches Great-Silver-Bison. He however has the help of little Laughing Otter and the stone of Wakan, that a strange wolf-woman gave him...

What powers does it withhold?

To create your own stories...

- 6 new characters : Blue-Bear, Laughing Otter, Old-Beaver, the Thunder-Spirits, Silver-Bison, the Cowboys
- 60 or so fixed and animated objects
- 18 background elements to combine in your own stories.



SPIRIT OF ADVENTURE

A collection of educational adventure games : discover, enhance and entertain.

Discovering... a great adventure!

Four year olds can help the inhabitants of an imaginary land find their lost objects and older children can help a slightly mad professor find his lost mind!

The Spirit of Adventure Collection comprises exciting, educational adventures that children can follow at their own pace : discovering traditional nursery rhymes, understanding how the brain functions are organised...

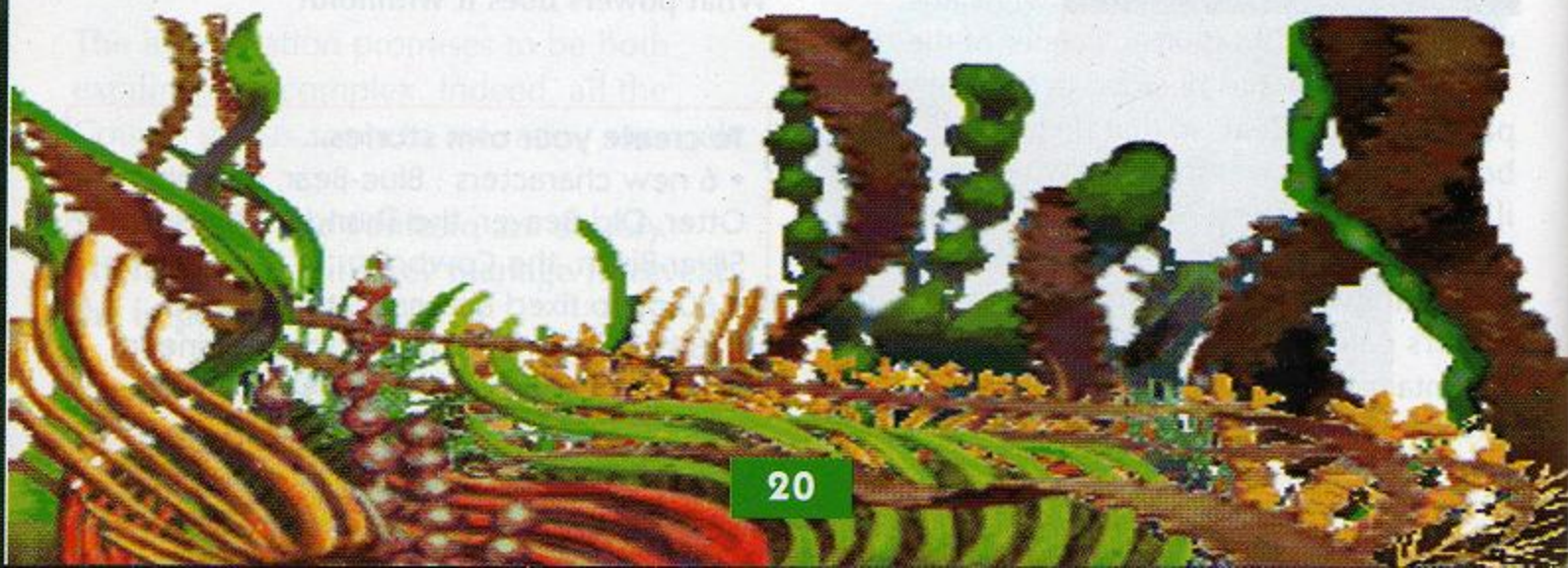
All of the titles in the collection have a common objective of stimulating children and of developing their observation skills and understanding. They will need to take initiatives, be curious , ingenious and think logically in order to solve the different puzzles and carry out their tasks.

Each task undertaken will be encouraged by the characters the child meets. Hence

in Mother Goose's land they will sing rhymes in thanks, whereas Dr. Brain will be either complimentary or sarcastic depending on the child's ability to solve the puzzles...

Each title has been designed for a specific age range, and is therefore academically sound. Thanks to a particularly well-thought out layout, different difficulty levels and a symbolic iconography, even the youngest users progress easily through the adventures. Truly multimedia products, the collection's titles are equipped with very high-quality graphics and sound tracks.

Available on PC and Apple Macintosh, the Spirit of Adventure collection provides a real opportunity for children to familiarise themselves with computers through products that are a guarantee of interactive and intelligent entertainment.



Mixed-up Mother Goose

New version

- High resolution graphics
- Audio Cd included to listen to the rhymes in 3 languages.



An amazing journey through a nursery rhyme world...

All the inhabitants of Mother Goose's land have lost something very precious to them. You must help Mother

Goose restore order in her imaginary land, by finding Bo Peep's lambs, Puss in Boots' violin, Jack's candle, the Hickory Dickory Dock's mouse...



Children can explore the landscape and houses in this magical world, meet the characters and talk to them. They will need to be curious and imaginative, and listen very carefully to all that is said to them. If they succeed, each character will thank them by singing a charming nursery rhyme ! Mixed-up Mother Goose is a musical adventure game for children from 4 to 8 years. It is part of the Spirit of Adventure collection, designed to encourage children's curiosity, whilst developing their memory and sense of direction. The eighteen or so rhymes will also familiarise the young players with words and writing. They can even choose to play in another



4/8
year
olds

Characteristics

- An authentic adventure game, playable over and over again
- A refreshing musical escapade into a world of traditional nursery rhymes
- A simple interface, perfectly adapted to very young users
- Rhymes are subtitled to help with reading
- Multi-lingual version available to familiarise children with other languages.



SPIRIT OF ADVENTURE

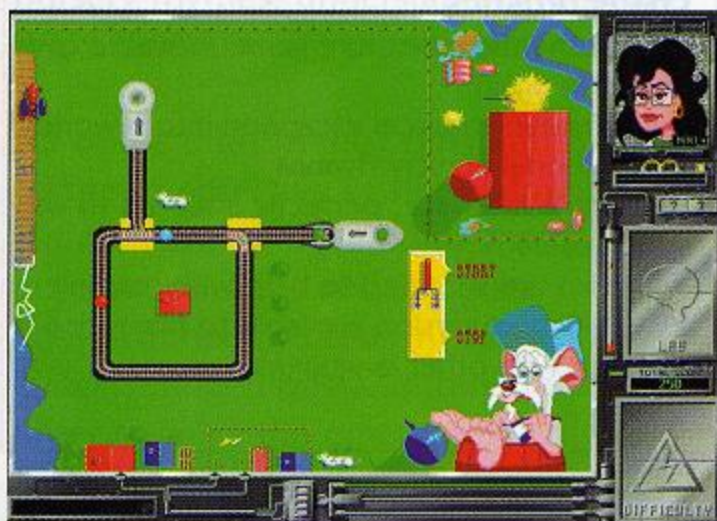
The lost mind of Dr. Brain

New

The most amazing adventure into the heart of the brain ever !

Eager to test his theories, the eccentric Dr. Brain decides to test his latest invention, a brain drain device, on himself and his lab rat. Unfortunately things go wrong... Instead of transferring part of his intelligence to his rat, Rathbone, Dr. Brain empties his whole brain !

Your job is to help him reassemble the 10 regions of his brain by solving over 1000 puzzles. Among the regions to explore are music, language, logic, memory, etc. Each time Dr. Brain's challenge is different : words to reassemble, musical scores to be rewritten,



several levels of mazes, an amazing electric train game, etc.

Designed for children (and adults) from 12 upwards, this title in the Spirit of Adventure collection comprises three levels of difficulty (novice, expert and genius).

Your whole family will enjoy stretching their minds as they discover how the brain functions !



over
12 years

Characteristics

- 10 regions of the brain to discover and 1000 puzzles to solve
- Dr. Brain's 10 crazy different personalities
- High resolution graphics and CD quality sound track
- Puzzles based on the most recent scientific research
- Running commentary on user's skill and aptitude in solving each puzzle and which parts of the brain this uses.



WITH **SIERRA**,
LEARNING IS EASY WHEN
IT'S FUN !



Sierra presents its three new ranges of multimedia software to help children learn whilst having fun.

Category	Collection	Titles/subjects
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Each ADI / ADI JUNIOR title comprises an environment adapted to the corresponding age range.

Pre-school discovery program	ADI JUNIOR	I can read-I can count 4/5 years* I can read-I can count 6/7 years*
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School support range	ADI school	English - Maths
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School support range	ADI Secondary school	English - Maths*
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School support range	ADI	ADI ATLAS*
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Creativity games <i>Animated stories to live in and build.</i>	PLAYTOONS	Uncle Archibald
		The Secret of the Castle
		Spirou - The case of the counterfeit collaborator
		Spirou - The Mandarin Prince
		The stone of Wakan

Educational adventure games <i>Discover, enhance and entertain.</i>	SPIRIT OF ADVENTURE	Mixed-up Mother Goose
		The lost mind of Dr. Brain

* Available in 1996

Year groups

CD-ROM
PC

CD-ROM
MAC*

4-5 years	●	●
6-7 years	●	●

7-8 years	8-9 years	9-10 years	10-11 years	●	●
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11-12 years	12-13 years	13-14 years	14-15 years	●	●
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7 - 15 years	●	●
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4 - 10 years	●	●
4 - 10 years	●	●
4 - 10 years	●	●
4 - 10 years	●	●
4 - 10 years	●	●

4 - 8 years	●	●
over 12 years	●	●

WINDOWS 95

TECHNICAL DATA

ADI - ADI JUNIOR

PC CD-Rom

- 486 SX-25 Mhz or more recommended
- Windows 3.1 or more
- Hard disk : 2 Mb. 4 Mo RAM or more
- Graphic card : SVGA 640x480 - 256 colours
- Microsoft Compatible mouse
- Sound cards and CD Rom drive : MPC norm

MAC CD-Rom

- 4 Mb RAM • System 7.1 minimum
- 68040 (33Mhz) / Power PC -256 colours

WINDOWS 95

PLAYTOONS COLLECTION

PC CD-Rom

- 486SX-25 Mhz or more, Windows 3.1 or more
- 2,5 Mb of hard disk space, 4 Mb RAM
- Graphic card: SVGA 640x480-256 colours
- Microsoft Compatible mouse ,
- Windows compatible sound cards
- Double speed CD Rom drive MPC norm

MAC CD-Rom

- 68040 or more, accelerated for Power Mac, 256 colours
- 4 Mb RAM System 7.1 or more
- 13" display or more, double speed CD Rom drive, mouse

WINDOWS 95

**SPIRIT OF ADVENTURE
MIXED-UP MOTHER GOOSE**

PC CD-Rom

- 486SX- 25 Mhz or more recommended
- Graphic card: SVGA 640x480-256 colours
- Windows 3.1 or more, • 4 Mb RAM
- Microsoft Compatible mouse,
- Windows compatible sound cards
- Double speed CD Rom drive MPC norm

Colour MAC CD-Rom

- System 7.1 or more
- 4 Mb RAM
- Monitor 13" or more
- Double speed CD Rom drive, mouse

WINDOWS 95

The lost mind of Dr. Brain

PC CD-Rom

- 486SX-20 Mhz or more, Windows 3.1 or more
- Craphic card: SVGA 640x480 256 colours • 4 Mb RAM
- Microsoft Compatible mouse
- Windows compatible sound cards
- Double speed CD Rom drive MPC norm

Colour MAC CD-Rom

- 68030 Macintosh or more,
- 13" monitor, 256 colours
- System 7.1 or more, 4Mb RAM
- Double speed CD Rom drive, mouse



