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creative games

discovery games

leisure-productivity

training

SIERRA ® EDUTAINMENT

contents

AT YOUR SERVICE !

• Know-how!

SIERRA - over 12 years experience and a team of 200 people, all with the same objective: **developing creative and quality edutainment products for the whole family!**

• Mission

Making multimedia work for children...

Our primary ambition is to provide our young users with educational and entertaining programmes that are not only useful and enriching, but that also develop their imagination and curiosity. It is not by chance that our software is so popular amongst young Europeans : we have constantly striven to achieve a balance between games and learning, between the quality of the plots and the graphics and between the pleasure and simplicity of use.

... and for grown-ups too :

This year we've got something for the grown-ups too, with some entirely new products in a leisure-productivity range designed to make life easier, and with teach-yourself-computer software for all!
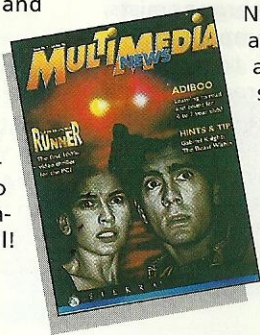
• Advantages

Take advantage of our exceptional after-sales service simply by sending back the warranty card enclosed with each software product:

- We exchange all faulty disks within 90 days of purchase.
- Consumer service available Monday to Friday, from 9 am to 5 pm on (01734) 303 171
- Free subscription to our quarterly magazine, Multimedia News, to find out all about our new games and educational software.
- Special offers to thank you for purchasing our products, including in particular free software!

Free subscription to Adizine, the multimedia magazine for youngsters, in addition to Multimedia News.

⭐

A pen-pal club so that your child can, on request, make friends in Britain or abroad.
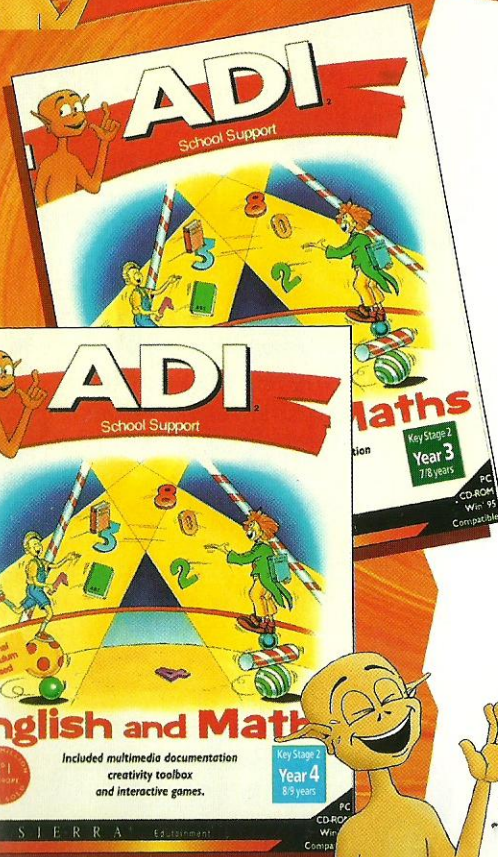
⭐

Take part in Adizine competitions, there are lots of prizes to be won.

editorial

3

ADI

THE METHOD

School success with ADI!

The ADI method combines a motivating structure and a distinctive sense of humour, to help and encourage your children to progress in school all year long.

A unique learning method to help your children succeed in school :

ADI is a funny little creature from outer-space who has popped down to Earth to play with and help your children as they learn **the core school subjects.** The ADI range starts at Year 3 (7 years) and finishes at Year 10 (15 years) covering the main subjects: English, Maths and Geography.

The ADI school support method is the result of research carried out by a multi-disciplinary team, including author-teachers, ergonomists, psychologists and graphic artists, who have worked together to produce not only a progressive and stimulating method, but one which also integrates official National Curriculum requirements.
A permanent team of over 150 people are involved in the ADI method which is always evolving, both educationally and technically.

The most comprehensive, coherent and evolutive multimedia school support software in Europe:

Developed originally in 1990, the ADI collection, which has been constantly improved ever since, currently has over 1.5 million users world-wide.
Based on an active and appealing educational approach, ADI provides individual tuition by age and by subject.

THE RANGE CURRENTLY COMPRISES THE FOLLOWING SUBJECTS :

• **ADI School:** from Year 3 to Year 6 in English and Maths.
• **ADI Secondary School:** from Year 7 to Year 10 in English and Maths.
• **ADI Discovery:** for 7-15 year olds, to find out about Geography.

ENVIRONMENT AND APPLICATIONS

ADIBOO

The magical world of ADIBOO now available for 4-7 year olds

EXPLORE ADIBOO'S MAGIC LAND:
A friendly, inviting world with 10 discovery and learning games.

GO TO THE LAND OF KNOWLEDGE :
Applications with 90 learning and discovery activities to read and count.

• **Discover and observe a living world:** a vegetable patch to grow fruit, wheat and vegetables, the enchanted garden to plant and invent magical flowers, a fun portrait game, puzzles that come musically to life when they're finished, a workshop with a thousand and one things to do and where something is always happening!

• **Creativity and expression :** a kitchen to make yummy cakes, a building game to make your very own cartoons and a real paint box to draw, colour in and print out your masterpieces!

• **Sing and have fun:** enjoy the cartoons and TV clips, the funny news flashes on the radio and of course the classic wall breaker game!

• **90 activities** based on precise educational criteria and 3 levels of difficulty so that your child can progress at his or her own pace.

• **A review section** for each exercise.

• **Every mistake is commented** on and adapted to the child: ADIBOO talks to the children, commenting and explaining, giving examples and generally encouraging them.

• **Personalised follow-up:** ADIBOO monitors children's results constantly and is capable of following up to 16 children at a time, rewarding them when they've finished an application with a diploma... and a surprise too?

As they play with ADIBOO, ADI's younger cousin, very young children have fun learning to read and count and get ready for big school at the same time.

The most comprehensive range of discovery and learning software, focused around a multi-activity environment full of amusing and colourful applications.

★

Software which integrates official National Curriculum requirements and is developed by child psychologists, teachers, ergonomists and graphists.

★

So simple to use, even 4 year olds quickly become autonomous.

ADIBOO DIPLOMA

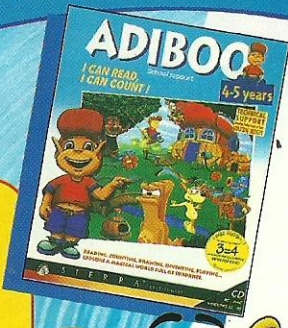*school support - discovery*

5

ADIBOO

ADIBOO range
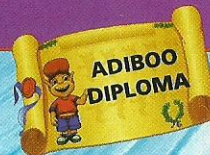
I CAN READ, I CAN COUNT!

A bright and lively magical world chock-full of all sorts of imaginary and comical little characters!

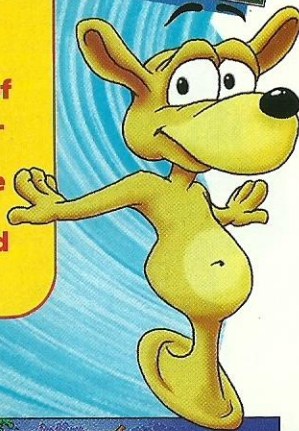Come and meet Robbytock, Bozzy Gulump, Pup and Keecook straight away...

A perfect balance between discovery and learning activities.

Outstanding graphics worthy of the best cartoons.

A highly intuitive ergonomy and specially designed iconography.

ADIBOO 4-5 years

I can read!

Children take their first steps into the world of reading as they begin the animated exercises of this magical book. They learn to recognise syllables, match sounds and pictures, shapes and colours, and become acquainted with the alphabet.

I can count!

As they rummage around in this amazing attic, children are introduced to basic mathematics. ADIBOO presents the children with a maze of pipes, asks them to help the tortoise find his way home, gets them to count balloons, sweets or flower seeds... All of which provide children with the opportunity of learning about numbers, counting, making sets...
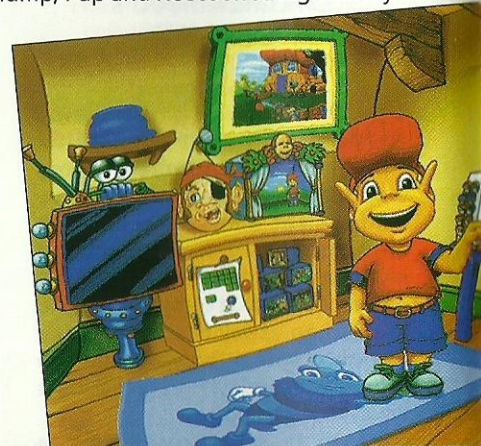
4-5 YEARS & 6-7 YEARS

ADIBOO

ADIBOO 6-7 years

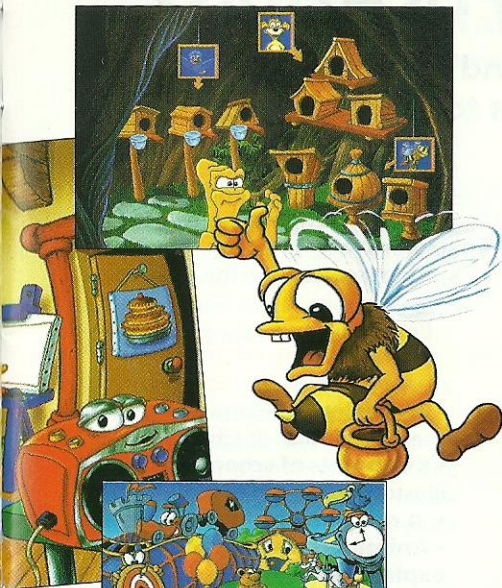### I can read!

In a farm setting, children become acquainted with and improve the basic skills they will need to learn how to read: sound recognition, matching pictures and words, writing... all through varied and amusing exercises: find the odd word out, jigsaw word...

I can count!

In this comical funfair atmosphere full of surprising objects and characters, ADIBOO introduces his little friend to basic mathematical concepts: adding, taking away, counting and ordering, comparing, writing numbers...

ADIBOO range
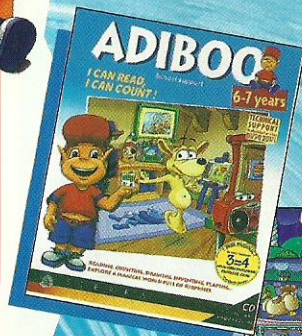
Each of the child's answers is individually monitored and analysed.

Learning is progressive thanks to 3 levels of difficulty which respect the child's individual pace.

An intelligent and amusing way to discover the world of multimedia and computers.

ADI

ADI range
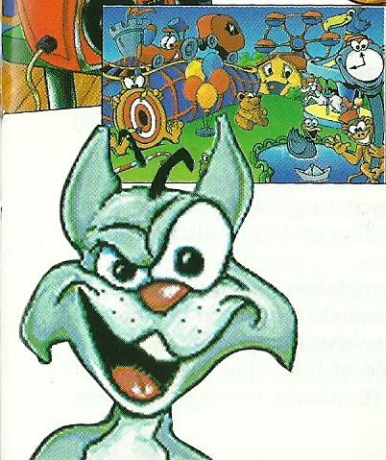
The ADI software package comprises the following elements:
A comprehensive, friendly and welcoming environment, featuring ADI's constant encouragement and enthusiasm.

★

**Specific applications for each subject :
English, Maths and Geography.**

NEWS FLASH

In the Spring of 1997, a new look ADI will be released with a 3D environment, a new generation of applications and access to "virtual classrooms" via Internet!

8

NEW

ENVIRONMENT AND APPLICATIONS

A clever blend of creative and learning activities to learn through play!

An environment to learn, create and have fun in:

- **ADI subjects**
A wide range of comprehensive multimedia sequences featuring video, photos and animations covering nature, water, space, astronomy and endangered species.
- **ADI tools**
As well as traditional tools like the note pad, there are also a wide range of creative tools :
- ADI Paint: a paint box for young artists.
- ADI Anim: to easily produce your own cartoons.
- ADI Media: a genuine initiation into the world of multimedia development.

- **Games**
Action, strategy and adventure games, which become available to reward the child as he or she progresses through the activities...

Practice, revise or create your own customised programme with the applications:

- **Hypertext lessons** designed by specialist author-teachers.
- **Key points of school curriculum** illustrated and explained.
- **A revision aid** for each exercise.
- **Animated sound track for each explanation.**
- **Exercises:** between 1000 and 1500 questions per subject application.
- **Personalised learning programme** with increasingly difficult questions depending on the child's individual progress.
- **All mistakes are analysed :** ADI monitors and comments on each mistake.
- **Individual reports :** ADI is capable of following the results of up to 16 children over a school year.
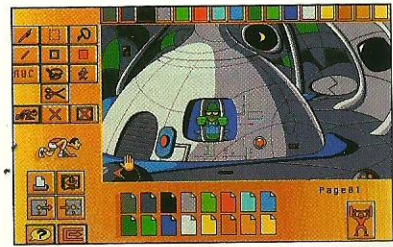
NEW

GEOGRAPHY

Release 1997

ADI Discovery

Much more than an ordinary Atlas

a real interactive journey to learn about and discover the planet Earth.

UNDERSTANDING : SIMULATIONS
Authentic real-time simulations enable young explorers to observe natural phenomena and major works of man, to understand the laws and rules which govern our relationship with nature, to recreate real life situations and to carry out their own experiments with their own data.
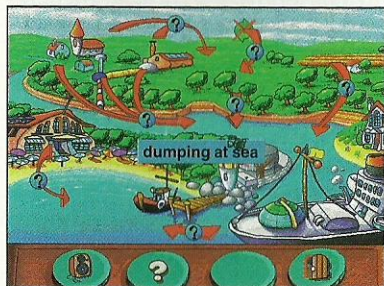
EXPLORING : MULTIMEDIA ATLAS
- Structured to make research easy, to find out all about: the planet Earth, geo-physical phenomena, air and water movement, civilisations... for each of the different regions explored.

- **Highly effective personalisation option,** to "develop" customised maps based on 52 different themes: density of population, standard of living, water resources, industry, agriculture, military power, water pollution, seismic activity, etc...

- **A memory and export printing tool** to produce your own documents and illustrations.

dumping at sea

LEARNING : EXERCISES
- **11 chapters** and **52 sub-chapters,** **120 animated exercises** with illustrations and commentaries and **2500 questions** to practice and revise the key points of the Geography programme.
- **220 texts,** developed by experts and split into themes using hypertext functions.
- **52 maps, 100 graphs,** statistics, bar and pie charts and a **wide selection of photo and video animations** on themes such as the planet, earth, sea, climate and natural habitats, threats, man and his environment, etc.

A new family of applications.

A comprehensive set to enable 7-15 year olds to find out about Geography in an unhampered, creative manner.

★

All the exercises and lessons are in line with the National Curriculum from Year 3 to Year 10.

★

Interactive simultations and a gigantic multimedia Atlas: maps, photos, videos, texts, graphics, etc...

★

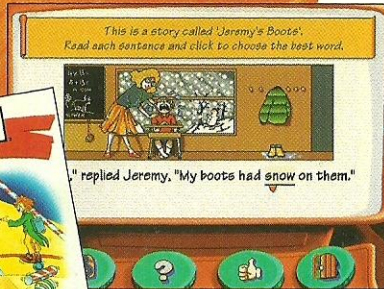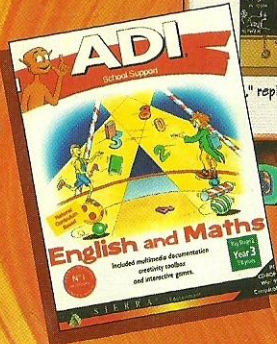Children are able to progress gradually and individually due to the three levels of difficulty.

ADI range

ADI School

ENGLISH - MATHS YEAR 3

ADI range

This is a story called 'Jeremy's Boots'.
Read each sentence and click to choose the best word.

"..." replied Jeremy. "My boots had snow on them."

ENGLISH
Spelling: consonants, vowels, letter strings, prefixes & suffixes, rhyming words. **Writing skills:** sentences, punctuation, sequencing, vocabulary, sentence connectives. **Reading skills:** skim & scan, fiction, comprehension, information sources, reading for clues. **Language skills:** grammar, homophones & homonyms, comparisons, synonyms & antonyms, the alphabet.

MATHS
Number: read & write, ordering, place value, approximation, fractions. **Computation:** addition, subtraction, multiplication, division, application. **Measuring:** length & height, capacity, mass, money, time, calendar. **Patterns and algebra:** colours & shapes, number pattern, comparisons, ordinals. **Data handling:** graphs, charts, tables & lists, probability. **Shape and space:** plane shapes, solid shapes, symmetry, directions, coordinates.

ENGLISH - MATHS YEAR 4

Click on the picture which starts with the sound the letter mak...

z
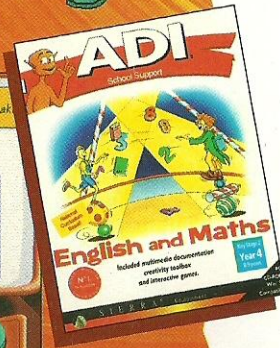
ENGLISH
Spelling: alphabetising, sound blends, word structure, spelling. **Grammar and punctuation:** nouns, tenses, punctuation, sentences, looking at words. **Comprehension skills:** finding information, ordering, reading texts, fact & fiction. **Appropriate language:** question & answer, who said that ?, listening & audience.

MATHS
Number: read & write, place value, approximation, fractions. **Computation:** addition, substraction, multiplication, division. **Measuring:** length & height, capacity & volume, mass, money, time, temperature. **Pattern and algebra:** colours & shapes, pattern in a number. **Data handling:** graphs, charts, tables & lists, probability. **Shape & space:** shape, perimeter & area, symmetry, coordinates.
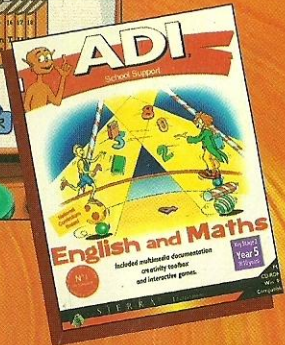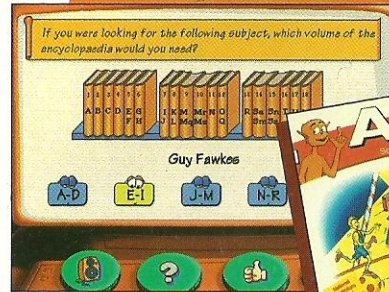
ENGLISH - MATHS YEAR 5

ADI School

ENGLISH

Spelling: sound blends, word structure, spelling understanding words. **Writing:** sentences grammar, punctuation. **Reading:** story/comprehension, sequencing, fact or fiction. **Reference material:** using a dictionary, reference research. **Appropriate language:** speech, written correspondence, advertising.

MATHS

Numbers: writing, fractions, comparing, place value. **Calculation:** addition, substraction, multiplication, division. **Measurement:** length, capacity, mass, time & temperature, perimeter & area. **Data handling:** patterns, ratio, percent, logic (probability), statistics. **Shape and space:** lines, shapes, solids, symmetry.

ADI range

ENGLISH - MATHS YEAR 6

ENGLISH

Spelling and word formation: phonology & spelling, rhyming words & homophones, grammatical spelling changes, dictionary work, word formation. **Grammar:** the components of the sentence, tenses, word & sentence structure. **Reading:** factual reading-the natural word, comprehension, storytelling. **Punctuation, capitalisation and abbreviation:** capitalisation & abbreviation punctuation, apostrophes. **Vocabulary:** personal qualities, jobs and work, proverbs, expressions and idioms.

MATHS

Number: whole numbers, fractions, decimals, ratio, percentages. **Algebra:** number patterns, exponents, factors, equations. **Measures:** length, distance & speed, volume, weight & capacity, temperature & time, perimeter & area. **Handling data:** classifying and recording data, using charts and tables, probability. **Shape and space:** plane shapes, lines & angles, solid shapes, coordinates.

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ADI Secondary School

ADI range

ENGLISH – MATHS YEAR 7
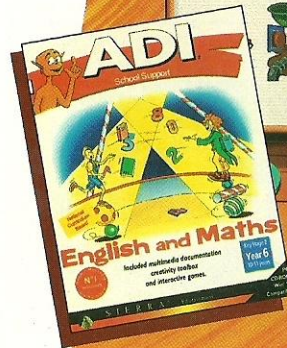
Due out in January 1997

Click on the most powerful and appropriate adjective in the text.
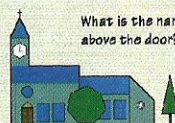
The friendly travel agent gave us detailed information

Look at this pictures of a church. It is made up of various polygons. Read the questions and choose the correct answer.

What is the name of the polygon above the door?

hexagon

ENGLISH

Listening: comprehension, dialogue, dialects & accents, development of English/Etymology. **Reading:** comprehension, subtext, literary language, poetry, introducing Classical Literature. **Grammar:** verbs, nouns, parts of speech, parts of sentences, sentences. **Writing:** spelling, punctuation, forms of writing, constructing a story, letter writing. **Study skills:** using reference materials, finding and using the necessary information.

MATHS

Number: whole numbers, fractions, decimals, percentages, ratios. **Algebra:** Missing numbers, factors & powers. **Shape and space:** plane & solid shapes, sides & angles, perimeter & area, symmetry, co-ordinates. **Measures:** volume, capacity & mass, length & distance, temperature & time. **Handling data:** graphs, charts table & diagrams, mode, median & mean, probability.

ENGLISH – MATHS YEAR 8

Due out in January 1997

Click on the onomatopoeic word that goes with the picture.

moo   cry   cow

ew and using factors find the correct here you need it the answer patches.

t held quite a number of people ts were laid out in 56 rows with ow many people could the theatre

56 x 24 =

0 1 2 3 4 5 6 7 8 9 C

ENGLISH

Listening and speaking: selecting information, organising speech, careful listening. **Reading:** literary language, comprehension, poetry, assessing information, story analysis, getting to know Shakespeare. **Grammar:** verbs, nouns and pronouns, clauses and phrases, parts of speech, sentences, sentence form. **Writing:** spelling, creating atmosphere, punctuation, vocabulary. **Study skills:** using reference materials, extracting and sorting information, word games.

MATHS

Number: whole numbers, fractions, decimals, percentages, ratios. **Algebra:** Missing numbers, factors & powers, sets, networks & decision trees. **Shape and space:** perimeter & area, sides & angles, circles, plane & solid shapes, symmetry, co-ordinates and bearings. **Measures:** length & distance, volume, capacity & mass, temperature & time. **Handling data:** graphs, charts table & diagrams, mode, median & mean, probability.

ENGLISH - MATHS YEAR 9

Due out in January 1997

ADI Secondary School

ENGLISH

Grammar: Types of nouns, verbs, sentence structure, clauses and phrases. **Reading:** assessing information, figures of speech, poetry, looking at narrative, Shakespeare's plays. **Writing:** techniques, factual writing, creative writing, spelling, punctuation. **Language study:** the English language, words, making sense. **Listening to people speaking:** identifying, directions, instructions and information, the way people speak.

MATHS

Number: whole numbers, decimals, fractions, factors & multiples, indices & roots. **Using numbers:** decimals and whole numbers, number patterns. **Algebra:** letters for numbers, equations, formulae, functions, graphs. **Shape and measure:** estimating & measuring, perimeters, areas & volumes, shape & space, symmetry and transformations. **Handling data:** classifying data, charts & tables, basic statistics, probability.

# ENGLISH - MATHS YEAR 10

Due out in January 1997

ENGLISH

Grammar: noun, adjective, pronoun, adverb, preposition & conjunction revisions, the verb, sentences. **Reading:** reading for information, establishing the context, narrative. **Writing:** techniques for non-fiction, establishing the context, narrative, punctuating your work. **Language study:** evolving language, word study, spelling. **Listening and speaking:** establishing the context, listening for information, listening between the lines.

MATHS

Number: the basics, writing numbers, finance, indices, sets. **Algebra:** basic algebra, equations (I), equations (II). **Measures:** measurement, time, distance & speed, big-to-small, area & volume. **Shape and space:** angles and straight lines, triangles, circles, quadrilaterals & polygons, symmetry & transformations, trigonometry. **Handling data:** representing data, graphs, statistics & probability.

ADI range
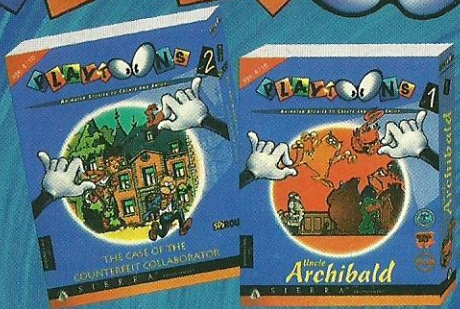
PLAYTOONS

Best educational software
• **Multimedia Trophies of 8th Art - 1996**

NEW **PLAYTOONS**
Cartoon creation kits

Side by side with the collection's stories (Uncle Archibald, The Stone of Wakan...), these extensions provide new creative elements that can be used either alone or with the other titles.

The first three cartoon creation kits available in September 96 will be Monsters, Knights and the Wild West.

PLAYTOONS COLLECTION

A cartoon story-making game for 4-10 year olds!

Do your children like stories? If so, they're going to love Playtoons ! Playtoons features an extensive selection of creative and fun activities, based on stories that children can discover and a totally unique creative cartoon game!

Stories to dream with...

The stories in the Playtoons collection have been designed as genuine animated books. Children can watch, listen to and take part in the story by setting off a whole series of comical animations that are hidden throughout the story's pages. They can even practice reading by selecting all or part of the text and hear it read out loud in English.. or in French!

An outstanding creative building game...

The Playtoons cartoon creation kit brings out the best in any child's imagination: they become actors, directors, choreographers... Each title in the collection supplies new elements that children can use to invent their own personal cartoon stories.

Just by clicking with their mouse, they decide where to put the characters, which scenery and props they want, what will happen and when. They can edit cartoons, print them out, record their own voice, add texts... in fact, they are only limited by their own imagination!

A theme collection to develop and enrich their imagination!

The Playtoons collection is made up of themes : Monsters, Spirou, Middle Ages, Cow-boys and Indians, animals... As all the titles can be combined together, children are totally free to mix them all up and invent truly incredible plots and stories! What will Uncle Archibald think of the Red Indians' attack on a medieval castle? Let's find out...
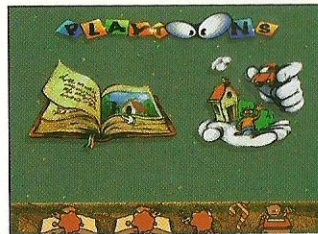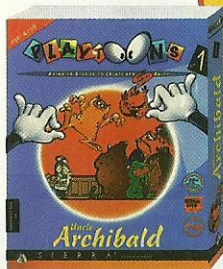
MONSTERS

Uncle Archibald

Watch out, nothing can stop them!

PLAYTOONS

Peter and Ben are at their Uncle Archibald's house. During a "funny" chemistry experiment, they find an exciting formula: they discover how to turn imaginary monsters into real ones. But how are they are going to escape from these naughty intruders who simply love munching children in chocolate sauce?

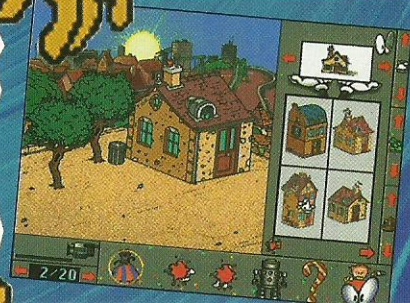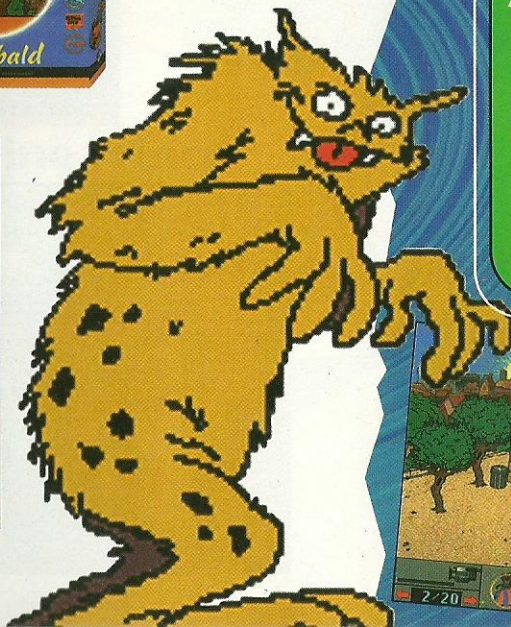Contains the "Uncle Archibald" story + cartoon creation game with Peter and Ben and lots of other elements.

NEW

Monsters
Cartoon creation kit

Features all the monsters in Uncle Archibald, together with over 80 additional construction elements.

This creation kit can be used either alone or with other titles in the collection.

playtoons

PLAYTOONS

playtoons

MIDDLE AGES

The Secret of the Castle

What is the secret of Pendragon Castle?

NEW

Knights

Cartoon creation kit

Tournaments, castles, knights and princesses... Over 80 new construction elements to invent exciting adventures and battles with knights in shining armour.
This creation kit can be used either alone or with other titles in the collection.

Contains "The Secret of the Castle" story + the cartoon creation game with over 80 elements to bring to life.
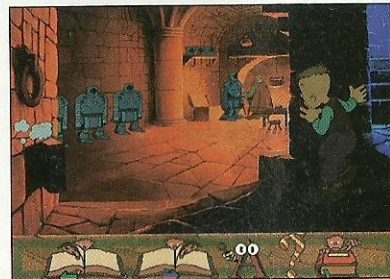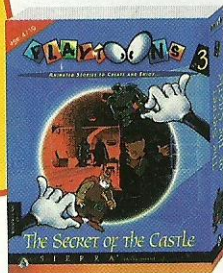
Young Prince Arthur is most intrigued by the behaviour of the Castle's knight: they never ever talk! One day though, his father, King Hector, reveals the secret to him: the knights are in fact robots whose job is to protect the castle from enemies. But even as they speak, barbarian hordes are preparing to attack!
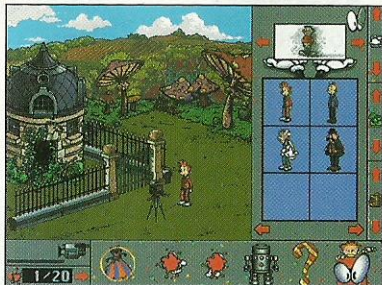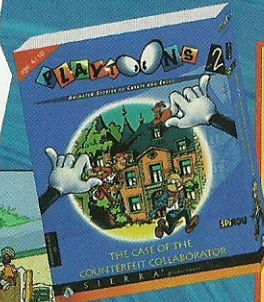
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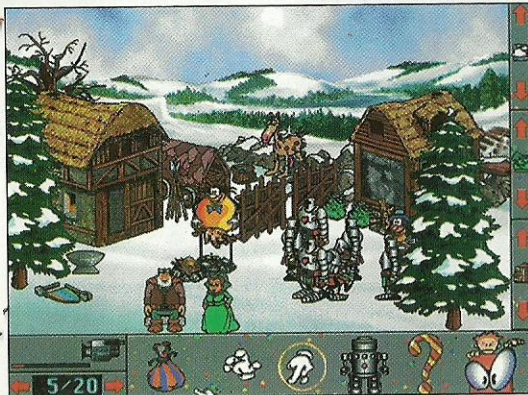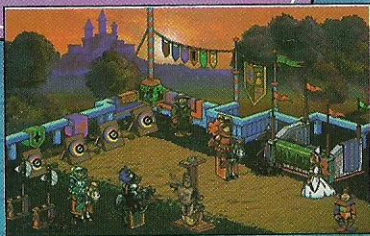
SPIROU

The Case of the Counterfeit Collaborator

Help Spirou investigate!

Count Champignac has organised a secret meeting of his scientist friends. They have pledged to fight against world hunger. But an impostor has managed to infiltrate the guests. Will Spirou and Fantasio be able to unveil the impostor in time?

Contains "The Case of the Counterfeit Collaborator" + the cartoon creation game with over 80 elements including Spirou and Fantasio.

The Mandarine Prince

A suspense filled adventure in the Principality of Mandarine

Spirou and Fantasio are invited to Princess Clementine's engagement party in the Principality of Mandarine. But on their arrival, they are immediately arrested and thrown into prison by their old enemy, Don Vito Cortizone, who has become Head of Police. How will they get out of this one?
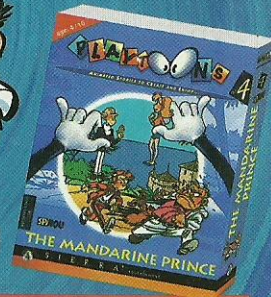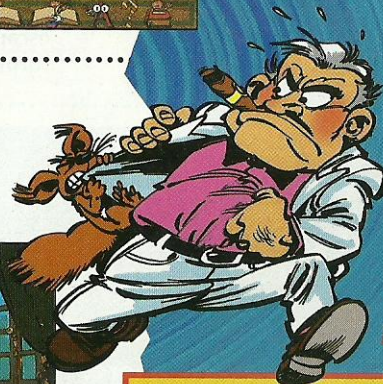
Contains "The Mandarine Prince" story, based on the cartoon series + the cartoon creation game with over 80 elements including Spip and Vito Bad-a-Luck.
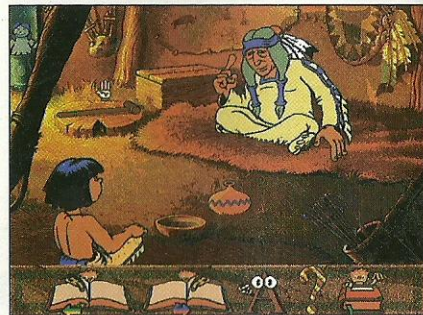
playtoons

17

PLAYTOONS

COWBOYS AND INDIANS

The stone of Wakan

An enchanting fairy tale set in the land of the Arapahos Indians.

playtoons

Contains
"The Story of
Wakan"
+ the cartoon
creation game with
characters such as
Blue-Bear,
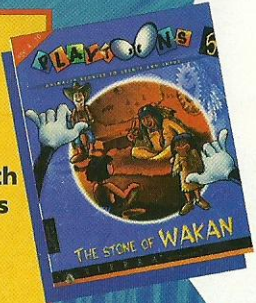the cow boys,
Laughing-Otter,
the Thunder
Spirits ...

Yahoo! To prove his bravery, the young papoose Blue-Bear must find Great-Silver-Bison. His journey will take him through uncharted and dangerous lands, but thanks to his friend, Laughing Otter and the magic stone, he will be able to escape from the cow boys and the formidable Thunder Spirits.

NEW

Wild West
Cartoon creation kit

Forts, cavalry, Canadian trappers, gold hunters ... Over 80 new construction elements to recreate a Wild West atmosphere. Contains the building game that can be used either alone or with other titles in the collection.
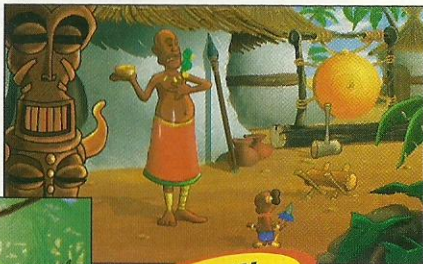
18

ANIMALS

The Terror of the Jungle

A quest for the Boa Yekeke...

Deep in the heart of the jungle, the little village of Kouaoure lives in fear of the terrifying Boa Constrictor, Yekeke. Bamboo, the youngest warrior has decided to hunt the beast down. Luckily, he is helped by his friends, the strange and mysterious Tatoos birds...

NEW

Release January 1997

Thal and the magic Seed

The farm animals' great adventure...

NEW

Release February 1997

A terrible storm has devastated Thal's farm, where he lives with the little field mouse and his friends. Threatened by famine, the animals hold a special counsel. On the suggestion of Hercule the bull, the animals decide to mount an expedition to find the legendary farm of Heria and the magic seeds.
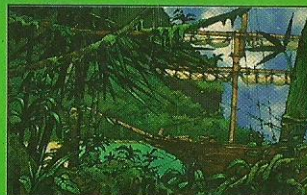
PLAYTOONS

PREVIEW!
Release forecast for first half of 1997

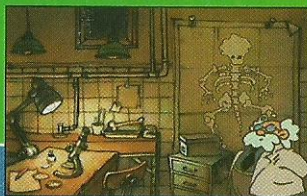## Soon
In the Playtoons collection:
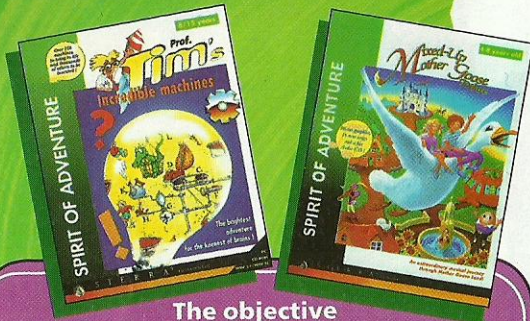
Pirates
Ships ahoy and treasure hunts!

Pre-historic times
A venerable professor tells us all about what really happened to the dinosaurs ...

playtoons

19

SPIRIT OF ADVENTURE

The objective of the Spirit of Adventure collection is to propose entertaining games with a varied educational content. Developed for 4-15 year olds, each title contains a selection of original activities that will be enjoyed by all the family!

NEW Dr Brain invites you on a trip through space and time. See p.22

SPIRIT OF ADVENTURE COLLECTION

Edutainment activities to discover, improve and have fun all at the same time!

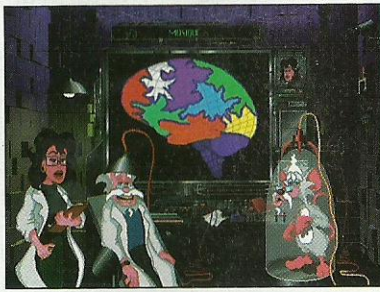#### Adventures to stimulate the brain

Mother Goose has to find the objects that the characters who live in her land have lost, TIM is looking for an apprentice-inventor, Dr Brain invites us to solve his brain-twisters... After a quick introduction, children soon discover what their task is. They will have to solve puzzles and follow instructions to win the game.

Educational content is tested and adapted

Each title is designed for a specific age range and aims to develop children's observational skills, their ability to take initiatives, understand and think logically. Physical positioning in Mother Goose; developing logical language and musical skills in Dr Brain; or exploring physical or electrical phenomena in TIM; each title is based on carefully thought out entertainment and educational concepts.

High degree of interactivity for long lasting pleasure

Each title features a specific type of ergonomy; with different levels of difficulty special attention is paid to the use of symbols, thereby ensuring that even very young children are able to progress easily. Mother Goose changes the position of all the lost objects at the beginning of each new game, TIM takes them to a real-life science laboratory and Dr Brain's 3 levels of difficulty are sure to provide hours of amusement!
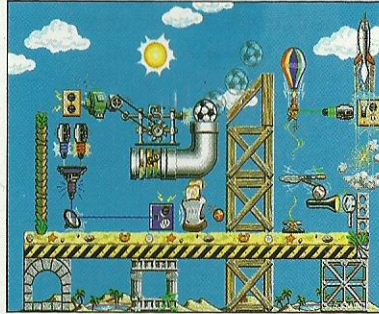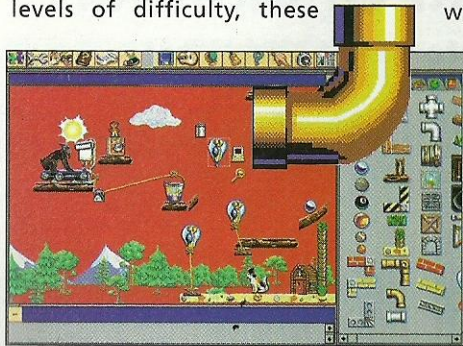
PROF. TIM'S INCREDIBLE MACHINES

Wanted - apprentice inventor!

Professor Tim is a mad inventor. By combining different mechanical components, he has managed to invent some really weird machines, capable of doing the strangest of things. All these machines would work perfectly well, if only TIM hadn't misplaced some vital components.

By correctly placing the 100 construction components, children are able to make the 150 machines work again. Split into 4 different levels of difficulty, these generation computer brain-twisters will be enjoyed by all the family. In addition, a construction workshop will provide the most ambitious child with the possibility of creating machines even more wonderful than TIM's.
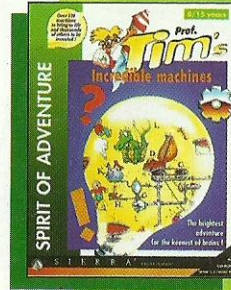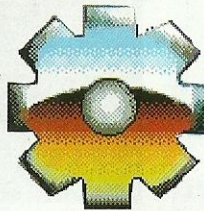
Over 150 machines to be solved and thousands of others to invent!

Prof. **Tim's** Incredible machines
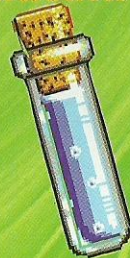
spirit of adventure

SPIRIT OF ADVENTURE

MIXED-UP MOTHER GOOSE

An amazing journey into a nursery rhyme world!

Everything's gone wrong in Mother Goose's land! Each character has lost his or her favourite object. Children have to help find the objects and match them with their owners. To thank them, each owner sings a traditional nursery rhyme. This appealing game is an ideal way to help children improve their sense of direction and situate themselves physically, whilst teaching them traditional nursery rhymes.

FREE
Trilingual Audio CD

NEW
entirely in 3 D!

NEW

THE TIME WARP OF Dr BRAIN

Up and away into space and time!

This time, Dr Brain's experiments have really gone too far! We find him lost in space in a time warp. To bring him back to reality, he must progressively travel through the different evolutionary steps from his cellular state back into his human form. Amoeba, fish, cave man... and each step contains a corresponding set of brain twisters in the true Dr Brain tradition!

THE LOST MIND OF DR BRAIN

A fascinating trip into the heart of the brain!

Dr Brain's last experiment went very wrong! He has transferred his brain to his laboratory rat by mistake! The only person that can help him sort things out is you. Are you ready to accept the challenge?

You will have to explore the 10 regions of his brain, each of which requires a different set of skills: logic, memory, observation, listening, speed, anticipation.. and a
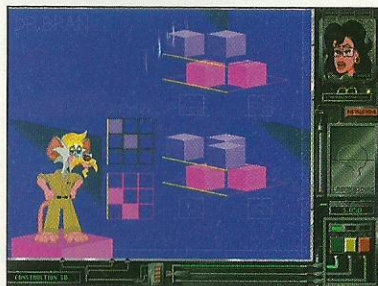
whole series of puzzles (words to make up, music scores to put back together, construction games as well as an incredible electric train set...) The three levels of difficulty will keep the whole family amused for hours!
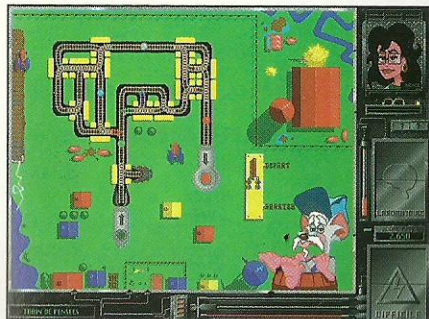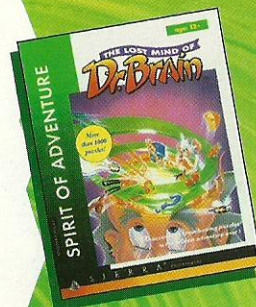
Over 1000 puzzles to be solved.

spirit of adventure

23

Leisure-PRODUCTIVITY

LEISURE-PRODUCTIVITY RANGE

Software to make life easier!

Newcomers in the Sierra catalogue, this personal productivity software range has been designed to help you at home and at work. Specially designed for use by all, they make it quick and easy to master highly professional tools.

The first title in the collection, Print Artist, offers a highly comprehensive printing package. Other titles on the way will make interior decorating or garden landscaping easier than ever !
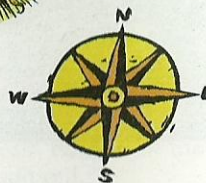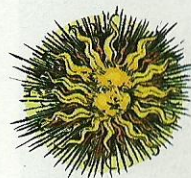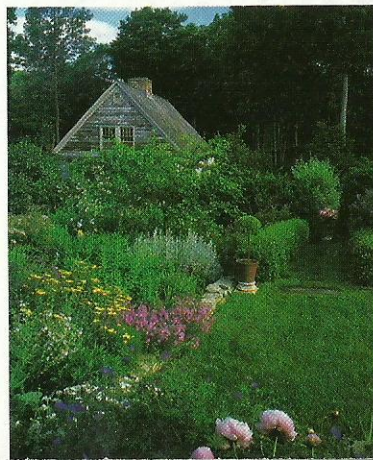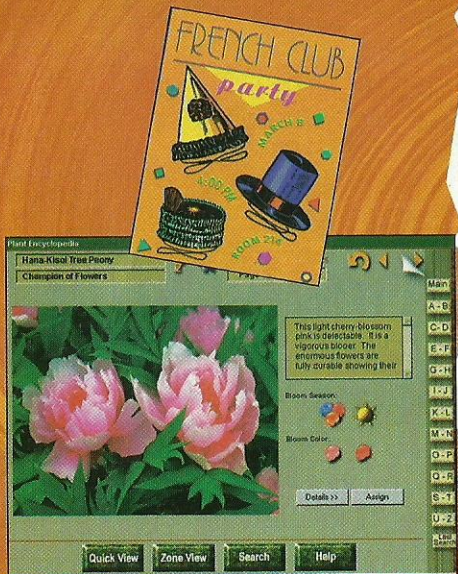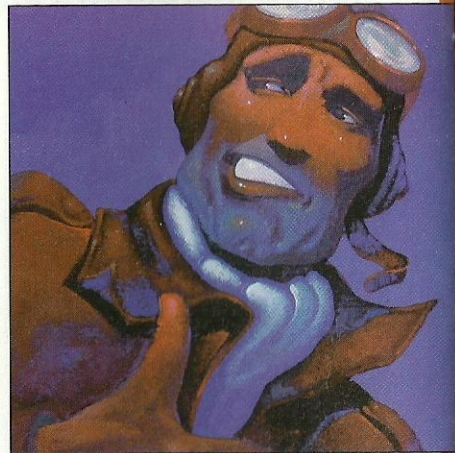
LAND DESIGNER 3D

Creating your own dream landscape has never been easier

NEW

Available

With elegant sample designs, easy-to-use drawing tools, an extensive plant encyclopaedia and comprehensive gardening tips and techniques, Land Designer puts it all right at your fingertips. Whether it is a quiet oasis, a beautiful display of colour, a magnificent lawn or a beautiful vegetable garden, you can design the landscape of your dreams right from your computer screen, complete with an outstanding 3D walkthrough feature.
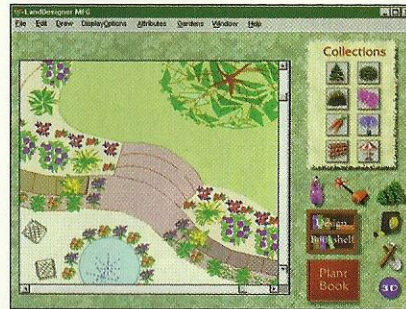
"Simple enough for a beginner to use and offers enough information about gardening to accommodate the needs of an experienced person".
• **Family PC**

• Unique 3D walkthrough capability
• Extensive database of 2500 plants with description and photographs
• Over 30 design templates ready for customisation
• Hundreds of symbols and icons for outdoor furniture, landscape materials and landscape choices

NEW

CUSTOM HOME 3D

Release end 1996

Room remodel, kitchen update or complete new design, create the home of your dreams

Remodel a room or create an entirely new home quickly and easily. Explore existing home design and walk through your plans in incredible 3D simulation. It's never been easier to create your dream home, with a simple to understand interface, and wizards to help you along the way. Custom Home 3D even includes an automated building inspector, to make sure the home is safe and secure.

• Unique 3D walkthrough capability
• Extensive database of 250 home plans to use and edit
• Over 50 design templates ready for customisation
• Powerful drawing tool with over 400 symbols for unlimited design flexibility

leisure - productivity

25

Leisure-PRODUCTIVITY

leisure - productivity

- **10.000 cliparts**
- **2000 photos**
- **+ 1000 ready to print documents**
- **300 fonts**
- **thouthands of graphic and text special effects**
- **and so much more ...(*)**

(*) Version 4.0

26

NEW

Version 4.0
available in November 1996

PRINT ARTIST

Produce your own stunning documents!

Developed for use with every existing printer, Print Artist contains an outstanding collection of applications designed to cover all your printing needs, at home or at work.
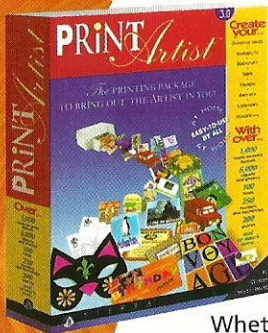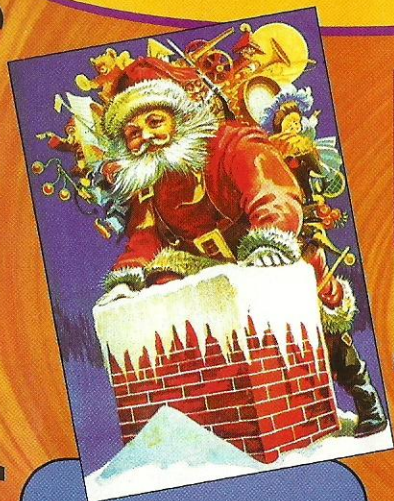
Ease of Use

Whether you want to produce a Christmas card or a poster for the school fair.. with Print Artist, just a few minutes are all you'll need to print out a truly professional document. A few mouse clicks and you can personalise ready-to-print documents or develop your own "artistic" talents and use our wide range of templates to design your own documents.

Comprehensive

Print Artist covers all your everyday printing needs : stationary, invitations, certificates, diplomas, posters, calendars... Exclusive to Print Artist, cut-out models and crafts to delight your children.

Powerful

Print Artist features the very latest drawing and layout techniques available. Play around with an infinite variety of special effects and colours. Print Artist is compatible with all the major graphic standards. An ideal way to display your holiday snaps!

Perfect for every type of printer

Print Artist is compatible with all types of printers: bubble jet, postscript, laser, needle, black and white or colour and Windows printers. So you will have no excuse for not producing perfect documents every time!

all ages

CD TRAINING RANGE

CD TRAINING

Teach-yourself software for all!

Master Word, Excel or Powerpoint…
whatever your need, the CD Training collection will enable you to acquire
new skills and real know-how. You are immediately
operational thanks to the extensive range of hands-on exercises and simulations!

Interactive titles

Based on the use of videos and interactive simulations, the CD Training collection integrates the latest multimedia techniques to make your training sessions fun and easy.

A real encyclopaedia

With 600 Mb of data, each CD-ROM provides a genuine practical encyclopaedia of the subject. A Walk-through and intelligent search tools facilitate your learning process: you're guaranteed to progress as fast as possible.

Realistic objectives

CD Training makes it possible to progress at your own individual pace. You acquire skills and learn how to use them via example videos, simulations and practical exercises.

Multimedia Training for WORD 95
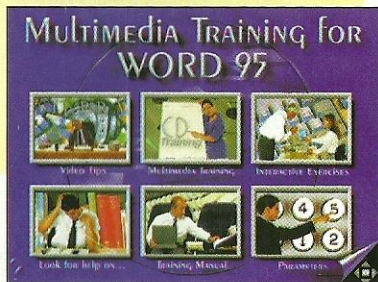
Made to measure study programme
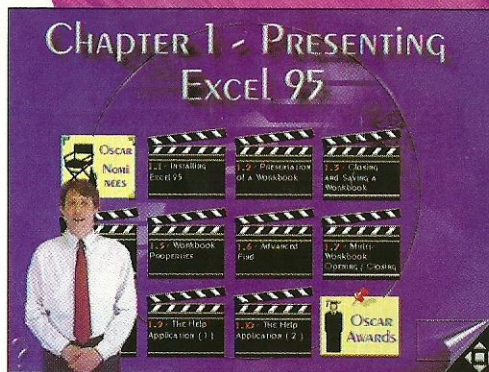
Each title is split up into a set of sessions. You are free to progress as you choose and can combine sessions at will, depending on your time and your progress.
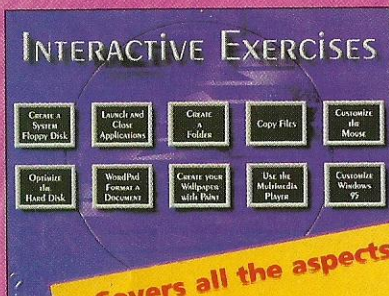
Concrete measurable results

You can monitor your progress permanently and check up on your results. Revision sessions periodically punctuate your progress through the course.


CHAPTER 1 - PRESENTING Excel 95

training

CD TRAINING

WINDOWS 95

INTERACTIVE EXERCISES

Create a System Floppy Disk	Launch and Close Applications	Create a Folder	Copy Files	Customize the Mouse
Optimize the Hard Disk	WordPad Format a Document	Create your Wallpaper with Paint	Use the Multimedia Player	Customize Windows 95

- Covers all the aspects of this software
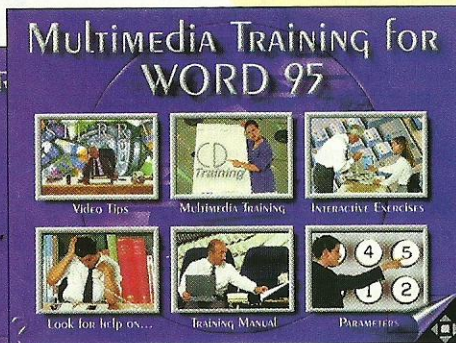- Equivalent of over two days of a professional training course

Make sure you know how to use this new state-of-the-art technology and its operating system. To introduce you to this new system in the best possible conditions, we've developed the first ever multimedia training course. As it covers all the system's main aspects, the CD-ROM features the very latest technology such as integral video, synthetic images and multimedia presentations. Make getting used to Windows 95 painless!
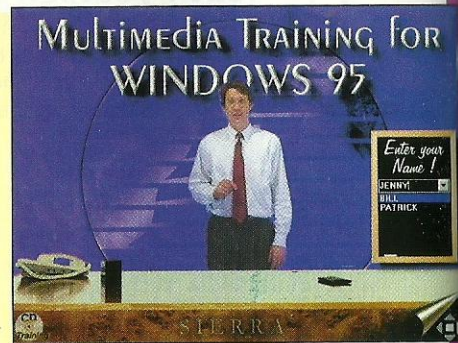
WORD 7 FOR WINDOWS 95

Multimedia Training for WORD 95

① Getting Started with Word 7
② Formatting Documents
③ Editing Documents
④ Tables
⑤ Files and Language Tools
⑥ Fields, Forms, Merging and Options
⑦ Ms Objects
⑧ Gaining Time
⑨ Working with Long Documents
⑩ Ms Applications Working Together

Video Tips · Multimedia Training · Interactive Exercises · Look for help on... · Training Manual · Parameters

Whether you want to produce professional charts or edit out a mega mail shot, Word 95 is the answer. With our course, you'll not only learn how to master all the basic features of this powerful software, but will be able to customise and adapt it to other applications. Why waste time trying to learn on your own when this CD-ROM can make it so simple to become a whiz-Word user?

training

EXCEL 7 FOR WINDOWS 95

This fully comprehensive multimedia training course covers all the different aspects of Microsoft's famous spread sheet. Learn how to master it all, from the simplest of charts to the most complex macro-programming instructions, and all at your very own pace. Over 10 hours of fully interactive training!
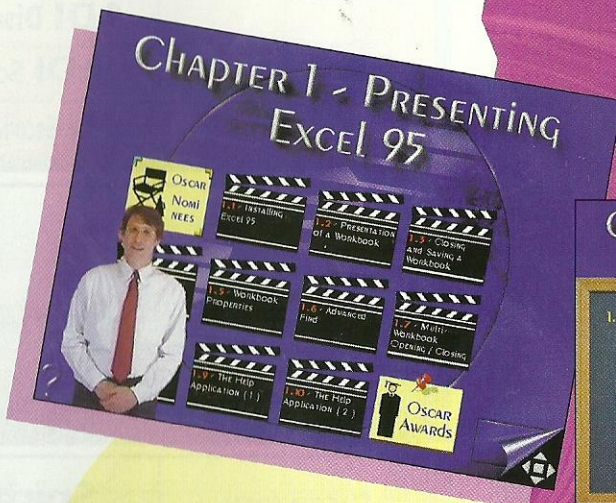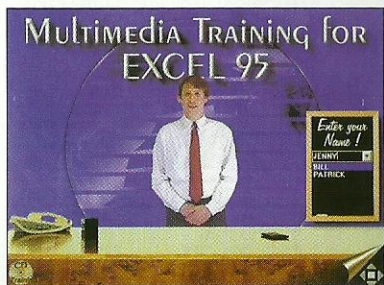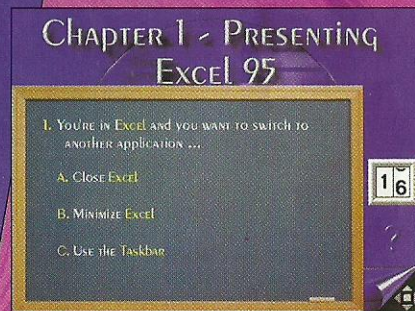
Over 10 hours training !

training

POWERPOINT 7 FOR WINDOWS 95

Become a CAP (Computer Assisted Presentations) expert! With Powerpoint 7 for Windows 95, learn how to produce really stun-ning and effective presentations. Charts, diagrams, texts, integrated sound and objects... it's all there. Just sit back and admire it!

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Technical Data

PC CD-ROM

- **SCHOOL SUPPORT RANGES**
  - 486 SX/25 Mhz (more recommended), 486 DX2/66 Mhz (more recommended) for ADIBOO.
  - Windows 3.1 or more, Windows 95
  - 2 Mb hard disk
  - 4 Mb RAM or more, 8 Mb or more for ADIBOO
  - double-speed CD-ROM drive
  - SVGA (640 x 480 - 256 colours) graphic card
  - Windows compatible sound card
  - Microsoft compatible mouse

- **CREATIVE & DISCOVERY GAMES**
  - 486 DX/33 Mhz (more recommended)
  - Windows 3.1 or more, Windows 95
  - 2,5 Mb hard disk
  - 8 Mb RAM or more
  - double-speed CD-ROM drive
  - SVGA (640 x 480 - 256 colours) graphic card
  - Windows compatible sound card
  - Microsoft compatible mouse

- **LEISURE - PRODUCTIVITY & TRAINING RANGES**
  - 486 SX/25 Mhz, 486 DX/33 Mhz or more for LandDesigner 3D & CD-Training titles
  - Windows 3.1 or Windows 95
  - 10 Mb hard disk, 25 Mb for Print Artist 4.0
  - 8 Mb RAM
  - double-speed CD-ROM drive
  - SVGA (640 x 480 - 256 colours) graphic card
  - Windows compatible sound card for LandDesigner 3D & CD-Training titles
  - mouse
  - any type of printer for Print Artist: bubble jet, laser, needle

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CATEGORY	COLLECTION	TITLES / SUBJECTS
School support - discovery	ADIBOO*	I can read, I can count! 4-5 years
		I can read, I can count! 6-7 years
School support	ADI Discovery*	Geography
	ADI School*	English-Maths
	ADI Secondary school*	English-Maths
Creative games	Playtoons	Uncle Archibald
		The Secret of the Castle
		Spirou - The Case of the Counterfeit Collaborator
		Spirou - The Mandarine Prince
		The Stone of Wakan
		The Terror of the Jungle
		Thal and the magic Seed
		Monsters Cartoon creation kit
		Knights Cartoon creation kit
		Wild West Cartoon creation kit
Discovery games	Spirit of Adventure	The lost mind of Dr Brain!
		The Time Warp of Dr Brain
		Mixed-up Mother Goose
		Prof. TIM's Incredible Machines
Leisure - productivity		LandDesigner 3D
		Custom Home 3D
		Print Artist 3.0
		Print Artist 4.0
Training	CD Training	Windows 95
		Word 7 for Windows 95
		Excel 7 for Windows 95
		Powerpoint 7 for Windows 95

* Each ADI-ADIBOO title comprises an environment

YEARS / GROUPS	PC CD-ROM	MAC CD-ROM	PC MAC CD-ROM
4-5			●
6-7			●
7-15			●
7-8 8-9 9-10 10-11	●		
11-12 12-13 13-14 14-15			*January '97*
4-10			●
from 11			●
from 10			●
4-8	●		
8-15	●	●	
all ages	●●●	*End 96*	
all ages	●●●●		

adapted to the corresponding age range.

MAC CD-ROM

• SCHOOL SUPPORT RANGES

- 68040 or more, Power Macintosh
- 13" - 640 x 480 - 256 colours monitor
- 4 Mb RAM or more, 8 Mb for ADIBOO
- system 7.1 or more
- double-speed CD-ROM drive
- mouse

• CREATIVE & DISCOVERY GAMES

- 68040 or more, Power Macintosh
- 13" - 640 x 480 - 256 colours monitor
- 8 Mb RAM
- system 7.1 or more
- double-speed CD-ROM drive
- mouse

summary of the ranges

Windows is a registered trademark of Microsoft Corporation.

SIERRA ® EDUTAINMENT