

Introducing Fisher-Price Learning Software.



For a Lot of Little Reasons.

Fisher-Price™

Kids Need Fisher-Price Today More than Ever.

A child's world. For years Fisher-Price has been a part of it, helping little ones develop important new skills as they play.

But now children are growing up in a new world, a world where computers offer exciting new experiences. And we think that's reason enough for a new kind of Fisher-Price product: Fisher-Price Learning Software.

We've spent a lot of time working with leading educational software developers to make sure our games offer the right combination of fun and educational value. We've covered five key areas of your child's learning development: Math. Language. Creativity. Basic learning skills. And computer literacy.

And all the games have been thoroughly kid-tested, so we know they're easy to play and offer lasting fun value.

All in all, there were some pretty big reasons to develop Fisher-Price Learning Software.

But mostly, we did it for the little ones.

This catalog lists many Fisher-Price Learning Software games. For children under 8 years old, look on the red-bordered pages; for children up to 12 look on the blue-bordered pages. You'll find that all our games are carefully designed for the appropriate age and skill levels. Most Fisher-Price programs are available on cartridges for **Commodore 64**™, **Atari**®, **Coleco Adam**® home computers and **ColecoVision**®. For easy reference, check the chart on the back of this brochure.

Look for the complete line of Fisher-Price Learning Software . . . for fun, for value, and for true educational quality.



HOP ALONG COUNTING

How many bunnies can you count? Pick the right number and tuck them into bed.

Build fundamental math skills in a simple, delightful game. As children learn more the challenge increases. The game teaches how number symbols represent quantities, and how different numbers relate to each other.

Math Skills Ages 3-6



DANCE FANTASY

Create your own Dance Fantasy to a wonderful musical tune. Then put on a show for your family and friends.

A child's adventure in dance design. Your child decides how long the dance will be, where the dancers move, and how they dance together. A lively, colorful game that sharpens creative skills and artistic sense.

Creative Skills Ages 4-8



UP & ADD 'EM

Make a beautiful rainbow by matching the right numbers. Then watch the animals dance a jig, just for you!

Early arithmetic fun with a family of animal friends: rabbits, ducks, kangaroos, and penguins. Addition and subtraction are easy to learn when the lesson is this much fun. A colorful, musical game with levels of fun for everyone.

Math Skills Ages 3-7



LINKING LOGIC

Help Buddy and Betty find a way through the building. Just link up a path from floor to floor—you have to think hard, and think some more!

Children learn how to reach their goals using reasoning and planning skills. Shape and pattern recognition, and logic skills are sharpened in a series of increasingly challenging games.

Learning Skills Ages 4-8



ALPHA BUILD

Show Perry the Penguin which letters to load onto the trucks. Then it's off to build the alphabet city!

Alpha Build teaches valuable pre-reading and reading skills: letter recognition, upper and lower case discrimination, and word recognition. The challenge builds as your child advances.

Language Skills Ages 4-8



MEMORY MANOR

Can you remember which windows are hiding surprises? Help Wee Willie wash them before the water runs out.

Memory Manor builds memory and concentration skills. The child must notice and then remember which windows to wash, which to avoid, and how much water is left to do the job. It's engaging, fun and terrifically educational.

Learning Skills Ages 4-8





LOGIC LEVELS

It's an amazing maze with prizes everywhere. Plan your best path, and start the ball rolling.

Thinking logically and planning ahead are important steps in learning. LOGIC LEVELS helps children learn to predict the outcome of a series of actions, and encourages quick decision-making. Mastering the maze takes skill and creativity.

Learning Skills Ages 7-12

SEA SPELLER

Explore the depths of the ocean for the missing sunken letters. Reach the ocean floor and beat your highest score!

Your child is the dolphin who swims the sea. The deeper the water, the harder the spelling challenges. Spelling patterns and rules are easy to learn with SEA SPELLER.

Language Skills Ages 7-12

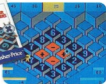


NUMBER TUMBLERS

Jump your Wumble Chums from number to number. The more you play, the more the fun multiplies.

Mastering math is hard work, but children will jump right into the challenge with NUMBER TUMBLERS. The action never stops. Skills build quickly whether you play against the computer or challenge a friend.

Math Skills Ages 8-12



© 1984 SSC, P.O. Box 1327, Cambridge, MA 02238. All rights reserved. FISHER-PRICE and awning design are trademarks of the Quaker Oats Company and are used under license.

Atari is a registered trademark of Atari, Inc. Commodore 64 is a trademark of Commodore Electronics Ltd. ColecoVision and Coleco Adam are registered trademarks of Coleco Industries, Inc.

HOP ALONG COUNTING, UP & ADD'EM, ALPHA BUILD, DANCE FANTASY, LINKING LOGIC, MEMORY MANOR, LOGIC LEVELS, SEA SPELLER, and NUMBER TUMBLERS computer programs are trademarks of SSC.

Fisher-Price Learning Software Selector

Each Fisher-Price program focuses on one of five key areas of skill development. Programs that teach math, language, creative and learning skills are available now. Computer literacy programs which emphasize fundamentals of computer logic, programming and other computer-specific skills will be available later this year. To find the right program for your child's age group and learning needs, check the chart below.

Program Title	Age	Language Skills	Math Skills	Learning Skills	Creative Skills	Computer Literacy
CHILDREN UNDER 6						
HOP ALONG COUNTING	3-6		C6			
UP & ADD'EM	3-7		C6			
ALPHA BUILD	4-8	C6	C6			
DANCE FANTASY	4-8				AT/CO/COO	
LINKING LOGIC	4-8			AT/CO/COO		
MEMORY MANOR	4-8			AT/CO/COO		
CHILDREN UP TO 12						
LOGIC LEVELS	7-12			AT/CO/COO		
SEA SPELLER	7-12	C6				
NUMBER TUMBLERS	8-12		C6			

Key to Compatibility:

C6 = Commodore 64 home computers

AT = Atari home computers

CO = ColecoVision game machines/

Coleco Adam home computers

() = Available soon

Fisher-Price™