

## LEARNING GAME (Cont.)

can be accomplished with the use of a simulated musical keyboard or by directly entering the notes by musical notation. If you feel embarrassed by your own compositions, there are eight tunes "pre-recorded" on the disk. There are also guessing games to test your knowledge of notes and tunes. Children who can't read yet will have to be taught which keys control the game by someone who can read the manual as there are no clues on the screen. Otherwise, this is an easy program to use.

### BASIC INFORMATION

**NAME:** Facemaker  
**TYPE:** Memory game  
**SYSTEM:** Apple II/Ile, Atari, C64, IBM  
**FORMAT:** Diskette  
**AGES:** 3 to 8  
**# PLAYERS:** 1  
**PRICE:** \$34.95  
**PUBLISHER:** Spinnaker Software  
 Cambridge, MA

In this loosely-structured "game", you build a cartoon face by choosing among pre-defined eyes, nose, ears, mouth and hair. Once your creation is complete, you can animate it. Using a "programming language" with one-letter commands, you can make the face smile, wiggle its ears,

stick its tongue out, and several other things. The result is a brief animated cartoon with appropriate sounds.

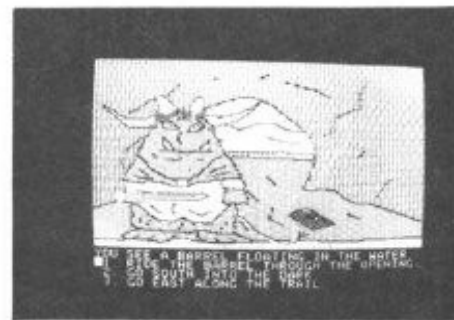
The younger kids usually collapse from hilarity at this point, but older people will want to go on to the last phase. Now the computer programs your face and you must copy the same sequence of expressions. It's a lot like the game of "Simon"; as long as you can repeat the sequence, the computer keeps adding more. The object is to see how long a string you can remember and repeat.

Obviously, FACEMAKER gives practice on memory and concentration. More than most games for pre-schoolers, it provides lots of examples of important computer-related concepts such as programming, menus of objects, and using the cursor to "point" and select. Do you suppose they'll do a version for Macintosh?



**NAME:** Spellicopter  
**TYPE:** Word Recognition/Spelling  
**SYSTEM:** Apple II/Ile or IBM  
**FORMAT:** Diskette  
**AGES:** 6 and up  
**# PLAYERS:** 1  
**PRICE:** \$34.95  
**PUBLISHER:** DesignWare  
 San Francisco, CA

This is a good word recognition/spelling game. Using keyboard or joystick, you must pilot your helicopter through an obstacle course of mountains, clouds, balloons, and hang-gliders to reach the secret letters. The letters are scrambled, you must pick them up in sequence to spell the secret word which fits in the sentence at the bottom. There are 40 groups of 10 words each already on disk — ranging from CAN to OUTRAGEOUS. Even better, you can make up new lists of your own so SPELLICOPTER can be used to practice any words (in any language!).



**NAME:** Troll's Tale  
**TYPE:** Adventure  
**SYSTEM:** Apple II + \* or Ile  
**FORMAT:** Diskette  
**AGES:** 7 and up  
**# PLAYERS:** 1  
**PRICE:** \$29.95  
**PUBLISHER:** Sierra On-line Inc.  
 Coarsegold, CA

Here's another great adventure game for those who are just learning to read. It is very similar to Dragon's Keep (CGW Vol. 3, No. 4) but uses a slightly "older" vocabulary (second grade). This time we're exploring a fantasy underground empire. A naughty troll has taken 16 treasures from the Dwarf King; we're trying to help him get them back. Besides reading practice, the game gives practice in reasoning and logic. Mapping skills are not necessary to enjoy the game but they are encouraged. A large paper map is included, but it is incomplete and must be finished by the player. Sixteen colored stickers are used to mark the locations of the treasures. Keyboard skills are NOT required; the entire game uses only the spacebar and the RETURN key. Another winner from Sierra On-line!



**NAME:** Police Artist  
**TYPE:** Face Recognition  
**SYSTEM:** Apple II/Ile  
**FORMAT:** Diskette  
**AGES:** 7 and up  
**# PLAYERS:** 1  
**PRICE:** \$34.95  
**PUBLISHER:** Sir-tech Software  
 Ogdensburg, NY

Sherlock Holmes noted that almost all of us can see, but very few can observe. Here's a game that will help you learn this skill. The basic idea is to take dozens of hairstyles, chins, eyes, noses, and mouths and mix them in any combination. Using this graphic "vocabulary", this game lets you do one of three things. Police Lineup gives you a quick look at a face and then challenges you to pick it out of a series of faces. Police Artist lets you look at a face and then try to reconstruct it piece by piece. In both games, increasing skill levels means more choices and greater similarity of choices. Off Duty lets you construct any combination of features you want. Kids get absolutely hysterical when they try to create a portrait of Mom or Dad. Police Artist is a better choice for eight years and up; Facemaker is a bigger hit with five and under.

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