

DRAGON'S KEEP



AN ADVENTURE GAME

FOR 48K APPLE II + COMPUTER, DOS 3.3

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SUNNYSIDE SOFT

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DESCRIPTION OF GAME

A magical dragon is holding 16 animals captive in and around his magic house. You must look everywhere in order to free all 16 animals.

If the dragon appears in the picture, you cannot free the animal. Change the picture, and then return to free the animal.

The sixteen animals are: a dog, a bird, a fish, a turtle, a cat, a squirrel, a rabbit, a pig, a bear, a monkey, a cow, a calf, a hen, a puppy, a frog, and a raccoon.

HOW TO PLAY

Several choices appear on the screen. Press the space bar to move the flashing box (cursor) from choice to choice. When it is by the choice you want, press the return key. A practice round is available at the beginning of the game.

Additional Features-

To find how many animals are free, press "F."

To turn the sound off, press "S."

To turn the sound back on, press "CONTROL" and "S" at the same time.

READINESS

Dragon's Keep is a unique adventure game with a controlled vocabulary at the second grade level*. It requires no typing skills. You can play the entire game using only the space bar and return key.

*except "dragon" (grade 4)

EDUCATIONAL FEATURES

Dragon's Keep introduces children to the exciting world of adventure games. It teaches basic map skills, logical thinking, computer literacy, and reinforces reading skills.

The controlled vocabulary reduces reading frustration while reinforcing basic vocabulary.

Dragon's Keep instills a positive learning environment by eliminating the need to type and the "kill" feature present in most adventure games.

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...is a progressive software company, whose staff members each have over 15 years of educational experience. We intend to utilize this newest teaching medium to its maximum potential, in both educational institutions, and in the home.

Our immediate goal is to develop innovative computer materials which challenge and stimulate children, while meeting the educational priorities, of teachers and parents. Future products will include games designed to teach skill development, programs for primary grade skill and concept development, as well as management and organizational programs for administrators, athletic and fine arts departments.

Our authors have published instructional materials for several nationally known companies in other formats, and our collective experience includes learning theory, elementary curriculum, administration, music and the fine arts, and computer programming and literacy.

We are eager to develop new materials to meet your specific needs. Please contact us.

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