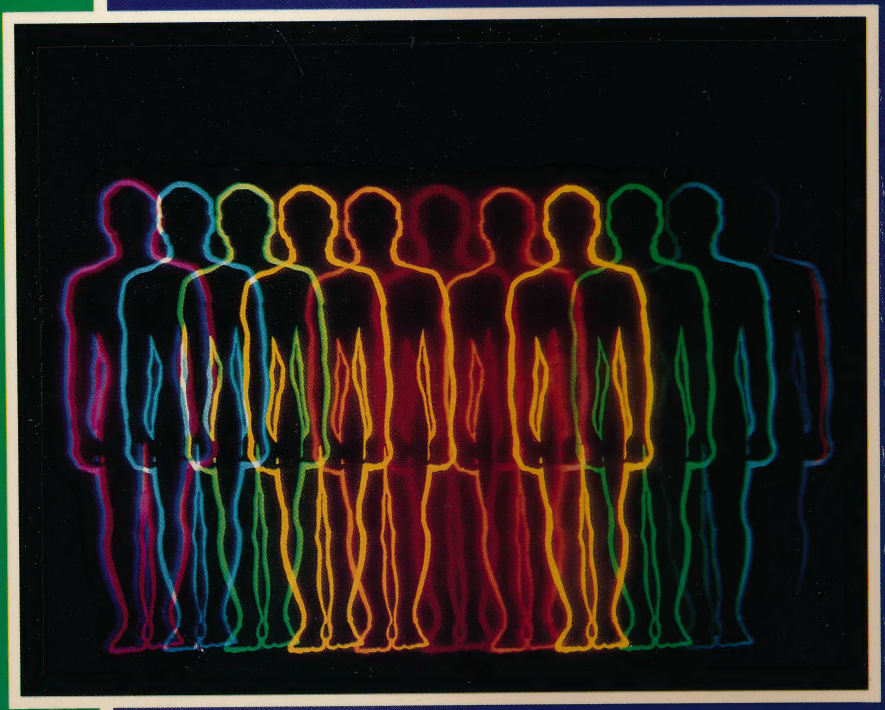
APPLE II
AND
IBM
MS DOS COMPATIBLES

Grade 10 thru Adult

FUN LEARNING™
Educational Software

HUMAN BIOLOGY



AEC

AEC Software™

Grade 10 thru Adult

FUN LEARNING™ Educational Software

0 82971 22116 5

ISBN: 0-87570-169-8

FLO9055 APM

Equipment Requirements

IBM PC, PCjr, PCXT, PCAT
MS DOS Compatibles, including (Tandy 1000 Series)/ Color Graphics Adapter or Hercules Compatible Graphics Adapter/MS DOS 2.0 or Higher

APPLE II SERIES
APPLE II, II+, IIe, IIc, IIgs (48K) Color Monitor

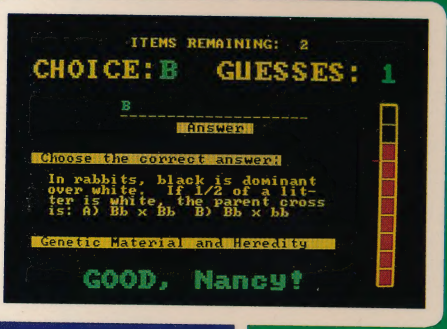
HUMAN BIOLOGY

BIOLOGY

This exciting and challenging program is designed to supplement basic biology courses in high school and college. A major portion of the program is dedicated to assisting the user in mastering the difficult terminology and large vocabulary needed to study biology. Lessons and vocabulary correlate closely to the SAT so students preparing for this test should find this program a valuable aid. Topics include:

- ***Chemical Basis of Life***
- ***Cell Structure and Growth***
- ***Genetic Material and Heredity***
- ***Bacteria and Infectious Disease***
- ***Nutrition and Digestion***
- ***Circulatory System***
- ***Nervous System***
- ***And Many More . . .***

Fun Learning Titles Available	
Title	Grade
LEARN ABOUT SOUNDS	K — 3rd
LEARN ABOUT WORDS	K — 3rd
VOCABULARY	4th — Adult
LIFE SCIENCE	4th — Adult
U.S. HISTORY I	5th — Adult
U.S. HISTORY II	5th — Adult
U.S. GEOGRAPHY	5th — Adult
WORLD GEOGRAPHY	5th — Adult
HUMAN BIOLOGY	10th — Adult
U.S. GOVERNMENT	10th — Adult



AEC Software™
7506 N. Broadway Ext., Suite 505
Oklahoma City, Oklahoma 73116

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FUN LEARNING SOFTWARE

LOADING INSTRUCTIONS

APPLE II, APPLE II+, APPLE IIe, and APPLE IIc, II.GS

System Requirements: One of the computers above with a minimum of 48K memory, a disk drive, and color monitor:

1. Insert the Fun Learning disk into the drive.
2. Turn on the monitor and computer.

COMMODORE 64/128

System Requirements: Commodore 64 computer, a disk drive, and color monitor. For Commodore 128 users, put computer into mode 64.

1. Place the Fun Learning disk into the disk drive.
2. Turn on the computer, monitor, and disk drive.
3. When READY appears on the screen, type LOAD "MM", 8 and press RETURN.
4. When READY appears on the screen, type RUN and press RETURN.

IBM, PC, XT, PCjr (MS DOS COMPATIBLES)

System Requirements: An IBM PC, XT or PCjr with at least 128K of memory, a color card, color monitor, and IBM DOS 2.0, 2.1, or 3.0. IBM PCjr requires Cartridge BASIC. MS DOS compatible computers require in excess of 128K of memory.

Loading Instructions IBM / MS DOS

Boot MS DOS 2.0 or higher.
Place program disk in drive A.
Type RUNAEC (press "enter" or "return").
Follow screen instructions.

OPERATING INSTRUCTIONS

Fun Learning programs are easy to use and require minimal keyboard input. All necessary instructions are built into the programs. The steps below describe the general procedure for running a program.

1. Load the disk into your computer's disk drive as described in the section "Loading Instructions".
2. After the screen displays the program title, you will be asked your name. Type your first name and press the RETURN key.
3. A list of numbered titles will appear. This is the program menu. Type the lesson number you want and press the RETURN key. The titles are abbreviated to eight characters maximum length.
4. The first lesson item will be displayed. Select your answer and type an appropriate answer for the type of question asked, such as: T or F, the multiple choice letter, or the missing word(s). If your choice is correct, the letter or word(s), will appear in the appropriate answer space. If your choice is incorrect, the number of "guesses" remaining will decrease by one, and you may try again (if you are allowed more than one guess).

   NOTE: If a numerical answer is required, enter the answer as a word rather than as a numeral (i.e., "three" not "3").
5. If you are allowed more than one guess, continue selecting letters until the answer is complete. Once you've correctly identified the answer, the next lesson will appear on the screen and the bar graph on the right will record your score.

   If you can't identify the answer and your guesses have run out, the computer will display the correct answer. Press the RETURN or ENTER key to continue.
6. If you want to leave a lesson before it is completed, you must be at a point where the computer is waiting for you to answer a question. Instead of typing the answer, press the appropriate key for your computer:

APPLE II:	ESC key
COMMODORE:	f1 key
IBM/MS DOS:	ESC key
7. When you have completed all ten items in a lesson, your total score will be displayed. If you have scored fewer than seven correct answers, the lesson will be repeated. You can try again to reach the mastery level of at least seven correct answers.

(OVER)

HOW TO PLAY THE REWARD GAME

When you have completed a lesson, you will be asked to choose whether you want to advance to the game, or go back to the menu to select another lesson. If you choose to play the game, a maze will be displayed. The object of the game is to move your cursor through the maze, striking the colored targets without hitting the walls.

When you strike the colored targets, points will be added to your score. If you hit the walls, points will be subtracted from your score. If you exit the maze from the lower right-hand corner before time runs out, you will receive bonus points. The number of points added and subtracted is listed at the bottom of the maze.

If your computer has a joystick, play the game by connecting the joystick to port no. 1. (Use port no. 2 on the Commodore.) Use the joystick to control the cursor's movements up, down, right, and left to hit the targets. If you do not have a joystick, play the game using the appropriate keys for your computer.

To move:	UP	DOWN	RIGHT	LEFT
Use these keys:				
APPLE II	A	Z	→	←
Commodore	A	Z	;	:
IBM	↑	↓	→	←

ASK FOR OTHER FUN LEARNING PRODUCTS

COMPUTER SOFTWARE

U.S. Geography Quiz
World Geography Quiz
World History Quiz - Cavemen to Democracy
World History Quiz - Industrial Revolution to Today
U.S. History Quiz - Discovery to Reconstruction
U.S. History Quiz - Western Settlement to Today
U.S. Government Quiz
Vocabulary Quiz
Science Quiz - Life (Grade 7 & Above)

VIDEO

Concord Children's Video Encyclopedia Series
Primary Math
I Like Science
Planets of the Sun
Starting to Read
Sing Along-Read Along
Basic Grammar
Hysterical History
Sunday School Stories
Soccer for Everyone
I Like Music
Making Playthings
Play Safe
Treasure Island
Chocolate Princess
When I Grow Up, I Want to Be
Mr. Know-It-Owl's Video School
Mr. Know-It-Owl's Video Tales
Reading with Mother Goose
Writing the Alphabet
Musical Multiplication
Read & Sing with America
Learning Letters, Numbers and Colors
Our Musical Heritage Series
Sales & Motivation
Decision Making
Nutrition
Commercialization
Cooperation
Perception
Classic Literary Stories Series
Historical Heritage Series
Artistic Expression Series
Our Natural Heritage Series

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