

The logo consists of a stylized red 'M' shape formed by two overlapping curved lines. To its right is the word 'Millennium' in a red serif font, with a small 'TM' trademark symbol at the top right.

MillenniumTM

A N e w A g e i n M i n d

For the 21st Century Mind™

Millennium™ software—multidimensional programs for the multidimensional person. Literate. Engrossing. Informative. Educational. And playful.

Adult, student or child, professional or parent—if you have a personal computer, there's a program in this Millennium catalogue for you (and more coming!). Millennium's *personal* software entertains and enriches, using the power of your computer to unlock the human potential.

At last, software that pays attention not just to your work or your need to escape, but to your *mind*. With humor and intelligence, Millennium programs let you explore and grow, and let spirits soar.

And because we know that's important to parents, we offer a special line of Kidware™ titles that free the young imagination in a way never before possible: the computer guides, but the child chooses and learns. Every Kidware program comes with a helpful outline of educational benefits and suggestions for discussion between grown-up and child.

All Millennium software combines the creativity of knowledgeable authors with the highest quality computer techniques and graphic presentation to bring you programs that will intrigue and delight for years to come.

Millennium. We'll stretch your mind all the way to the 21st Century.

All Millennium products run on the Apple IIe and II+, with 48K, DOS 3.3. Coming soon for IBM. Copyright © 1984 Millennium Group Incorporated. Apple IIe and II+ are trademarks of Apple Computer, Inc. IBM is a trademark of International Business Machines Corp.

 Millennium™

A New Age in Mind

24 East 22nd Street, New York, New York 10010

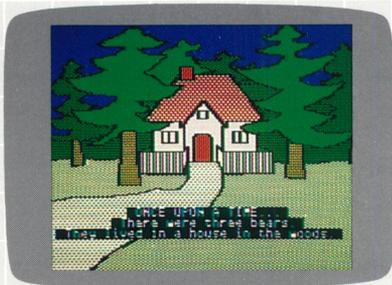
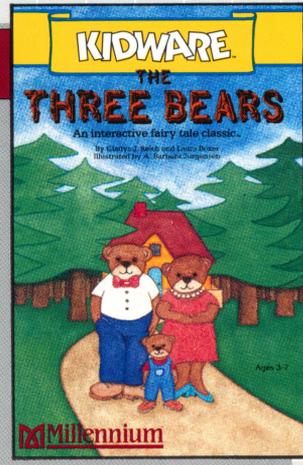
(212) 674-0040

The Three Bears

An interactive fairy-tale classic™

The classic fairy-tale of Goldilocks and the Three Bears comes to life in this Kidware program. Bold, bright, colorful graphics and a responsiveness between child and story reinforce involvement and learning.

Making the most creative use of the best graphic techniques, *The Three Bears* lets your child direct the progress of the tale—whose chair Goldilocks sits in and whose porridge is eaten—and allows the child to choose from three different endings. All this lets the program be played again and again without repetition or boredom.



The program comes with a guide to its educational value and suggestions for discussion between adult and child. *The Three Bears*, like other Kidware titles, was developed with the participation of teachers and parents, and their toughest critics—kids, to provide hours of entertainment, learning, and fun.

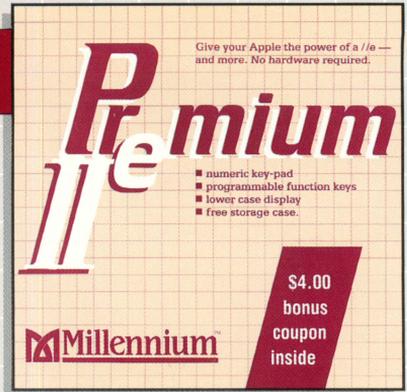
Authors Gladys J. Reich and Laura Boxer are director and teacher with the Bellevue South Nursery School in New York City. Both hold Master of Science degrees in early childhood education from the Bank Street College of Education and together have more than 25 years' teaching experience. Illustrator A. Barbara Jurgensen is a software editor and artist at Millennium Group.

For Ages 3-7

\$39.95 ISBN 0-87621-401-4

Premium II

Now enjoy many of the advanced features of the Apple //e on your][+ —and more!—without costly or complicated hardware modifications. *The Premium II* provides the programmer with hardware-like capabilities in software form, such as:



Like the //e

- lower-case display
- full ASCII characters

The *Premium II* will enhance your ability to perform faster and handle more sophisticated tasks, increasing the utility of your present][+ system. And even the //e user will find the numeric keypad and function keys a boon for data entry and programming alike.

As an added feature, the *Premium II* comes in a durable disk storage case for handy filing of your most frequently used utility (or other) programs. The software is unprotected, so the disk is a Premium Too! No Apple II programmer should be without it.

\$9.95 ISBN 0-87621-801-X

(Software is not compatible with some commercial programs.)

Only in the Premium II

- programmable function keys
- built-in numeric keypad

Millennium. *Personal software.*

- Intelligence that reaches you through every program.
- Expertise that assures you the software works the way it does for a good reason.
- Quality that goes beyond the promotion and into the program.
- Support that offers value—in program content, product presentation, replacement policy, and continuing innovation.

We've answered in this catalogue the questions most asked, reproduced sample screens, and presented authors and artists. If you'd like to know more, write or telephone us. Or see your dealer.

 **Millennium**TM

A N E W A G E I N M I N D

24 East 22nd St., New York, NY 10010

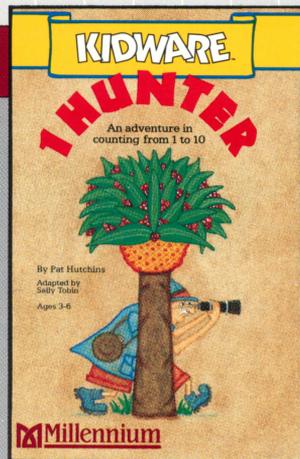
(212) 674-0040

1 Hunter

An adventure in counting from 1 to 10

Journey through a wondrous jungle with *1 Hunter*, past colorful and playful animals, counting them as the hunter goes. Designed to teach young children the basic skills of counting, *1 Hunter* asks your child to choose the right number of animals hiding on the screen before the Hunter continues his journey.

Correct answers are reinforced with a bright, large numeral and the name of the animal for the child to spell out loud. And when the story is complete, the program becomes a new counting game, adding extra hours of enjoyment.



1 Hunter is the first program drawn from the work of Pat Hutchins, the Kate Greenaway Medal recipient well loved for her children's stories and illustrations, and is remarkably true to her style. Like all Millennium Kidware products, *1 Hunter* has been developed with the aid of teachers, parents, and kids. It comes with a helpful guide to its educational value and ideas for discussion between grown-up and child. Computer illustrator Sally Tobin is an artist who makes her home in Bronxville, N.Y.

For ages 3-6

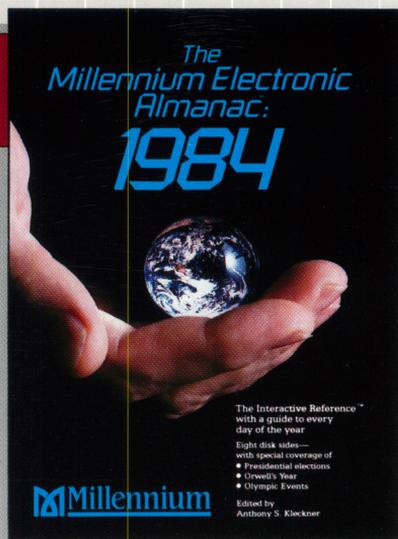
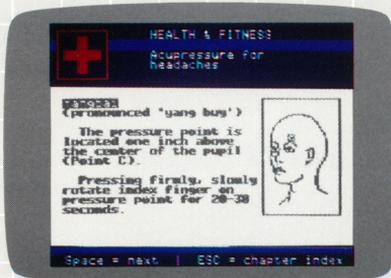
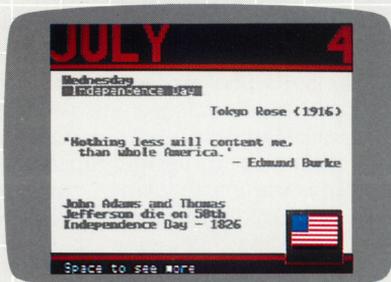
\$34.95 ISBN 0-87621-411-1

The Millennium Electronic Almanac: 1984

The Interactive Reference™ with a guide to every day of the year

Thousands of facts, figures, and upcoming events are now at your fingertips with *The Millennium Electronic Almanac*. Running from the first day of spring (March 20) 1984, to the last day of winter 1985, and ranging over eight full disk sides, this versatile, entertaining, interactive calendar and reference provides a constant companion for every day of the year.

SeasonDisks™ provide you an electronic calendar, covering every day with:



- famous birthdays
- historical events
- notable quotes
- brain-teasing trivia
- challenging new words
- and more

InfoDisks™ cover a large variety of topics and events for 1984 and every year, including subjects such as:

- the olympics
- presidential elections
- health and fitness
- space exploration
- Orwell's year
- travel tips
- U.S. demographics
- and more

In addition, you can customize *The Millennium Electronic Almanac* to include messages on various days of the year, turning the program into a personalized reminder. At last, a truly accessible, interactive source to keep you informed and delighted throughout the year.

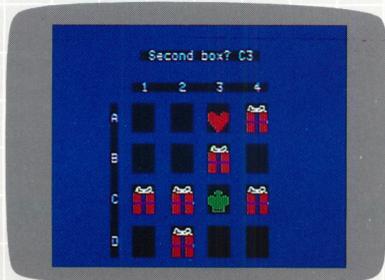
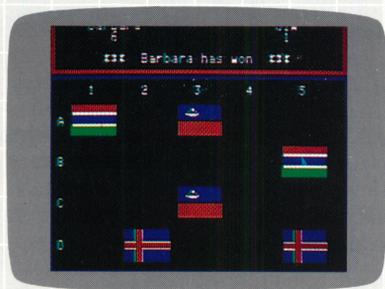
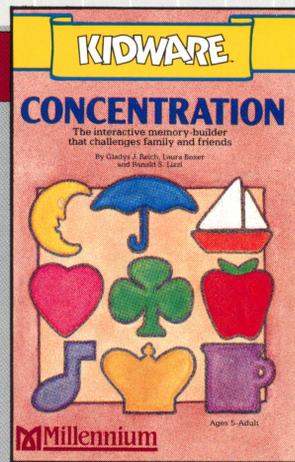
Eight disk sides
\$49.95 ISBN 0-87621-201-1

Kidware Concentration

The interactive memory-builder that challenges family and friends.

A challenging memory-building and testing game for the entire family that some may consider the hardest—and best—Concentration ever. In five separate games, ranging in focus from the youngest child to adults, sets of hidden items appear—to be matched by those who can remember.

Kidware Concentration begins with colorful balloons for the youngest child to match, and progresses through the pairing of fanciful objects, playing cards, and flags of different nations, culminating in the ultimate memory challenge—the matching of Morse code sounds alone!



Kidware Concentration comes with a guide to the educational benefits of the program and suggestions for discussion between grown-up and child. It has been designed with the assistance of teachers, parents, and children to provide hours of entertainment, learning, and fun.

Authored by Gladys J. Reich, Laura Boxer, and Ronald S. Lizzi. Reich and Boxer teach at New York's Bellevue South Nursery School and hold Master of Science degrees in early childhood education from the Bank Street College of Education. Lizzi is a student at Georgia Institute of Technology and has taught programming in his native Connecticut.

For Ages 5–Adult

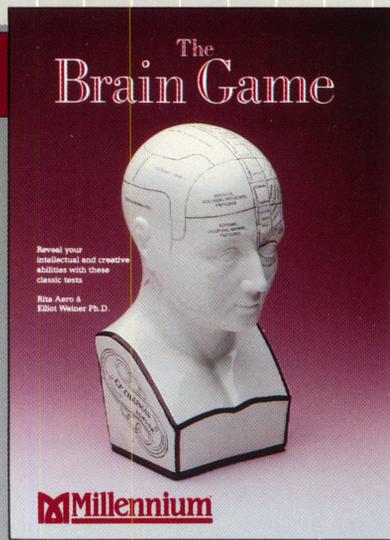
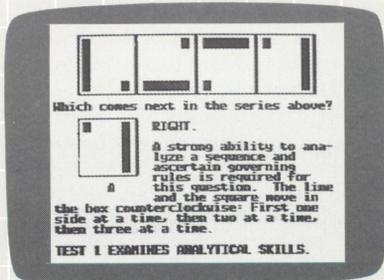
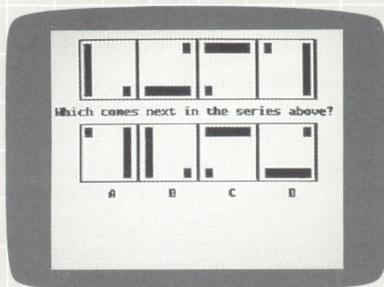
\$34.95 ISBN 0-87621-421-9

The Brain Game

Reveal your intellectual and creative abilities with these classic tests

Find out how smart you are—and get smarter while you do it. *The Brain Game* uses the computer to test and stimulate your own brain with more than a dozen respected intelligence tests which are not merely stimulating and challenging, but exciting and fun as well.

Well-introduced and carefully explained by Rita Aero and Elliot Weiner, Ph.D., these tests will help you discover your abilities in creativity, intelligence, logic, and associations through programs in:



- IQ measurement
- logical progressions
- vocabulary inventory
- memory recognition
- creative associations
- and more

The Brain Game not only lets you test yourself, but explores the way your mind works, increasing your ability to learn. As you complete these various reviews you'll have fun and a professional testing profile of your own creative and intellectual talents.

\$39.95 ISBN 0-87621-211-9