

UNICORN SOFTWARE

Educational Catalogue





UNICORN™
SOFTWARE

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Dear Customer

Welcome to the world of UNICORN! We believe that the best educational software is designed to teach specific skills closely related to the school curriculum, while entertaining at the same time, making learning a positive and enjoyable experience. All Unicorn programs are effective teaching tools that feature exceptional graphics, multiple difficulty levels, and a broad variety of learning activities.

Uniquely flexible, our programs will grow with childrens' educational needs as their skills evolve. All our software has been extensively field tested. Children can use the programs easily and enjoy them enough to want to use them time and time again.

Sincerely,

Jeffrey Stark

President

DECIMAL DUNGEON™

Ages 9 and up • 1 or 2 Players

You're trapped inside the crystal caverns of the dungeon master. The only way to escape is to answer math problems correctly and only then you might be lucky enough to enlist the help of the dungeon's resident bat who will help you find the way out. Incorrect answers are given full-screen explanations.

EDUCATIONAL FEATURES AND BENEFITS:

• MULTIPLE OPERATIONS

Decimal Addition

Decimal Subtraction

Multiplication and Division of Decimals

Conversion of Decimals to Fractions and vice-versa

Conversion of Decimals to Percents and vice-versa

Variety of Problems

• MULTIPLE DIFFICULTY LEVELS

• TIMER OPTION FOR SPEED MATH

• ONE OR TWO PLAYERS WITH EACH CHOOSING HIS OWN OPERATION AND DIFFICULTY LEVEL



Your answer was incorrect.

Addition of Decimals

1. Line up the decimal points in the numbers to be added.
2. Momentarily ignore the decimal points and follow the rules of basic addition.
3. Place the decimal point in the answer below the decimals in the problem.

RULE:

Be sure the decimal points are always lined up.

Press any key to continue

ALL ABOUT AMERICA™

AMERICAN HISTORY FOR YOUNG CHILDREN

AGES 6-11

Many, many years ago a Spanish sailor named Christopher Columbus wanted to find a shorter way to get to the East Indies. The Indies was where the European people got their spices, jewels and other riches.



Give your children and students an introduction to America's fascinating past. Each of the 16 stories features large, easy-to-read text enhanced by colorful graphics. Stories are followed by reading comprehension and vocabulary questions. The map disk includes maps of the Thirteen Colonies, The U.S. Before the Civil War, and Our 50 States, as well as quizzes involving states, capitals, postal abbreviations and directions.

HISTORICAL HIGHLIGHTS

- Columbus Discovers America
- Explorers & Colonies
- The Pilgrims & Thanksgiving
- Manhattan Island & the Dutch
- William Penn
- The 13 Colonies
- The Midnight Ride of Paul Revere
- Independence Day
- George Washington
- Daniel Boone
- Lewis & Clark
- Our Country's Song
- Transportation
- Inventions
- Abe Lincoln & the Civil War
- Alaska, Hawaii & Our Future

EDUCATIONAL BENEFITS

At the same time children are gaining an insight into American history, they will build important reading comprehension and language arts skills. In using the map activities, young learners will develop a sound foundation in social studies and map reading.

Name this state.



Nevada

GHOSTLY GRAMMAR™

Grades 3 through High School

This two volume program helps students learn the fundamental rules of grammar that are essential for good writing and speaking skills. Basic rules of grammar are presented along with over 700 sentences. Skill levels and topics covered can be geared to the desired ability level.

Ghostly Grammar consists of two main activities:

GRAMMAR BUILDER - A combined tutorial and quiz activity.

VOLUME 1 TOPICS

*Parts of Speech

- Nouns
- Pronouns
- Adjectives
- Verbs
- Adverbs
- Prepositions
- Conjunctions
- Interjections

*Capitalization and Abbreviation

VOLUME 2 TOPICS

*Sentences

- Simple Sentences
 - Declarative
 - Interrogative
 - Imperative
 - Exclamatory
- Compound Sentences
- Verbals
- Subject-Verb Agreement

THE TREASURE HUNT - An exciting interactive maze game set in the abandoned mansion of an English professor who has mysteriously disappeared. Your quest is to search the mansion for hidden treasure. You earn the chance to proceed by correctly answering grammar questions.

Ghostly Grammar is a fun and challenging way to build important grammar skills.

What type of sentence is this?

Do you like to swim?

Declarative

Interrogative

Imperative

Explanatory

Correct 5

Incorrect 2

Which is correct?

1. Sally go to the store.
2. Sally went to the store.
3. Sally gone to the store.

→

RICKS 24
CORRECT 09
LIBRIC 01
PERCENTAGE 90%
SEE SCORE AND KEY

Tales From The Arabian Nights™

A Unique Learning Experience in Reading Comprehension



☆ Ages 8-12

☆ 1 or 2 Players

One day, as Ali Baba was working in the woods, he saw a band of men on horseback in the distance. Afraid they might be thieves, he hid in the bushes.



Your child will be enchanted with the captivating stories of the Arabian Nights. The double-sided disk includes three stories with stunning animated graphics:

Aladdin's Lamp The Ebony Horse Ali Baba

Each story has its own glossary for vocabulary building. The main learning objectives are to enhance your children's Reading Comprehension, Creative Writing and Language Arts Skills. The diskette contains over 600 multiple choice and fill-in reading and vocabulary questions.

Also included is a built-in word processor called **TALE MAKER** which enables your child to do creative writing, and a **QUIZ MAKER** authoring system to create their own questions and answers.

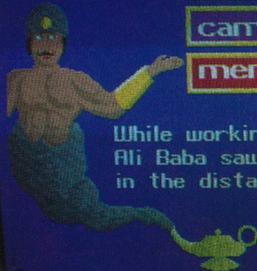
For extra value, there is a graphic **ARABIAN MATCH GAME** for developing memory and concentration skills.

wagons

camels

men

While working in the woods Ali Baba saw a band of _____ in the distance.



THE WORD MASTER

VOCABULARY BUILDER FOR GRADES 3-8™

AGES 8-14

Four educational activities designed to build essential word power skills.

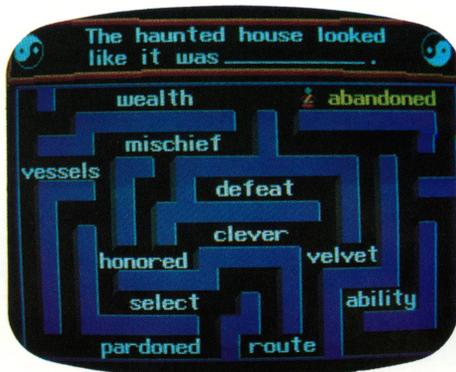
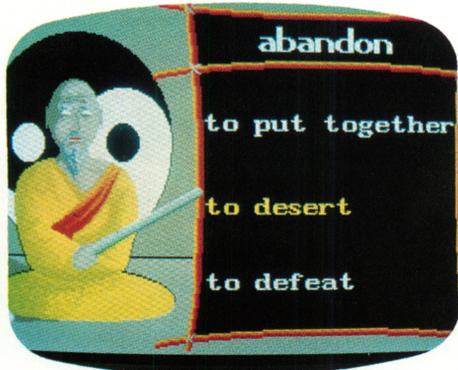
VOCABULARY TEST - A placement test for grades 3-8 that will recommend an individualized learning plan dependent upon the test results.

MASTER'S REVIEW - This program module consists of a data base of over 500 third through eighth grade words and their definitions.

VOCABULARY CHALLENGE - Let the wise master test the knowledge attained in the Master's Review. Students must match words with their meanings.

MASTER'S MAZE - An exciting maze game designed to build important vocabulary and comprehension skills. There are over 500 sentences to build word power.

The carefully sequenced activities enhanced by dazzling graphics will captivate students and make for an enjoyable learning experience. The extensive built-in data base, correlated to the 3rd-8th grade curriculum, will help students build their word power. WORD MASTER is expandable in that supplemental data disks can be incorporated into the program.



Magical Myths™

A Journey in Greek Mythology

- READING COMPREHENSION
- VOCABULARY DEVELOPMENT
- WORD PROCESSING



- CREATIVE WRITING
- MEMORY GAME
- QUIZ MAKER

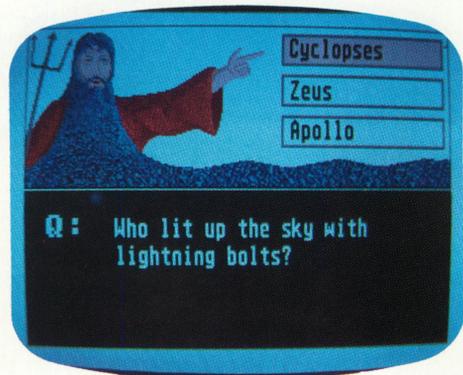
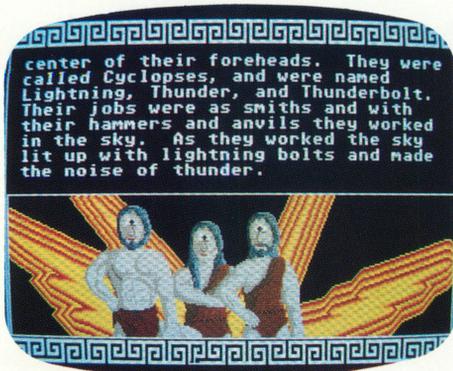
☆ Ages 8-12 ☆ 1 or 2 Players

Introduce your children to the wonders of the ancient Greek Myths. Magical Myths includes three animated stories:

Creation of the Gods • Pandora's Box • King Midas

Included are over 600 Reading Comprehension and Vocabulary questions as well as a **MYTHICAL MATCH GAME** for memory building and **MYTH MAKER** word processor.

The self-authoring system allows you to write your own stories and print them out, and create your own questions and answers.



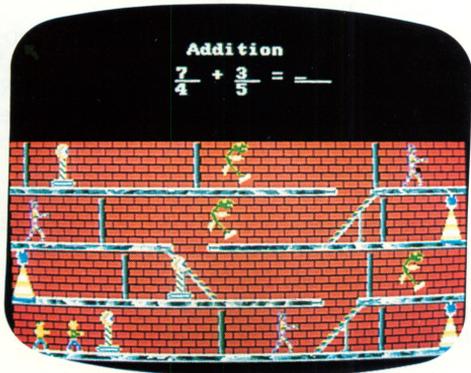
FRACTION ACTION™

Ages 8 and up • 1 or 2 Players



The action takes place in the basement of the Mad Professor's Mansion where his motley crew is holding you captive. These creatures hold the keys to the electrified gates blocking your way to freedom. Only after answering fraction problems correctly will the gatekeepers unlock the gates and permit you to pass. But you'd better move fast!!

Incorrect answers are given full-screen explanations and an occasional drop down the basement's chutes by the mansion's ghastly ghost. Multi-screen arcade action.



EDUCATIONAL FEATURES AND BENEFITS

- Multiple difficulty levels
- Timer Option to practice speed math
- Addition, subtraction, multiplication, division and a variety of problems
- One or two players with each choosing his own operation and difficulty level

“Never Before Has Learning Fractions Been Such Fun!”

AESOP'S FABLES™

READING COMPREHENSION and LANGUAGE ARTS SOFTWARE

12 STORIES FOR CHILDREN AGES 6-9 • 1 OR 2 PLAYERS

SKILLS DEVELOPED

- Reading
- Vocabulary Building
- Contractions
- Comprehension
- Alphabetizing
- Memory Building
- Spelling
- Rhyming
- Computer Literacy

Children will thoroughly enjoy reading these charming age-old fables, each depicted with stunning graphics and large easy-to-read text. AESOP'S FABLES includes four different learning modules.

AESOP'S FABLES — Along with each story there are reading comprehension and vocabulary questions, covering word meaning, rhyming, alphabetizing and analogy skills. Over 700 questions and answers in all! Stories are accompanied by their own word lists so that children can become familiar with the more difficult words.

AESOP'S SPELLS — This is a spelling exercise in which children are shown sets of pictures and words. Then, an individual picture is shown and the child's task is to spell its name.

SPELLING SKILLS — Another spelling builder containing over 800 words based on First, Second and Third Grade curriculums. You may also **ENTER YOUR OWN SPELLING LISTS** and save them to disk. The complete self-authoring system lets you save up to 500 files per data disk.

MEMORY BUILDER — A one or two player concentration game designed to enhance memory, sight reading and knowledge of contractions.

CHOOSE TO MATCH:

- Pictures to pictures
- Words to words
- Pictures to words
- Contractions to words

The crow opened her beak to sing and show off. As she did, the cheese fell down.



to play

to eat

to sing

Why did the crow open up her beak?

THE WONDERS OF THE ANIMAL KINGDOM™

SIX EDUCATIONAL ACTIVITIES

Ages 6-12 • For 1-4 Players

Teach your child about the wonders of the Animal Kingdom™ while developing their language arts, reading comprehension, discrimination and memory skills. Superb graphics depicting animals from the various zoological species including prehistoric, jungle, fish, insects, amphibians, birds and many more make this a stimulating way to introduce young children to the intriguing aspects of science.

ALL ABOUT ANIMALS — An electronic animal encyclopedia.

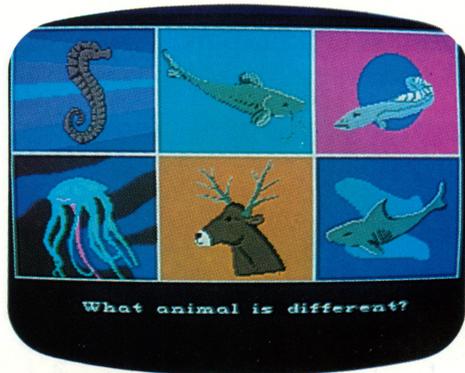
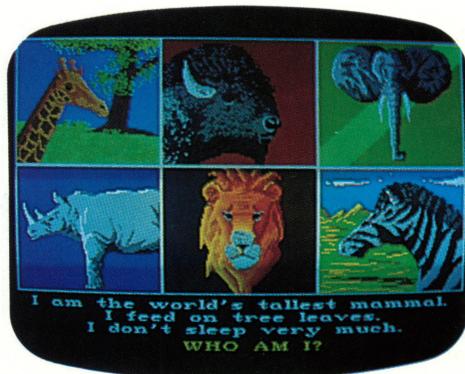
ANIMAL SPELLS — The child is shown a picture of an animal in its habitat and he must correctly identify it by spelling its name.

ANIMALGRAMS — The child is given an anagram of an animal and he must unscramble the letters.

WHO AM I? — The object of this activity is for the child to correctly identify an animal's picture from several details about its nature, behavior and habits.

WHAT'S DIFFERENT? — In this activity, the child must select which animal from the six depicted is from a different species. Incorrect answers are explained.

ANIMAL MEMORY GAME — A concentration game for one to four players featuring an enchanting pictorial display.



KINDERAMA™

FIVE EARLY LEARNING GAMES

Ages Preschool-6

Can you find this letter?



Kinderama is the most delightful way to introduce young learners to the computer. Because Kinderama has five different activities with stunning animated graphics, it will provide your child with hours of educational fun.

ROBOT STORY – This interactive nursery tale helps introduce the concept of subtraction. As the child becomes familiar with the rhyme, he will also learn to read the words by sight, the first step in beginning reading.

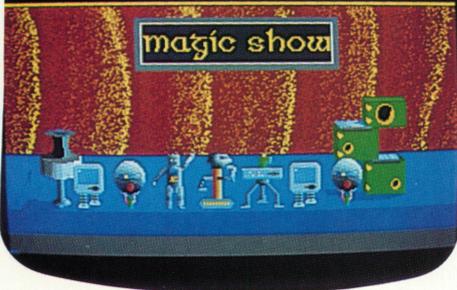
COUNT THE ROBOTS – This program randomly generates robots on the screen and the youngster must count them and type the number of robots he sees.

ROBOT LETTER MATCH – Here the child gets his choice of matching upper or lower case letters.

ROBOT ADDITION – Simple addition problems appear on the screen along with the robots so the young learner may count the robots as he is adding.

ROBOT CONSTRUCTION – A creative activity that permits children to build their own robots while learning about mouse technology.

Seven little robots
doing magic tricks...



THE LOGIC MASTER™

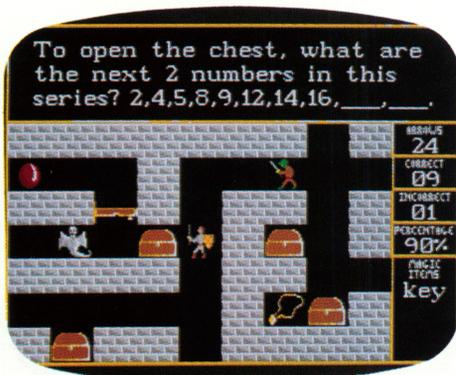
Analogies and Number Series

Grades 5 — High School



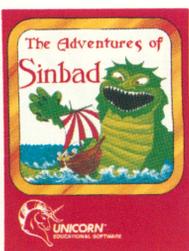
The Logic Master aims to develop critical high-level thinking skills through the introduction of a broad variety of analogy and number series activities. Designed for students who enjoy a challenge, The Logic Master covers both verbal and mathematical areas.

ANALOGY PRETEST, TUTORIALS AND CHALLENGE QUIZ - This module covers the following topics: nouns and their actions and characteristics, classifying analogies, analogies of degree, cause and effect, workers and tools, helpers and hindrances, things changing into another, avoidance analogies, relationships of whole and part, color, perspective and sound, synonyms and antonyms.



NUMBER SERIES TUTORIAL AND CHALLENGE QUIZ - In these activities the number series are categorized by levels ranging from simple to complex.

THE QUEST - An intriguing fantasy role playing game in which the goal is to enter a dragon's lair and capture his treasure. Only after solving logic problems correctly, may you continue on your quest.



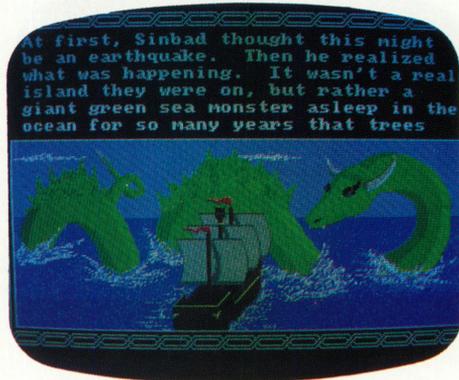
- ☆ Ages 8-12
- ☆ 1 or 2 Players

The Adventures of Sinbad™

An Exciting Voyage
in Language Arts

Journey along with Sinbad as he sets out to earn his fortune and see the world. Exciting, animated graphics will capture your children's interests and imagination while building their Vocabulary and Reading skills.

Over 600 **Reading Comprehension and Synonym and Antonym** questions based on the built-in glossaries will enhance their language arts skills. Program includes a built-in **Word Processor, Quiz Maker and Concentration Game.**



math™ WIZARD

FOUR EDUCATIONAL GAMES WITH
EXCITING ANIMATED GRAPHICS
THAT MAKE LEARNING MATH FUN!

Ages 5-13 • 1 or 2 Players

Educational Features & Benefits

- Multiple operations
- Multiple difficulty levels
- Timer option for speed math
- 1 or 2 players with each choosing his own operation and level
- Word problems with hints and explanations



Skills Developed

Addition

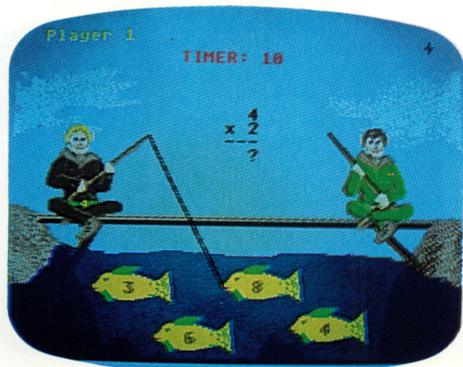
Subtraction

Multiplication

Division

Simple Equations

Math Word Problems



WIZARD'S FLASH — The friendly wizard will help children learn the basic facts of adding, subtracting, multiplying or dividing. A timer option is included to develop speed math skills.

ELF'S EQUATIONS — Children are required to fish for the missing factor to complete the elf's equation. Designed for 1 or 2 players.

DRAGON RACE — A 1 or 2 player race in which each child must fly his dragon to the magic castle by correctly answering math problems.

TROLL'S TOY SHOP — Children will learn how to solve word problems, as they are helped by the friendly Troll. Hints are provided, if needed.

READ & RHYME™

FOUR LANGUAGE ARTS ACTIVITIES

Ages 5-10 • 1 or 2 Players

Children will delight in learning as they interact with the space creatures and earn the chance to make a wish on the happy star.

Skills Developed

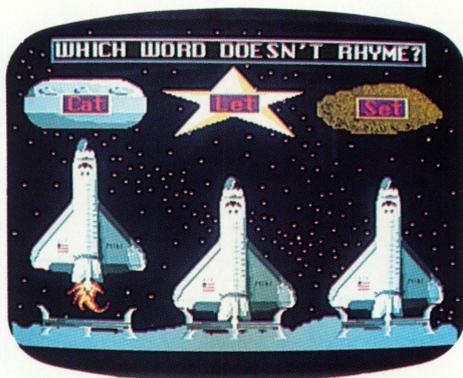
- Phonics
- Reading
- Rhyming
- Tense
- Vocabulary
- Classification
- Discrimination
- Alphabetical Order
- Meaning in Context

RHYMING ROCKETS — The objective of this module is to select which word doesn't rhyme with the other two. Young readers will use their knowledge of phonics to read and sound out the three and four letter words included in the data base of over 400 words. Children will be thrilled as their correct answers are rewarded when the rockets blast off!

FLYING SAUCER — Children are shown sentences with a missing word. They must choose the word that best completes the sentence, making sure the sentence is grammatically correct. This very comprehensive module includes 200 sentences on 2 difficulty levels that aim to develop classification, discrimination and meaning in context skills, as well as teaching vocabulary, knowledge of tense and contractions.

ALPHA BLAST — Over 1000 first through third grade level words are included in the Alpha Blast data base. Children must arrange lists of ten words in alphabetical order before the space ship can take off. The level of difficulty may be pre-determined.

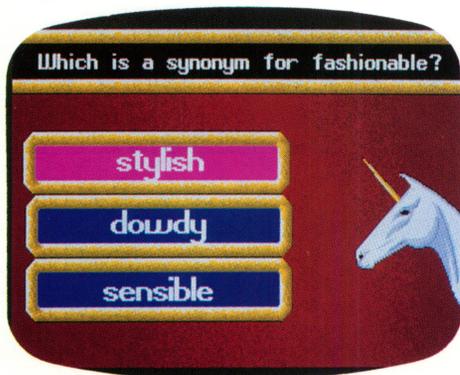
RHYMING CHALLENGE — This is a stimulating 1 or 2 player game for children of all ages as well as adults. The object is to make as many words as you can that rhyme with the word the computer selects. The friendly aliens will tell you if you're correct and will keep score.



Land of the Unicorn™

An Adventure in Synonyms, Antonyms and Logic

Ages 9-15



Land of the Unicorn builds important vocabulary and logic skills through the use of several interesting and exciting educational activities.

SYNONYM REVIEW AND QUIZZES –Over 600 words, meanings and sentences geared to 4th through 8th grade levels are included to develop word power. A synonym quiz follows each word group.

ANTONYM REVIEW AND QUIZZES – Includes 600 words and their opposites. Words are used in sentences to further understanding. An antonym quiz follows each word group.



THE QUEST OF THE SILVER UNICORN –In this enchanting fantasy game, the player assumes the role of the silver unicorn whose quest is to save his land from doom by finding his magic necklace, which has been lost somewhere in his kingdom. Players must correctly answer vocabulary questions to earn the chance to continue the quest. Pieces of the map of the Land of the Unicorn are hidden in the kingdom.

Land of the Unicorn not only helps develop **VO-CABULARY AND WORD POWER SKILLS** but also helps build **LOGIC, MAP-READING, CRITICAL THINKING, VISUALIZATION AND PERCEPTION SKILLS.**

READ-A-RAMA™

Five Early Learning Activities

Ages 5-8

The perfect choice for young children who are just beginning to learn to READ and SPELL. This 2-disk program contains many common everyday words children need to be familiar with. Words are organized into 14 categories per disk.

WORD-A-RAMA - In this module the child will learn to recognize the words that represent the pictures from the selected category. As he clicks the mouse button on the picture of his choice the word will be displayed.

READ-A-RAMA - Here the child is shown six pictures and is asked by the computer to find a specific one. This will help build discrimination and reading skills.

SPELL-A-RAMA - The child must correctly spell the word representing the picture shown on the screen.

READ & REMEMBER - An exciting memory game for 1 to 4 players that the family can play together.

SPELL & REMEMBER - An authoring system where parents or children can ENTER THEIR OWN LISTS OF SPELLING WORDS and save them to disk. The time that the words are displayed on the screen may be adjusted, making this module a good tool for early learners and for teaching beginning speed reading.

