

Early Learning

The computer is fascinating and so much fun. Early learning in this way creates confidence in using a computer – so essential to today's Clever Clogs. Remember, do encourage your child and help them, initially, to run these programs. Gradually increase the difficulty levels, that way they'll keep learning and enjoy it. To make our programs just that much better, try amplifying the sound from your computer, which is easy to do if you have a tape recorder with a monitor function.

Ask any teacher, the child that shines is the one whose parents take TIME to support classroom work. Have fun!

If you have any problems with your tapes, or would like further information on our full range of programs, please send s.a.e. to Argus Press Software Group, 1 Golden Square, London W1R 3AB

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This program is part of the APS range of software, a catalogue of which can be obtained from the address below.

APS is always seeking to expand its range and if you have written any software yourself that you think might be suitable for inclusion in our future catalogue please do not hesitate to contact us. We pay commercial rates for all programs published.

**Argus Press Software Group,
1 Golden Square, London W1R 3AB**

STAR TRUCKER

for age 9+

Your task is to reach beyond hyperspace and bring back the Power Crystals in the shortest possible time and using the least fuel. If you have a printer you can have a Space Commission certificate. Answer the questions correctly and earn points. Press ENTER or RETURN after answering a question. You must then decide how to use the points to your best advantage.

Space credits for buying fuel and trading are increased by pressing C and the force field is increased by pressing F. You will need points to move your space vehicle around the screen this is done by pressing the cursor keys marked with arrows. Follow the screen prompts to refuel and leap into hyperspace then find the right order of the planets to visit in order to trade. To enter hyperspace you should be as far away from the planets as possible. When trading you only need to go into orbit rather than land.

Remember keep that force field up, you never know when you will need it.

Helpful Hints for Parents

Loading Instructions:

The name of the program is the same as on the cassette label and it should be loaded as laid out in your computer manual. If your computer supports two different baud rates check the label to see which has been used – if no rate is given the default speed has been selected.

Follow the screen prompts as they come up. The programs are friendly and robust and you'll find your whizzkid will soon be handling the loading themselves.

If loading does not go smoothly check the computer instruction manual. It could be the tone and volume controls on the cassette player are not set properly, or the tape head needs cleaning. You can always clear the computer by switching it off and starting again. Remember 'Don't Panic' and welcome to the exciting computer age.

Secret Parents Page ... all whizzkids have different levels and abilities. By pressing CAP SHIFT and Q together, when the message 'Press p to play' comes up, you can reset the questions. Just follow the screen prompts, it's child's play.

Other programs in the Clever Clogs series:

PARTY TIME Age 3+

With initial help from Mum and Dad tiny tots will love to play these party games. They can blow out the candles on the cake, sing along with nursery rhymes, even draw on the screen. Letters and numbers are taught the fun way. Watch your whizzkids develop new skills and learn how to use a computer.

JUNGLE JUMBLE for Age 5+

Can your whizzkids create their own unique zoo? Answer the questions correctly and finish the picture—the possibilities are endless. Guaranteed to make them laugh. Enter the Great Safari Park Chase and get the car past the spelling traps. They will be off to a flying start to their school work and learn how to use a computer.

WHIZZ QUIZ for Age 7+

A game of skill and chance for 1-4 players that's a real challenge to today's whizzkids. Programmed with 100 general knowledge questions which gives them a flying start to their school work and helps them become skilled in the use of a computer.

MUSIC for Age 7+

A double-sided tape of musical games. In 'Piano Player' you can play a full nine octaves accompanied by realistic graphics. 'Composer' allows you to write on staves, tunes containing up to 1000 notes. You can play back tunes, correct them, SAVE, or LOAD them. Then reinforce theory with 'Musical Quiz', by using the 100 Grade One questions. It's fascinating, it's fun and will help your whizzkids to learn how to use their computer.

Coming Soon!

Clever Clogs – Second Stage

Specially researched knowledge packs consisting of 600 questions about a particular subject – Science, History, Geography, etc – will soon be available. These provide an ideal 'second stage' to the basic Clever Clogs series.



FREE CLEVER CLOGS POSTER!
If you would like a free copy of our colourful
Clever Clogs Alphabet poster (16" x 12")
send a large stamped addressed
envelope (12" x 10") to:
Argus Press Software Group,
1 Golden Square,
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