

**APPLE II**  
AND  
**IBM**

MS DOS COMPATIBLES

**Grade 5 thru Adult**



# **WORLD** **GEOGRAPHY**



**AEC Software™**

Grade 5 thru Adult



ISBN: 0-87570-165-5  
FLO6020 APM



# WORLD GEOGRAPHY

### 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

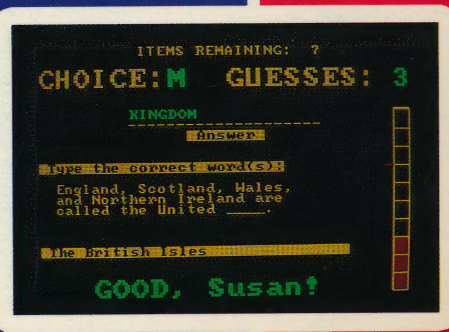
## WORLD GEOGRAPHY

This program is designed for students in grades 8 and above. The exciting and challenging lessons improve any user's knowledge of the world, its topography and the cultural relationships of its people. In addition to the study of basic geographical terms, lessons present facts and ask challenging questions about the following areas of world geography:

- *Geographic Terms*
- *The British Isles*
- *Central Europe*
- *U.S.S.R.*
- *China*
- *Korea*
- *Middle East*
- *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

© 1988 American Educational Computer, Inc.



Grade 5  
thru  
Adult

**WORLD**  
**GEOGRAPHY**



# 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

Fun Learning Products are published by AEC Software and Concord Video, Divisional Operations of:



**AEC Software™**

7506 N. Broadway Extension, Suite 505  
Oklahoma City, OK 73116  
405-840-6031

**WORLD  
GEOGRAPHY**

This Side  
IBM MS DOS

Reverse Side  
Apple II



**AEC SOFTWARE**

© 1988 American Educational Computer, Inc.



