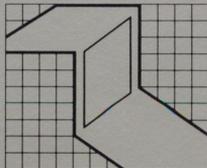


Reader's Digest
Has More
Of What You Buy
A Computer For.



R E A D E R ' S D I G E S T

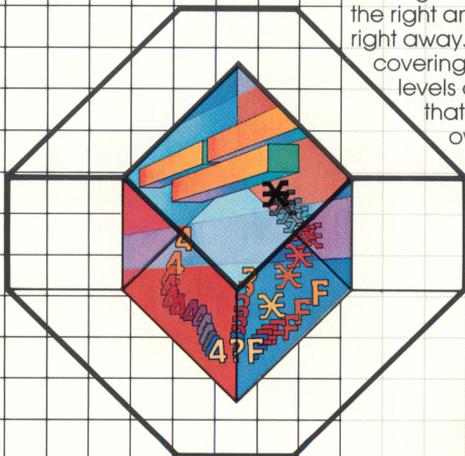
Reader's Digest Software™ is a challenging series of game programs for kids who want fun. And computers who want smart kids to play with. They offer exceptional learning reinforcement. For many different levels of ability. In many different areas of interest.

Whether a game stresses basic skills or sophisticated strategies, each one is colorful, inventive, energetic and, more important, flexible. Reader's Digest Software programs are structured to

allow players to introduce their own ideas into the scheme of the games. For longer and better play value. They're start-to-finish fun—played alone or in competition with friends—and carry lots of educational clout because of it.

For kids, anywhere between the ages of playing flashlight tag and country rock, Reader's Digest Software has the games they'll turn on to. Fun and games for fun and brains for the whole family.

S P E E D Y S P I D E S

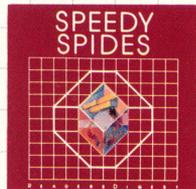


This is probably the only time in your life you'll actually have fun with a spider! Speedy Spides™ is a game that gives kids a chance to tangle in a web of fascinating facts. Alone or in direct competition with another player, the problems are solved as soon as a player speeds his spide (or beats his opponent) to the correct answer—avoiding contact with the fast moving “dit” along the way. If nobody gets the right answer, the program supplies it right away. There are nine brainy fact files covering English and math on varying levels of play. Plus a big bonus editor that lets you program up to 26 of your own quizzes into play for more fact-and-fun-filled competition.

One disk, plus easy-to-use instruction manual. 1 or 2 players, ages 8 to adult.

Other special features:

- Automatic scoring
- High-resolution graphics
- Animation
- Optional sound
- All-family play



Disk drive required. Use of paddles optional.
Apple® II, II Plus, IIe (48K): Order #R87/130
Commodore™64: Order #T66/130 (Available early 1984)

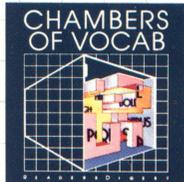
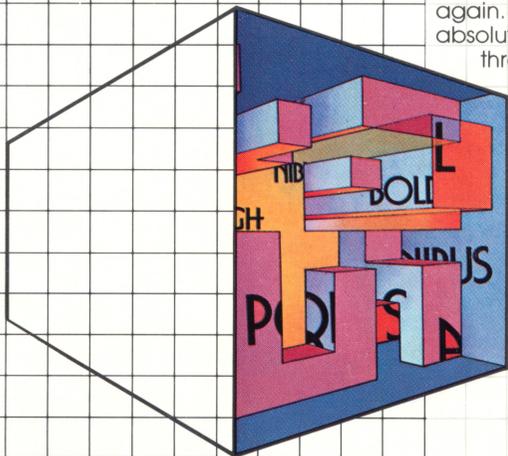
CHAMBERS OF VOCAB

Here you are...trapped! A captive surrounded by a maze full of monsters. It will take two successful moves in a row to squirm through the Chambers of Vocab™ and beat each word beast. First you must catch the lucky amulet and then you're allowed to take a crack at conquering one of the words in the maze. But only the word defined on the screen. Make a mistake and you're in a maze of trouble again. It's a vocabulary game at its absolutely a-mazing best on any one of

three levels of play. One disk. 1 to 4 players, ages 9 and up.

Other special features:

- Play with your own words
- Built-in dictionary
- Pregame warm-up
- RECAP scoreboard
- High-resolution graphics
- Optional sound
- Color
- Animation
- Sizzlin' Sylamanders Bonus Game
- Easy-to-use manual



Disk drive required. Color monitor preferred.
Apple II, II Plus, IIe (48K): Order #S99/130

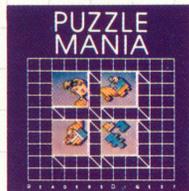
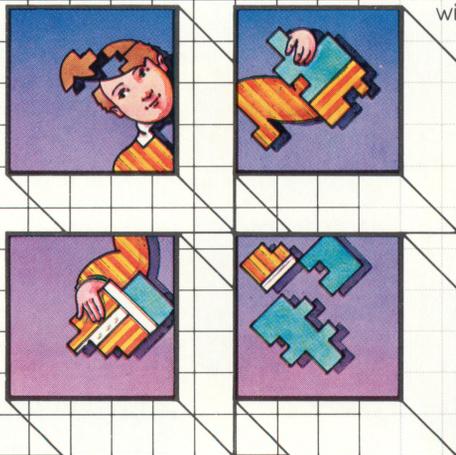
P U Z Z L E M A N I A

Picture puzzles a-plenty. It's what you get in this challenging jigsaw program for puzzle nuts. There are seven bright puzzles to piece together on any one of six levels of difficulty. And a surprise bonus! You can create your own pictures and paint them in any combination of sixteen different colors. Then the Puzzle Mania™ program makes them into puzzles on a separate disk to play with over and over again.

One disk, plus easy-to-use instruction manual. Puzzle lovers of all ages.

Other special features:

- Colorful graphics
- Help when you need it
- "Paint" in your own picture changes
- Create a jigsaw from another low-resolution graphic
- Number of tries tallied
- Space bar indicates correct/incorrect moves



Disk drive and color monitor required.
Apple II, II Plus, IIe (48K): Order #S24/130
Commodore 64: Order #S38/130 (Available early 1984)
IBM® PC, PCjr: Order #T12/130 (Available late spring)

ALPHABET BEASTS & COMPANY

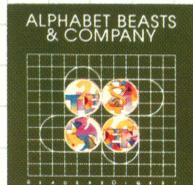
This charming trip through the alphabet and basic numbers follows the golden rule for successful early learning: keep it simple; make it fun. It's graphically designed in childhood picture book fashion. And it's as simple to play as pressing a letter or number on the keyboard at each turn. Each press on any letter or number produces wonderfully entertaining results: a rhyme and a beast to represent letters; a word and numeral graphic for the numbers.

Alphabet Beasts & Co.™ will firmly establish letter and number formation and early reading and number skills.

In addition to creating a friendly relationship with the home computer keyboard right from the start. Any number can play. One disk, plus easy-to-use instruction manual. Ages 3 and up.

Other special features:

- Animation
- Sound
- High-resolution graphics
- Computer "cartoon" bonus



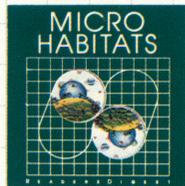
Disk drive required. Color monitor preferred.
Apple II, II Plus, IIe (48K): Order #R95/130
Commodore 64: Order #T57/130 (Available early 1984)
IBM PC, PCjr: Order #S45/130 (Available early 1984)

M I C R O H A B I T A T S

Nowhere will you find a more delightful way to introduce a young child to the computer—and make it a lasting and productive friendship. Micro Habitats™ Construction Set is colorful, imaginative and animated. It involves only simple keyboard commands to organize any number of the animals and objects in the game into a picture. But the simple commands are the basic keyboard know-how necessary for later computer use. There are endless combinations of pictures to “paint” and habitats to create. Try a jungle scene. Or maybe a trip to the moon. It’s a great way for parents to have some computer fun with their small children. One disk, plus easy-to-use instruction manual. Early learners, preschool and up.

Other special features:

- Sound
- Animation
- High-resolution graphics
- Hundreds of picture combinations



Disk drive required.

Color monitor preferred. Use of paddles optional.
Apple II, II Plus, IIe (48K): Order #T53/130 (Available early 1984)
Commodore 64: Order #T48/130
IBM PC, PCjr: Order #T45/130 (Available late 1984)

TRICKSTER COYOTE

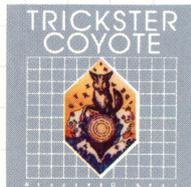


Jump over logs. Race through the woods. And beat this clever critter at his own game. Trickster Coyote™ is the enemy and words are your friends—if, and only if, you can understand what they mean! Only words can defeat this cunning canine during the chase. And Coyote has five disguises in addition to his bag of verbal tricks. To stay hot on his tail you must avoid his traps and keep your own definitions on target. It's an exciting vocabulary contest that

you can play on three levels of difficulty. And when you've mastered the 300 words in the games, you can add your own for more fun. One disk, plus easy-to-use instruction manual. 1-4 players, ages 8 and up.

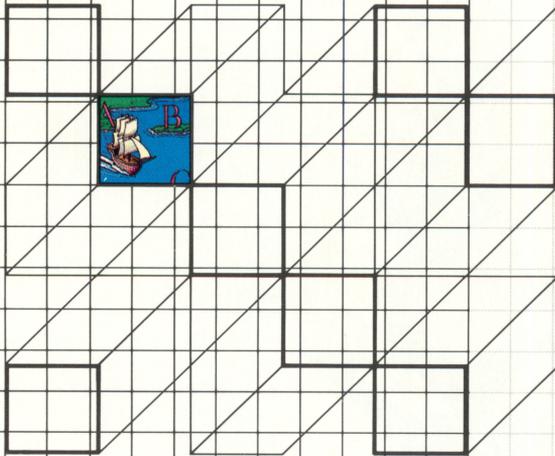
Other special features:

- Warm-up game
- Trickster Tag Bonus Game
- Built-in scoreboard
- High-resolution graphics
- Optional sound
- Animation



Disk drive required. Color monitor preferred.
Apple II, II Plus, IIe (48K): Order #S98/130
IBM PC: Order #T06/130 (Available mid 1984)

K E Y L I N G O

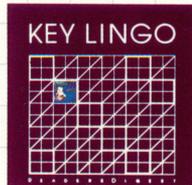


You are a word trader travelling in the Sea of Words with your verbal cargo. You must remember which islands you visit need the words you possess and which ones have the sentences you desperately need to unload your words. You buy and sell words and win or lose coconuts

depending on the trade. Key Lingo™ is a game full of seafaring adventure that will beef up your working vocabulary and put a lot more muscle in your memory, too. Three levels of words to play with. And you can stock the islands with your own words to create even stiffer competition. One disk, plus easy-to-use instruction manual. 1-4 players, ages 11 and up.

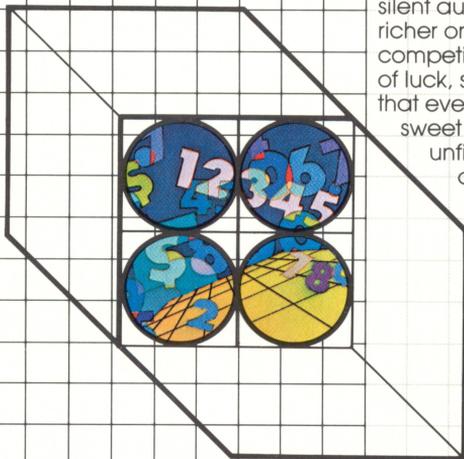
Other special features:

- Pregame warm-up dictionary
- Built-in scoring
- High-resolution graphics
- Optional sound
- Animation



Disk drive required. Color monitor preferred.
Apple II, II Plus, IIe (48K): Order #S97/130

C O G I T O



If you've got the winning combination of money smarts, real estate savvy and a keen desire to avoid bankruptcy, you've got what it takes to succeed on the Cogito™ circuit. It's a fast playing game where you buy and sell land at silent auction—for better or for worse, for richer or for poorer! It's challenging, competitive and involves the ideal mix of luck, strategy, fun and brains. And, so that every game can be finished to the sweet or bitter end, you can save an unfinished game on a separate disk for later play. One disk, plus easy-to-use instruction manual. 2 players, any age.

Other special features:

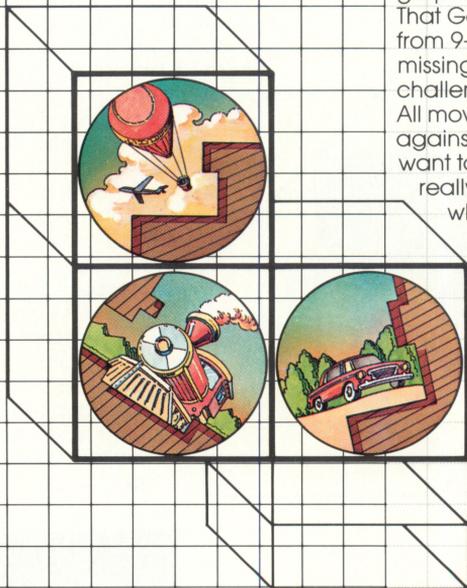
- Built-in instant bonus plays
- Built-in instant penalty plays
- Colorful graphics
- Optional sound
- Automatic records for land and cash holdings
- Excellent strategy hints in the manual



Disk drive and paddles required.
Apple II, II Plus, IIe (48K): Order #S21/130
Commodore 64: Order #S34/130 (Available early 1984)

LITTLE PEOPLE'S PUZZLES

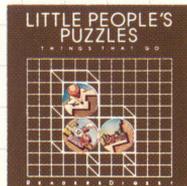
THINGS THAT GO



Patch up a balloon. Build a rocket. Track down the parts of a truck. Eight favorite moving things are the subjects in this imaginative series of colorful puzzle graphics. Little People's Puzzles™—Things That Go has four levels of puzzle play—from 9-pieces-missing to 36-pieces-missing—that offer a wide variety of challenges for children's perceptual skills. All moves are tallied so puzzlers can play against themselves or friends if they want to. And all the "things that go" really go. They scoot off the screen when the picture is complete. One disk, plus easy-to-use instruction manual. Ages 5-8.

Other special features:

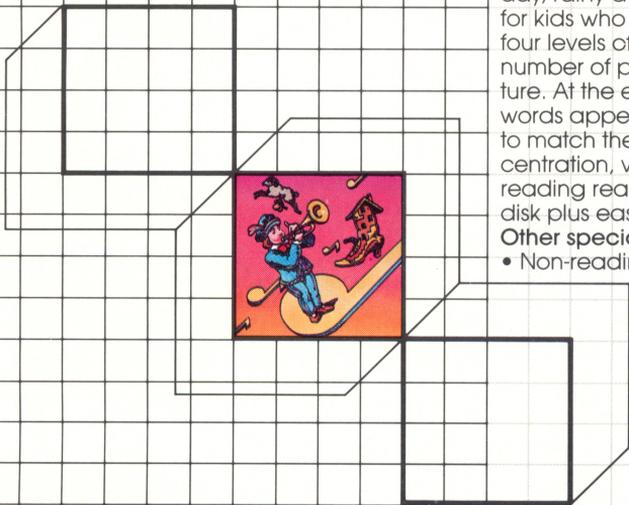
- Develops reading readiness skills
- Musical reward for a completed puzzle
- Colorful graphics
- Bonus parents' program allows creation of additional puzzles
- Help available when you need it
- "Paint" in your own picture changes



Disk drive and color monitor required.
Apple II, II Plus, IIe (48K): Order #R91/130 (Available early 1984)
Commodore 64: Order #T60/130 (Available early 1984)
IBM PC, PCjr: Order #T15/130 (Available late 1984)

LITTLE PEOPLE'S PUZZLES

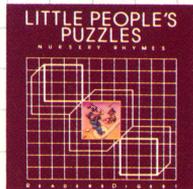
N U R S E R Y R H Y M E S



Peter, Peter, Pumpkin Eater has gone to pieces. So has London Bridge. And all the other nursery rhyme favorites included in Little People's Puzzles!™ This is sunny day, rainy day, everyday entertainment for kids who like puzzle play. There are four levels of difficulty, depending on the number of pieces missing from the picture. At the end of each puzzle, the words appear on the screen with music to match the rhyme. To encourage concentration, visual co-ordination and reading readiness along with fun. One disk plus easy-to-use manual. Ages 5-8.

Other special features:

- Non-reading children can play
- Help when you need it
- Colorful graphics
- Parents' Program Bonus. Create a picture on the screen and the program makes it a puzzle
- Save your puzzle on a separate disk
- Create a puzzle from another graphic



Disk drive and color monitor required.
Apple II, II Plus, IIe (48K): Order #R98/130 (Available early 1984)
Commodore 64: Order #T63/130 (Available early 1984)
IBM PC, PCjr: Order #T18/130 (Available late 1984)

LISTMAKER



Our hard-nosed software program for the one man band. This capable, concise business tool will juggle, sort, remember and organize information—in short, handle the data—so you can better handle your day. Right down to merge/printing form letters for you! For business principals, school principals, club officers, busy professionals, or anybody with a lot to do and too few heads and hands to do it, ListMaker™ is the efficient answer. It's flexible so you can create your own format to suit your specific needs. And it's easy to put to

work on your paperwork right away because it comes with clear, step-by-step instructions in the comprehensive user's manual. Ask your dealer about ListMaker. Hard-nosed software for the one man band.

Disk drive required.

Apple II, II Plus, IIe (48K): Order #T31/130

TRS-80® Model I (48K): Order #T30/130

TRS-80 Models III and IV: Order #T34/130

IBM PC: Order #T41/130 (Available early 1984)

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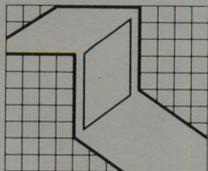
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