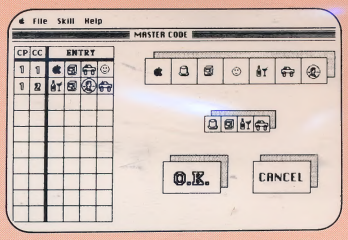
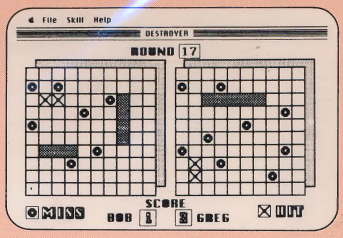
MIND OVER MAC™

Inspiring Ideas for Creative Minds

THINK Educational Software...
16 MARKET STREET • POTSDAM, N.Y. 13676
315-265-5636

Copyright © 1984





Mind Over Mac. It's as easy as counting from one to five. 5 games all jam-packed into one neat bundle. Each and every one contains an incredible array of mind-challenging, **fun** entertainment. It was designed with the creative person in mind . . . to explore **'new'** ideas while providing thrilling, non-stop entertainment. Just listen to what's included:

1. MasterCode - A hauntingly secret code is preventing *you* from unveiling the truth . . . you *must* break the code in time!!! Tantalizingly addictive; play against Macintosh™ itself.

2. Destroyer - A conniving fleet of battleships control the tumultuous waters of the Aegean Seas; your mission: to track down your opponent and capture each and every one of his vessels, *without* being destroyed!! Incredible action. Head-to-head, two player competition, for ages ten and up.

3. Third Dimension - Three dimensional **Connect-Four**. Formally known as Four-by-Four-by-Four (4 × 4 × 4) tic-tac-toe. A *very* challenging game of skill that became an international marvel. A must for all ages. 2 players.

4. On-the-Contrary - An incredibly enjoyable game that tends to control one's perceptual memory abilities. Can you recall which figure appeared where? Was it in ~~the~~ safe or in the garage?! Maybe it was in the coffin?!! Delightful for all ages, up to four players.

5. Trivial Intrigue? - An astonishing array of trivia questions ranging from **trite** to **tremendous**. There are several categories to choose from, as well as high-resolution graphic screens that accompany many of the questions. What memorabilia!! For the entire family, up to 8 players!

Macintosh™ is a registered trademark of Apple Computer, Inc.

Think Educational Software - 16 Market St./P.O.Box 466-Potsdam,New York 13676
315-265-2666

CUSTOMER REGISTRATION CARD

Please complete the registration card and return it to TES as soon as possible. This infromation allows us to contact you if there are any updates or enhancements for your program.

Thank you and enjoy your TES product.

Product Name_____Serial Number_____Version_____

User Name_____Title_____

Company Name_____Phone Number_____

Address_____City_____State_____Zip_____

*Please indicate the main purpose for which you will be using this product:

☐ Educational/Home ☐ Educator/School ☐ Entertainment/Recreational
☐ Special Education ☐ Demonstration ☐ Business

☐ Other_____

*When did you buy this product?____/____/____*Where did you buy it?_____

*Where did you hear about this product?__Referral __Store __Ad in_____

*How familiar are you with computers?__Beginner__Intermediate__Experienced

*Comments_____

_____

_____

Think Educational Software - 16 Market St./P.O. Box 466-Potsdam, New York

LIMITED WARRANTY

Think Educational Software warrants this software product against defects in manufacturing for a period of thirty days following purchase. If, during that period, you cannot properly load the program, you may return it to TES for a replacement provided you enclose proof of purchase.

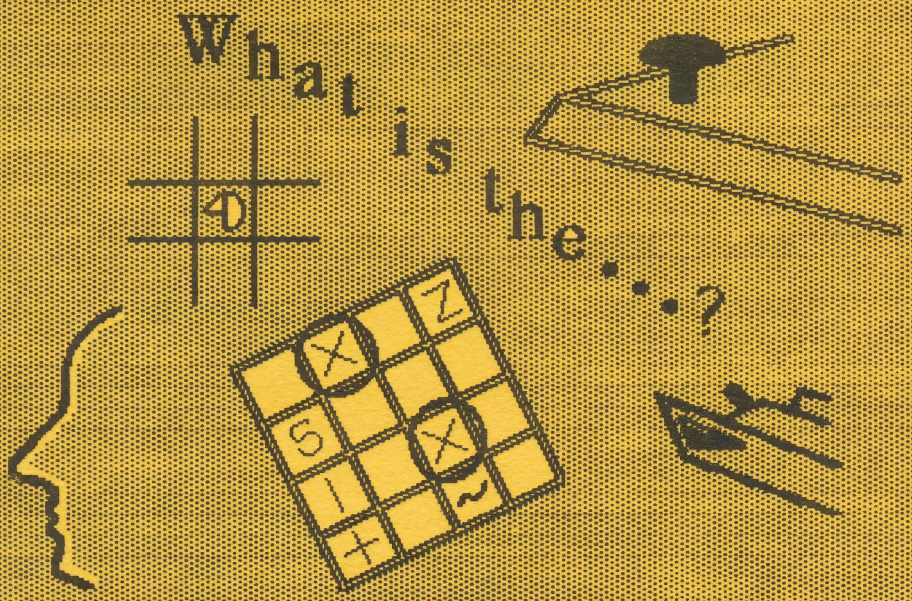
This warranty does not apply if the product has been damaged due to accident, misuse, abuse, or modification.

TES does not warrant the suitability of the software, and is not responsible for any incidential or consequential damages caused by use of the same.

In any event, TES' liability is limited to only the purchase price of the software product.

MIND OVER MAC™

Inspiring Ideas for Creative Minds



THINK Educational Software...

16 MARKET ST.•POTSDAM, NY 13676

315-265-2666

Mind Over Mac™

Mind Over Mac is a trademark
of Think Educational Software

Copyright 1984
by
Think Educational Software

All rights reserved

This manual and the software it describes are furnished under license to the purchaser. They are protected by copyright. We ask that you respect the investment of time and effort by the people of **Think Educational Software** by refraining from making copies in whole or in part without the express written permission of **Think Educational Software.**

Think Educational Software
P.O. Box 466
16 Market St.
Potsdam, NY 13676
315-265-2666

Gregory J. Berkin,
President
Frank A. Marafino, Jr.,
Vice-President &
Programmer
Extraordinaire

System requirements: Macintosh™ w/128K and one disk drive
Macintosh™ is a trademark of Apple Computer, Inc.

Table of Contents

Page	Title
5	Introduction
6	MasterCode
7-8	Destroyer
9	Third Dimension
10	On-the-Contrary
11	Trivial Intrigue
12	Acknowledgements

Welcome to Mind Over Mac!

Mind Over Mac was designed to maximize your Macintosh' potential; it contains five complete entertainment programs that make full-use of the Mac's graphics, synthesized sound, and mouse.

This disk is loaded with hours of **fun** and **pleasure** that the whole family can enjoy.

Our aim in compiling this package was to provide you with one of the best values available today; and we're proud to offer it to you.

Thank you for becoming a Think Educational Software customer.

MasterCode

1. Object: To solve the 'hidden' code of symbols.

2. Play: Use the mouse by clicking on the appropriate icon from the selection box.
Be sure to enter a complete selection:
Novice Level --------3 out of 5 icons.
Intermediate Level - 4 out of 7 icons.
Expert Level -------- 5 out of 9 icons.
The selection then appears in the "ENTRY" box.
'CP' stands for Correct Position (exact symbol appears in the exact location).
'CS' stands for Correct Symbol (exact symbol appears in an incorrect location.)

3. Mac will not deceive you: The information given (CP and CS) will be accurate hints.

4. Mac may deceive you once: CP and CS may be incorrect one time. (...only which one???)

5. Clue: One hint is given for those who really need one.

6. Give Up: An absolute last resort which usually subjects player to harassment.

Destroyer

1. Object: To locate and sink the opponents' five 'hidden' ships.

2. Set-Up: First, the two players enter their names. Then the first player 'hides' his ships by entering his ships' positions in his opponents grid (or sea). Entering a ship requires that you click on the ship icon and drag down or to the left to register the ships' position in the sea.
*Note: The submarine may not be entered along the shore.

3. Play: Each player hides their ships according to size -
The Submarine is the smallest: One square.
The Destroyer is the 2nd smallest: Two squares.
The Cruiser is the middle ship: Three squares.
The Battleship is the fourth ship: Four squares.
The Air Craft Carrier is the largest: Five squares.

4. To register a shot, you must double click on the square in <u>your</u> grid.

5. To sink a ship, you must hit each corresponding squares that a ship occupies.
*Note: To sink the submarine, six hits must be made on or bordering the sub.

6. The Level Menu determines the time lapse for the shots to disappear.

Level 1 is the longest time lapse.

Level 5 is the shortest time lapse.

7. Game ends when first player sinks all of the opponents' five ships.

Third Dimension

1. Object: To get four tokens in a row, three-dimensionally. (Hint: There are 76 winning combinations.)

2. Play: Can be against the Macintosh or against another player.

*Note: The Level Menu determines the difficulty of the defeat when engaged in play against the Macintosh.

Level 1 is the easiest level.
Level 4 is the default level.
Level 9 is the hardest level.

3. Switch Tokens: Allows change of player token representation ('X' or 'O').

4. Switch Who Moves First: Allows the Macintosh to make the first move.

On-the-Contrary

1. Object: To locate and attain the highest possible wealth.

2. Play: Use the mouse to open and close the various doors in search of prizes. A prize is collected when the prize' match is found. The higher the value of the pair found, the more winnings earned. (If a match is made, play continues with the same player.)

*Note: If a 'cop' is matched with any regular prize, a dollar value is deducted; (the cop takes a bribe). Likewise, if a 'robber' is paired with any singular prize, a dollar value is also deducted; (the robber steals some money).

3. The overall objective is to pair the 'cop' with the 'robber' thus protecting one's winnings.

4. As the rounds are completed, the frequency of the cops and robbers' visits increase.

5. Game play continues through Round 12.

Trivial Intrigue

1. Object: To circle the trivia board and answer as many bonus questions as possible.

2. Set-Up: You may choose the token you desire. You may also set the difficulty of the game by selecting the number of bonus questions needed to win the game.

3. Play: Click the mouse on the Center Stage to begin. This sets the trivia board in motion, and a second click stops the rotating patterns and chooses a category determined by the following scheme:

Science ---------- Gray
Sports ---------- Light Gray
Entertainment ----------Extra Light Gray

4. Bonus questions: A bonus question appears every time your token travels completely around the board.

*Note: Do not move the right protect tab. This will cause the trivia files to be inaccessable.
Do not change the name of any of the items on the disk or remove them! If Trivial Intrigue does not boot-up it is because the question file has been tampered with. To remedy this, make sure the file in the System Folder is named "Trivia".

Acknowledgements:

All programs designed and written by
Frank A. Marafino, Jr.

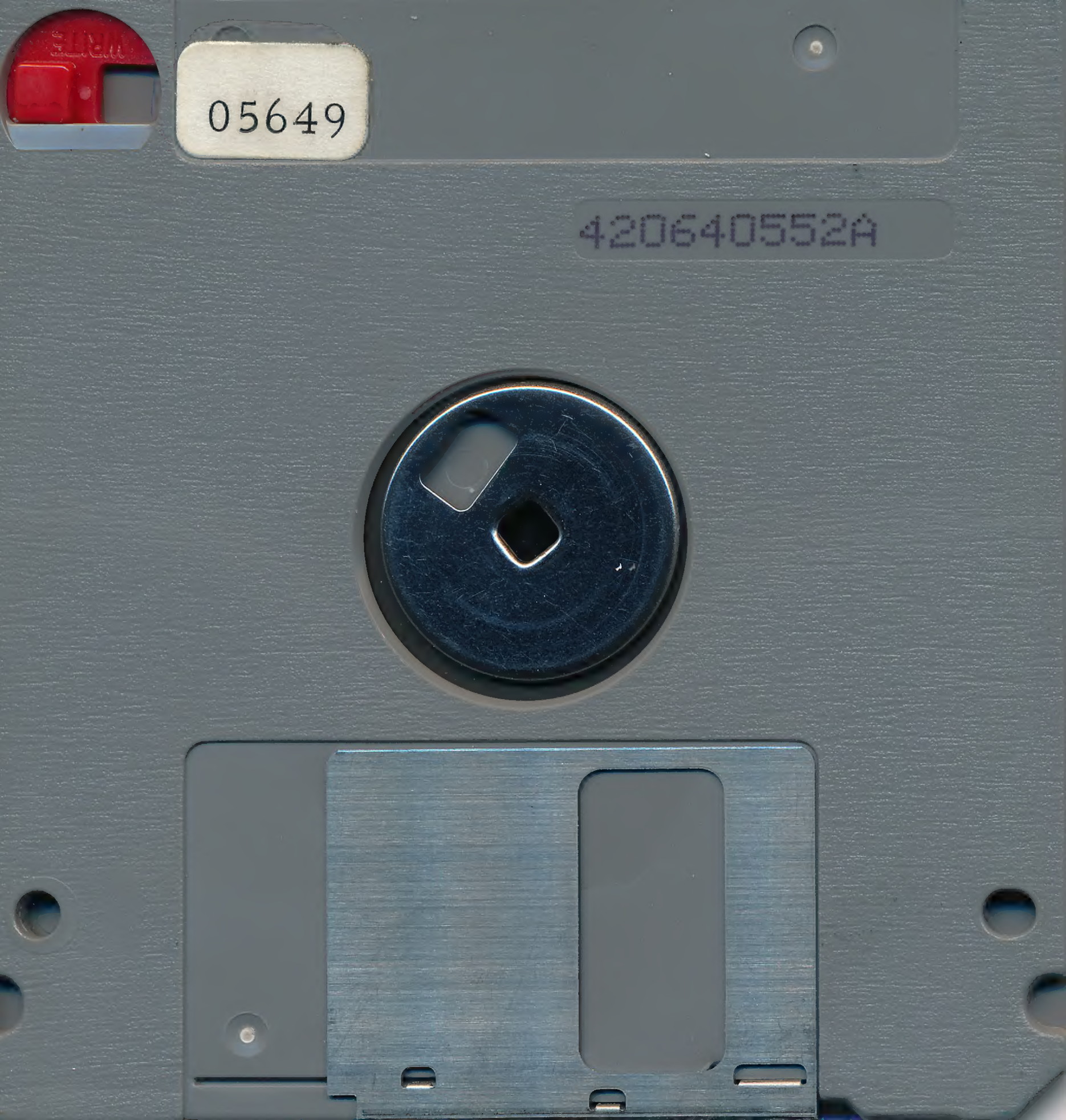
Assistance on Third Dimension and Trivial Intrigue
by Frank Dziuba

Special thanks to:
Bryan Celano for his help on Trivial Intrigue,
Dr. Glenn Unger and Doug Brown

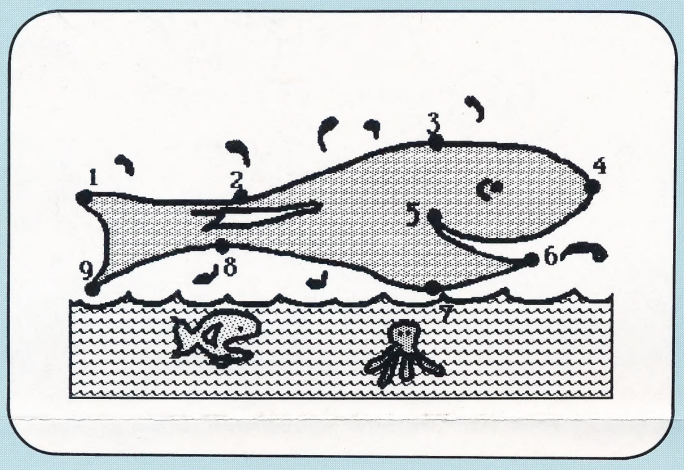
Package Cover by Gary Jackson
Sound Engineering by Bryan Celano

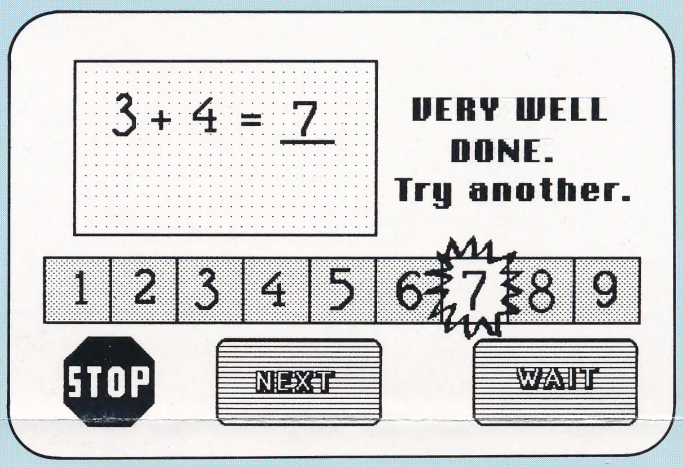
MIND OVER MAC T.M.

THINK EDUCATIONAL SOFTWARE
16 MARKET ST./P.O. BOX 466
POTSDAM, NEW YORK 13676
(315) 265-2666 OR (315) 265-5636


WRITE
05649
42064052A

Macintosh™ Educational Software Available Now!!!



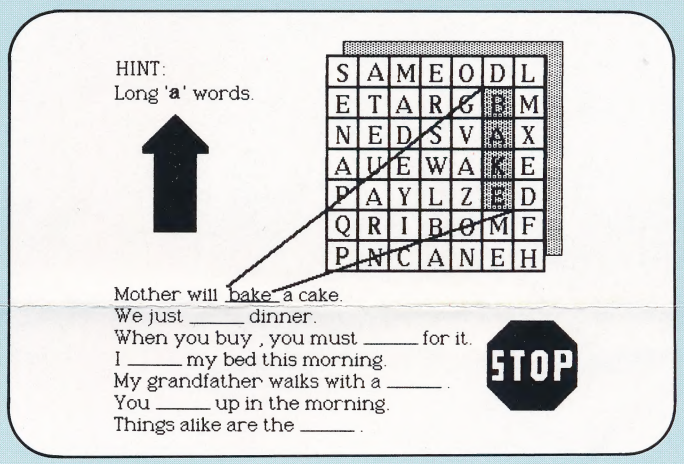


MacEdge - An educational package, designed by experienced educators to enhance the development of a variety of math and reading skills from the primary to the junior high level.

The Mathematics programs progress in a step-by-step manner emphasizing concept development and numeral recognition. The primary math programs begin using objects to add and subtract, thus leading up to the use of numerals. The intermediate levels provide practice with basic multiplication and division facts while the advanced levels encourage children to compute with larger numerals. Instruction, as well as practice, is provided as needed. The programs are highly motivational and reinforcing, making use of several different game formats. High resolution graphic screens and symbols support reinforcement at every level. Sound utilization is also important. MacEdge makes full use of the Macintosh™ four-voice music synthesizer, to generate attractive, "play-along" music.

The Reading portion of the disk challenges children to help the mouse locate and fill-in words while they learn new phonic skills. Reading vocabulary is developed through various games of memory and matching. On the primary level, there is practice in recognition of compound words and contractions. More advanced levels identify synonyms and antonyms. MacEdge provides a full range of programs designed to meet the educational needs of children.

MacEdge was designed primarily to provide a learning experience for children. A child will grasp new concepts and ideas only as quickly as they are presented to him/her; and MacEdge provides the ideal learning environment best suited for those 'new' experiences.



THINK Educational Software ...

Inspiring Ideas for Creative Minds

16 MARKET STREET · POTSDAM · NEW YORK · 13676 · 315 265-5636

™Macintosh is a registered trademark of Apple Computer, Inc.