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(For Parents Eyes Only)

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      Recent counter espionage efforts in the field of parenting have revealed some startling facts. Parents have, for some time been under the apparently false assumption that children enjoyed games (e.g. Nintendo, Sega) more than learning. But through an extensive nation-wide surveillance effort, the <u>Parents' Intelligence Agency</u> (**PIA**) has learned that *"Children both enjoy and can learn from computers"*. This revelation has shocked the software industry and even stunned most of our educational institutions. Those in the parenting profession, however, have suspected it for some time. Now, their suspicions are confirmed.

      The implications of these findings to the average parent are obvious. Parents have for some time struggled to meet the suspected need for fun educational software, but have had little success. Now that the facts are out, the demand will **escalate exponentially** and create **pure chaos** in the home. Parents scrambling to meet the demands of their children, will be confronted by a plethora of second-rate software programs and often have to compromise either fun and enjoyment or educational value. Confusion and discouragement is likely to lead to inactivity and before you know it, the children will be 35, ready to move away from home, and still **illiterate**.

      Fortunately, <u>all is not gloom and doom</u>. There is still hope for the next generation of children. A second **PIA** effort has revealed that there is one ***"shining star"*** appearing on the horizon. A small upstart software company dedicated to the pursuit of quality software that is <u>educational</u>, <u>fun</u>, and <u>affordable</u>. Founded by a small group of professional artists, seasoned software developers, and experienced educators, *LarKen Software* may hold the key to averting the **international crisis** predicted by the **PIA**. Further information will be disclosed as it becomes available.

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