

by Edward Carmien

5MB

Eggs and Ham is  
a copy of the  
book presented  
with a button  
which

has been added  
to bits of  
tomfoolery that  
is everywhere,  
I

viewer through  
characters, a  
pictures of

Broderbund (Living Books), \$35. Requirements: 68040/PowerPC,  
RAM, System 7.1, 2x CD-ROM. Contact Broderbund at  
<http://www.broderbund.com>

Dr. Seuss on a CD-ROM? You betcha. This rendition of Green  
a lively version of the print Dr. Seuss book. It even includes a  
book in softcover! After you fire up the "living book," you're  
two options: "Read to Me" and "Play." (There's also an "Options"  
lets you pick a page on which to play.)

Traditionalists may have trouble with some of the chrome that's  
the storyline in order to "bulk out" the CD-ROM version. There  
extra dialogue here and there, added to the animated  
where. I found that after an initial "hey that's not in the book"  
quickly adjusted to the idea.

Each "page" is true to the book, and animated action takes the  
each page of action. Words light up as they are spoken by the  
good thing for kids learning to read. Key nouns turn into little

into a picture of  
The story  
this option  
and mouse

themselves after they've been read: for example, "car" turns the car in the book. This is also a boon to kids learning to read. progresses without any clicking from the viewer, which makes good for younger kids sitting on an adult's lap—with keyboard safely pushed out of reach.

almost to the end  
of two or so  
even if they  
six and seven  
optimistic the  
"kiddy" game.  
  
backward in the  
enabled,

My two-year old sat and watched the "read to me" version before getting squirmy. The age range is probably a bit off: kids would probably all appreciate the bright colors and zippy music, can't manipulate the mouse in "play mode." Older kids, those year-olds theoretically included in the age range (how marketing guys are!) would no doubt be bored by such a  
  
The play option progresses by the user's click, forward or backward in the story. First, the story "reads" itself as usual. Then the mouse is enabled, allowing the viewer to click on various parts of the screen.

Almost everything there. One game drawers, oven lids, that one might than adults, so

the extra game. For figure that

of Dr. Seuss reviewer and as a incompatibility getting and attractive, of first-

the retail price in the 40+ because the

does something, and there are little games tucked in here and asks the reader to match colors hidden behind cupboards, and so on. One minor hitch here is that sometimes things open not think to click on, but kids come with fewer preconceptions perhaps this wouldn't matter so much for them.

The various "play" animations are creative and often funny, and dialogue sometimes ties to an activity booklet included with the example, a recipe is included for "frambled eggs." You'll have to one out for yourself.

Though I'm a bit older than the target audience, I am a big fan from way back. I liked this software, both as a cold-hearted lucky Daddy. It was a bit buggy, but that may have been an with previously installed software (these days, System files are pretty big!). The voices are well done, the graphics are bright and play mode offers a child either an hour or so (4-5 years old) time play, or several hours (younger kids) of first-time play.

A possible downside is cost: at this writing, I don't know what is on this CD-ROM. If it is in the 20-30 range, that's good. If it's range, that would drop my rating by a half joystick or so, if only fun/cost ratio would decline a bit much at such a steep price.

#### Highs:

- Easy to use
- Good graphics and sound
- Neat play options

#### Lows:

- A bit buggy

