

Multi-Media Alphabet

V1.2

by Steven T. Fricke

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General Overview:

Multi-Media Alphabet is a MS Windows 3.1 game alphabet game with a multi-media interface. It is designed to give small children learning the alphabet a fun way to learn. All children like games, and I haven't met a child yet that doesn't like playing on Daddy and Mommy's computer. This game has a no lose interface. Children will always get a good response from clicking a letter. Click an A, and a child's voice says "A is for Apple", click a B, and a child's voice says "B is for Banana".

Shareware / Registration:

This game is SHAREWARE. Please give the unregistered version away freely. Give it to everyone. Upload it to BBS's . Distribute like mad!

If you like this game, and continue to use it after 30 days you must register the game. Registering the game will keep the Nagware (that reminder box that keeps popping up) from appearing, which should make your part easier.

Please **do not** distribute a **registered** version. The safest way to do this is to distribute the original ZIP file.

Contacting the Author:

Please feel free to contact me by E-mail for questions or comments about this game:

AOL users, my screen name is Moodie Blu

Internet: moodieblu@aol.com

It may be possible to incorporate your own child's voice and pictures/photographs into this game. Please contact me by US Mail (snail mail) or E-Mail for the costs.

My kids will tear up my computer! :

Some parents are afraid to let their small children use their computer. I can understand this. Computers are expensive. I also think the damage done by roommates, freinds, spouces and the local novice know-it-all is significantly more dangerous than anything a child will do. Think about it. What are the chances a child will format your hard drive... not too likely. How about deleting data... they would have to be pretty bright, and if they were able to read how to do that, then this game is not for them! How about destroying a mouse or keyboard. This could happen, but the cost of the mouse pales in comparison to the sence of self worth a child can get from running a sophisticated machine. Give 'em a chance! They want to learn, not to tear up your computer. This is not to say you should just turn it on and walk away. Enjoy the game with your child. Plus if they do get confused, you can help. Kids tend to be pretty confident and catch on quickly. No one has bothered to tell them just how intimidating a computer is!

If this still is too scary for you, Click the "ABOUT" button, and select the Maximise Window at startup option. This will make clicking to other applications more difficult by taking up the whole screen with the game.

Misc. info:

If you have a sound card and driver or an internal speaker driver* you may use sound feature of Multi-Media Alphabet.

This software is copyrighted and protected. All the sound files are for use with this game

exclusively. The sound files may not be distributed apart from this program.

* If you do not have a sound card or an internal speaker driver, I suggest you check your local BBS or other on-line service such as America Online for the file Speak.EXE. This is a self expanding internal speaker driver.

NOTE: Although an internal speaker can be used, the sound quality is limited, and usually pauses your system while the sound file plays.

License:

Multi-Media Alphabet is shareware. It may be used free of charge for a thirty day evaluation. After a thirty day trial, you must either register the game or discontinue use. After the thirty day trial you may retain the game in a compressed unplayable format such as the original "ZIP" file. This game may be distributed freely as long as no charge is made for the distribution of this program or the associated files except for the cost of access to an on-line service during a download or the cost of a diskette containing the file not to exceed \$5.00.

The registration fee is for one computer only. You may not register this and use the registration for a friend's system. Your friend must pay their own registration fee. The registration may be passed to another system as long as there is only one system which has a registered version stored on it.

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