DIGITAL GRAPHICS - Program List
July - 1996
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All of the programs below were written by
Richard Carman and are copyrighted by
him and Digital Graphics.

These programs will run on 386's or better
with VGA capability. They run best on
systems with the following or better:
486(33 MHz), SVGA (256 colors), and
a sound card.

These programs will also run on systems
using Windows 3.1, 3.11 or 95. They have
not been tested with OS/2 yet.

Software List
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Build That Nuclide ver. 1.0
 Practice the structure of atomic
 nuclei. Set the number of protons and
 neutrons. Registered version includes
 atoms, ions, & electrons.

Label That Diagram: Chemistry 1 vers.1.0
 Place labels onto diagrams which are
 important to first year Chemistry.
 Race to see who can get the best time.

Label That Diagram - Cells version 1.0
 Place the labels onto the correct
 location on the diagram of the animal
 cell. Timer and score indicate
 progress.

Label That Diagram: EUROPE - Ver. 1.0
 Great for learning the location of
 European countries. Place the marker
 on the named country. Fastest time
 wins.

Label That Diagram: Skeleton- ver. 1.0
 Player must identify the correct bones
 on the human skeleton. Contains the names
 of the bones in the human body covered in
 first year biology.

LABEL THAT DIAGRAM - USA # 1 - v1.5
This program allows the user to practice
labelling a map of the United States.
All of the contiguous states are included.
The continebtal US is divided up into
four regions.

WHERE'S MY GUTS - ver. 1.5
This program allows students to
practice the recognition of some of
the internal organs of the human body.
Aliens have stolen the body parts from
the model in the lab. The player must
move through 5 levels and retrieve the
lost parts. Has SAVE GAME and RESUME
GAME feature.

Reaction Simulation #1 ver 1.0
Viualize the activity of
molecules during a chemical reaction.
The reaction of H2 and O2 to form H2O
Vary conditions to see effect.

THE METRIC ARCADE - vers. 1.0- Practice
the Metric System while playing an
arcade shooting game. Presents the
basic metric system, abbreviations,
and English equivalences. Has
adjustable game speed.

Adventures of Sci-Man # 1 ver. 1.2
This adventure is a puzzle solving
game which draws on the chemical
knowledge of the player. Use the right
chemicals to help Sci-Man get
to the next screen.

Vocabulary Builder - English 1 ver. 1.0
This program is for those people who
need practice recognizing English words.
Player shoots objects to match words.

BODY PARTS - A   (version 1.0)
Students practice identifying some of
the common body parts of the human body
with four different activities. Great
for first year biology students.

CHEMWORDS:BONDING -
Practice the terms associated with
Bonding in Chemistry in an arcade
platform game setting. Has 5 levels
and covers 41 terms. Allows
studying of terms before playing. User
sets difficulty through game speed.