

The Family Games African Geography Tutor (Version 1.0.0)

Welcome to the **African Geography Tutor**, a simple educational game that will help you learn the countries of today's Africa.

The **African Geography Tutor** has a study or browse mode ("Explore Africa") in which you get to know the locations and names of the countries, and two quiz modes. One quiz ("Find countries") gives you the name of a country and asks you to find it on the map. The other quiz ("Identify countries") highlights a country on the map and asks you to select its name from a list. Each quiz runs through 49 African countries in random order.

If you enjoy using **African Geography Tutor**, you might also like to try its companion, **European Geography Tutor**, also available as freeware on our web-site.

This program is freeware. You may use it for as long as you wish without payment, and without having to register. You may redistribute it without restriction except:

- No files in the distribution may be altered.
- The **African Geography Tutor** may *not* be included in for-profit program collections and compilations, whether on magnetic disk or CD-ROM or any other medium without express permission of AHA! Software Inc.

The **African Geography Tutor** is a copyrighted product of:

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Release Notes

1.0.0: This is the first release of **African Geography Tutor**.

Questions and Answers

Q. When I start the game, a dialog appears recommending that I switch from 16 to 256 colors. How do I go about doing that?

Nowadays, most but not all PCs running Windows support 256-color displays. If your graphics hardware allows it, you can change your display settings to 256 (or more) colors and see the program as it was meant to be seen.

Q. I'm having a problem with the game. Can I get help?

Technical support for **African Geography Tutor** is by Internet email at ssv@familygames.com. Our response time for email is generally less than 24 hours.

Important Notice About Technical Support

Please be aware that our tech support resources are limited. Before contacting us, check to see if your question is answered either in this readme file or in your Windows or

equipment manuals. If you *do* need our help, please prepare a succinct description of the problem you are having, and the conditions in which it arose.

AHA!'s Family Games Web Center

<http://familygames.com/>

We hope you enjoy using the **African Geography Tutor**. We would also like to suggest that you visit our **Family Games Web Center** to sample its various amusements and entertainments, and to check out our other shareware games, which include:

Santa's Secret Valley

A **light-hearted graphical adventure** with a Christmas theme. Can you rescue Santa's magic items? Entertaining puzzles, a Christmas trivia quiz, delightful music and artwork make SSV a treat for just about anyone. Ideal for kids and grown-ups to work on together!

Uncle Julius and the Anywhere Machine

Another **non-violent graphical adventure** for all ages. This one takes you into the wild world of a noted scientist and adventurer who just happens to be your uncle. Uncle Julius has invited you to visit, but you arrive to find that he has vanished, leaving an enigmatic note as your only clue. You'll have to attempt a rescue, but there are one or two complications. For starters, he's in another dimension...

Twisted Tails

Old-time fairy tales are given a **hilarious new twist** by inserting random words, phrases and names into the traditional story framework. Fun for the whole family; great language work-out for younger players. Illustrated! Animated! Educational fun! Exercise your creativity, or just sit back and laugh! For children *and* adults.

Spell-Mell

A spelling, vocabulary and quiz game the whole family will enjoy. It comes supplied with numerous game modules, each in effect a separate game. Also included is **SLED** (the Spell-Mell List Editor) which lets you create your own modules. Fast-paced, entertaining, educational.

I Live At Santa's House

This charming "activity center" for children 3-7 lets the little ones play the role of an elf living at Santa's well-known northern domicile. Five of the game's ten activities involve toy-testing in Santa's workshop. After testing, toys can be wrapped, tagged, and put under the Christmas tree.

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