## **KIDS**

Bugsy

by Foley Funware

Bugsy is a simple game in which you pilot a VW Bug around a small town, avoiding obstacles and running various errands. Great graphics and easy gameplay make this an ideal game for the younger set.

Exo-Squad v1.0

by Jeremy Bye

A fun mouse-dexterity game, with good graphics and entertaining sounds.

Fish

by F. Petersen

A pair of fun fonts (TrueType) which depict various fish engaged in fish-like activities. Especially useful for borders around children's letters. Fish 2 includes the same varieties of fish, but in the reverse position, so you can create various combinations and configurations of fish.

Fraction Matching by Donald Iverson

This is a handy Hypercard stack which takes a visual approach to learning fractions. Various shapes are displayed leaving your child to decide which one represents the displayed fractions.

## GoldPusher

by Daniël and Willem Vree

A strategy/puzzle game in which you run a comical little man around and attack bad guys with boulders, balloons and shovels. The object in this game is to push a pot of gold onto a rainbow (hence the name). GoldPusher has great animations and hilarious sounds. This package also includes GoldEdit which allows you to create your own GoldPusher levels.

## GravityBalls

by Aaron Davidson

Here's a game for the junior physicist in your family. The object is to keep a ball within the confines of a grid by repelling it with another ball. GravityBalls has a fun interface, but the younger members will like the sounds best. When you bump the sides of the play area, a variety of goofy sounds are played.

Memory Enhancer v1.1a by David P. Herman Memory Enhancer is a fun memory game in the spirit of the electronic toy Simon. The computer plays a sequence of colored keys and you repeat them. Each turn the computer adds an additional key, getting tougher and tougher until you make a

Super HacMan by Kevin Clancy Another great mouse-dexterity game with a variety of funny sounds and characters. Also great for younger children.

mistake--which you will!