Reading/Storybooks

Camping Story

This fun HyperCard stack is not only a story, it's a variety of fun activities. First, enter information about yourself, like your name and favorite food. The story
uses the information you entered. Throughout the story you can click on objects and see what happens. For example, click on the bear and hear it growl. You can also go fishing and arrange items in your campsite.
Children's-> Volume 226/June '96

Dragon Fyre - Issue 4

This continuing story of super hero Dragon Fyre and his amazing adventures. In this issue, Dragon Fyre gets caught in a fight between Rokor and Aalto. The graphics in this comic book adventure are amazing! Bonus: In case you missed them, we've included the first three issues.
Latest & Greatest-> Volume 221/January '96

Fluffy's Adventure v1.2

Fluffy and Wubbly have been shipwrecked and stranded on an uncharted
island. Help them find their way home. Search the island looking for
parts to build a boat, and watch   out for possible danger.
Children's-> Volume 228/August '96

Imagino v1.0

Expand your imagination! Imagino, a cute light bulb-shaped character, tells imaginative stories and talks about exciting things to do. Activities include music, reading and dressing up. Read this to your kids over and over.
Children's-> Volume 225/May '96

Kid's Clicks 1.1

Create multimedia programs
Create interactive multimedia files with this shell program. A farm friends module gets you started.
* Colorful
* Click and play multimedia
* Extensive instructions
(Application by Eric Long)
Children's-> Volume 229/September '96

Legends & Folklore HyperTextBo

This HyperCard file is legendary. Read through sixty different legends and folklore tales. Includes Ali Baba, Paul Bunyan, mermaid and more. Jump to easy topics easy through the HyperCard interface.
Children's-> Volume 227/July '96

Rabacadabra's Phonics

Fair 1.0
What did you say?
Introduce kids to basic reading skills. Learn vowels and how to pronounce them. Complete with colorful graphics and entertaining activities.
* See a letter and hear the sound
* Play a letter matching game
* Choose a prize when you answer a question
* Print your prize list
(Application by Educational Software Products, Inc.)
Children's-> Volume 230/October '96