

Congratulations!

Congratulations for buying Fun School 3! You now own what we believe to be the most impressive educational software ever – and at a very reasonable price. We have put our heart and soul into the programs – and I hope it shows.

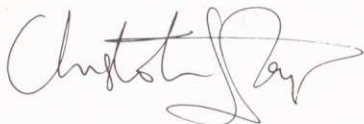
If you have any initial teething problems, such as a corrupted disc, you can write to our Customer Services department quoting your registration number, and you will receive a reply within a couple of days. Alternatively you can ring us on 0625 859333 between 9 and 11am.

I would be very grateful if you would take the time to fill in the registration card on the next page. This is important as we can only support you if you have registered with us.

Over the page you will find details of a competition to design further Fun School programs. **Every** design we use will be paid for – so there isn't just one winner, nor is there a closing date.

One last thing: Don't give copies of Fun School 3 to your friends. It has cost a fortune to develop, so if you want to see new products please don't encourage piracy.

Have fun with Fun School!

A handwritten signature in black ink, appearing to read 'Christopher Payne', with a stylized, flowing script.

Christopher Payne

Managing Director, Database and Mandarin Software

Design Fun School 4 – and win £300 in cash!

The Fun School series of programs is probably the best-selling and most popular collection of educational games of all time. We intend retaining this prestigious reputation, but to do this we must constantly strive for new and original ideas – and this is where you come in!

We are looking for original, entertaining, but definitely educational, software for inclusion in Fun School 4 and beyond. We are well aware that programmers do not have a monopoly on good ideas, so we are especially keen to accept entries in the form of well documented story boards. You can program your design yourself on any home computer – but this really isn't important.

Hints:

- ▶ Which age group are you designing for: Under 5s, 5 to 7s or Over 7s?
- ▶ How is each level different? Is the reward routine more fun than for failure? – it should be!
- ▶ Use a thesaurus as a source for ideas – or any other idea-generating tool.

Graphics are unimportant – what counts is that the game is functionally sound, with definite *Reward* and *Failure* responses, and an identifiable educational theme throughout. One point to note is that the *Reward* routine must be more fun than the *Failure*. This may seem obvious but is often a failing of educational programs.

You are free to submit as many entries as you wish. All entries should display your name and address, on both the discs and the paperwork. Unsuccessful entries will be returned along with constructive comments, possibly with a view to their re-submission at a later date.

You will receive an initial prize of £300 for **each** program accepted, plus attractive royalties on all sales of the Fun School package – and since Fun School 2 topped the 150,000 mark in the UK alone, the rewards could be very good.

Write to: Fun School Competition, Database Software, Europa House, Adlington Park, Macclesfield SK10 4NP.

This is your registration number. Keep it safe and quote it in all correspondence. However don't despair if you lose it because Database Software stores its registered users in name order, so as long as you have registered you will be able to get the support you are entitled to.

Registration number
FS **96171**