

OTHER
SIERRA DISCOVERY SERIES
GAMES



Alphabet Blocks
Pre-readers and up



Castle of Dr. Brain
Ages 12 and up



The Island of Dr. Brain
Ages 12 and up



EcoQuest: The Search for Cetus
Ages 10 and up



The Lost Secret of the Rainforest
Ages 10 and up



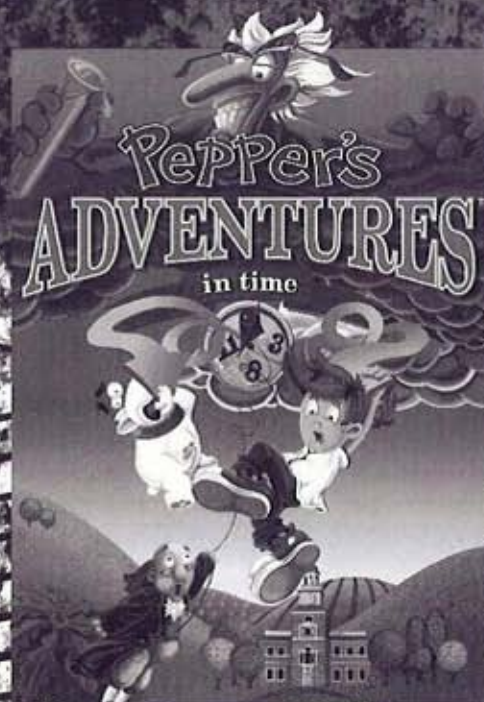
Mixed Up Fairy Tales
Ages 7 and up



Mixed Up Mother Goose
Pre-readers and up



Quarky and Quaysoo's Turbo Science
Ages 8 through 13



ABOUT THE SIERRA DISCOVERY SERIES:

The goal of the Sierra Discovery Series is to create the ideal learning environment; a time and place where learning can be fun. Several important things happen when your child plays a Sierra Discovery Series game:

First, as children get involved in the game's story and solve its puzzles and challenges, they practice and develop the mental skills of logic and problem-solving. These skills are crucial to success in school, work, and life.

Second, each Sierra Discovery Series game introduces your child to one or more academic subjects such as math, history, and science—in an entertaining and enjoyable context. As well as teaching facts, each game stimulates curiosity about the subject, and encourages your child to explore it further through books, games, and other interesting activities.

Finally, Sierra Discovery Series games make your child comfortable with the world of computers. As children play, they discover that they are in full control of their computer and its actions. This goes a long way toward motivating young learners, and creating a lifelong friendship between kids and computers.

Sierra Discovery Series games are an innovative, rewarding way you can help your child learn to enjoy learning. We hope you'll try them all.

WHAT WILL PEPPER'S ADVENTURES IN TIME TEACH YOU?



LEARN ABOUT THE LIFE OF BEN FRANKLIN

Benjamin Franklin was one of the most important, influential figures in the history of the world—and he was one cool dude! Meet Ben as a young boy in Boston, where he was already coming up with new inventions and dreaming of fame and fortune. Catch up with him again in Philadelphia at the height of his career. Participate in the famous Kite/Key experiment! Journey forward in time to the Constitutional Convention, where an 84-year-old Ben fiercely argued his views... when he wasn't taking a nap. History has never been so personal!



DISCOVER LIFE IN COLONIAL AMERICA

What would you do for fun without a TV, video game machine, or computer? How would you cook or take a bath if you had no electricity or running water? Find out how our ancestors did it by interacting with the crazy characters of *Pepper's Adventures in Time*.

TRUTH OR ANACHRONISM?

The world of *Pepper's Adventures* is a world of wild, mixed-up history, and it's up to you to set things right. Find out what belongs where by using the exclusive Truth Icon! Just click the icon on almost any character or object on the screen, and it will tell you whether or not the object belongs in that time period, along with some fun historical facts.

REVAMP YOUR VOCABULARY

Pepper's Adventures in Time has an on-line dictionary. Certain words in the text and dialog have been highlighted, and when you select the word with your mouse, a definition will pop up on the screen.

TEST YOUR KNOWLEDGE

There's a short quiz at the end of each act of *Pepper's Adventures*. To get the answers, you'll have to Look around at everything, Talk to everyone you meet, and use your Truth Icon everywhere. If you get enough questions right, you'll see some truly electrifying animation.

DEVELOP A TASTE FOR HISTORY

Discover how much fun history can be! As Lockjaw would say, it's a subject you can really sink your teeth into! You'll want to learn more and more after playing *Pepper's Adventures in Time*. The extensive bibliography in the documentation will give you a place to get started.

EXCITING ACTIVITIES YOU CAN DO

GO TO THE LIBRARY

If there was something in *Pepper's Adventures in Time* that piqued your interest, go to the library and read more about it. You'll be participating in history—Ben Franklin founded the first circulating library in America.

LIVE LIKE THE COLONIALS

Try spending an evening without electricity. No TV, no computer, not a thing! Gather your family in the living room, light some candles, and talk. You can talk about your day, tell funny stories, anything you want. You'll be surprised at how much fun you'll have!

WRITE A FAMILY CONSTITUTION

This country was built on compromise. So are most of our everyday lives. Get together with your family and write a personal constitution! Outline your bill of rights, rules, laws, and ideals. Can you get everyone to agree on it? That part may take you quite a while...

STATIC ELECTRICITY

Benjamin Franklin was one of the first scientists to experiment with static electricity. He once suspended a boy from a silk harness and drew sparks of static electricity from his hair! It would be hard for you to do that, but there are other experiments with static electricity you can try.

Bodacious Balloons

You can produce static electricity by rubbing a balloon on your hair. No, really! Blow up a balloon. Rub it briskly on your head. Doesn't it feel funny? The balloon will now stick to the curtains, your clothes, your cat, your hair... Now go into the bathroom with your balloon, stand in front of the mirror, and rub the balloon on your head. Look at those sparks fly!

Bending Water

Electricity is capable of forcing a stream of water out of its natural course. You can see this demonstrated in your own kitchen! Just take a plastic comb and run it quickly through your hair a few times. Now turn on the kitchen or bathroom faucet so it forms a small but steady stream of water, just a little smaller than the circumference of a pencil. Now slowly move the side of the comb close to the stream of water, and watch the water bend!

THE WONDERS OF OIL AND WATER

Ben Franklin was interested in many aspects of science. He did several experiments with oil and water, studying the theory of dispersion. He was fascinated by the way the oil and water would not mix, and how certain substances would react when introduced to oil or water. You can see some of those reactions for yourself.

Pepper Explosion

Pepper is spicy stuff, but have you ever seen it jump? Take a bowl and fill it with water. Sprinkle pepper over the bowl until the surface of the water is lightly covered. Instead of oil, we're going to use dish detergent. Grab the detergent, carefully squeeze a few drops in the center—and watch the pepper run!

Crazy Corn Starch

Although it's not an oil, corn starch is a material that reacts strangely in water. People knew about this experiment in Ben Franklin's time, and it's still fun now. All you have to do is add half a cup of corn starch to a bowl of cool water. Now reach in and feel the corn starch. Take some out of the water. Squeeze it, and it becomes solid! Drop it back into the water and it loses its form. Throw a fistful of wet corn starch onto the counter. Cut it with a butter knife. Weird stuff, hmm?