

Early Learning Series

In ALPHABET ZOO, you race through the maze. Find the letters that fit the picture. And have fun at every turn.
Ages 3-8.

ALPHABET ZOO™



SPINNAKER
We make learning fun.



ALPHABET ZOO™

It's a race. It's a chase. It's ALPHABET ZOO. And it teaches children the relationship of letters and sounds. And also how to spell while they're having fun.

It's two zany games in one. In both, you pick your players (maybe Tomato Head Fred or Millie Mushroom). And you pick your playing level.

Then off you go racing through the maze, after the letters that fit the picture on the screen.

Be quick though. The

letters may move, and time is running out!

Colorful graphics and great sound effects add to the fun, making ALPHABET

ZOO so entertaining your kids will be laughing and learning at the same time.

Dale Disharoon,

author of ALPHABET ZOO, is a teacher, programmer and classical guitarist who specializes in

educational games for young children.

Educational Value: ALPHABET ZOO helps children strengthen their letter recognition skills as they associate letters of the alphabet with the sounds they represent. The game also helps sharpen a child's spelling skills. Ages 3-8.



SPINNAKER™

We make learning fun.

ALPHABET ZOO™

ALPHABET ZOO™

© 1984, 1983 Spinnaker Software Corp. All rights reserved.
Licensed to Tandy Corp.

SPINNAKER
SOFTWARE CORP.



ALPHABET ZOO™

© 1984, 1983 Spinnaker Software Corp. All rights reserved.
Licensed to Tandy Corp.

SPINNAKER®

We make learning fun.

TANDY

**COMPUTER
PRODUCTS**

ALPHABET ZOO™

Cat. No. 26-3170