

Fisher-Price Great Castle Adventures (v. 2)

System Requirements:

Macintosh

- PowerPC processor
- System 8.6 or later
- 16 MB RAM
- 14 MB hard disk space
- Quad speed (4X) CD-ROM drive
- 14-inch or larger monitor with 256 colors

Windows

- 486DX/66 MHz or faster processor
- Windows 3.1, 95, or later
- 16 MB RAM
- 14 MB hard disk space
- Quad speed (4X) CD-ROM drive
- 256 color SVGA
- Compatible windows sound card

Optional: Printer, external speakers, touch screen

Software Description

Imaginations are primed by the activities found in the castle. As children wind their way through the castle, opportunities for investigation are found around every bend in the hall. Select the “Royal Castle Builder,” for the opportunity to build a castle and landscape the surrounding area. Choose “The King’s Chamber” and open the door to creating castle comics. Enter the challenge of “Crumb’s Cannon” with a visit to the castle rooftop. Find the “Tower Trouble” activity to launch the power of catapult. Explore “Ye Royal Kitchen” and experiment with cooking tools and types of food. Join a sing-a-long in the “Music Room” and visit the “Armory” to create a coat of arms. The activities in *Castle* provide multiple opportunities for children to increase their interest in and expand their knowledge of castles.