

Memory Castle



Ages 10-adult

Remember your orders exactly!
Use your secret memory code.
Just one mistake brings DOOM
in The Memory Castle . . .



SUNBURST
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Bright ideas for learning

Program Guide

Memory Castle



Ages 10-adult

You are the green and purple knight!

- Boldly you enter the castle, careful to avoid that one mistake causing your doom. Finally, you've made it.
- Now you match your steady nerves and keen-edged memory against your challengers.
- Sharp memory is your **only** weapon. Use it well and behold — your thinking skills grow mightily.



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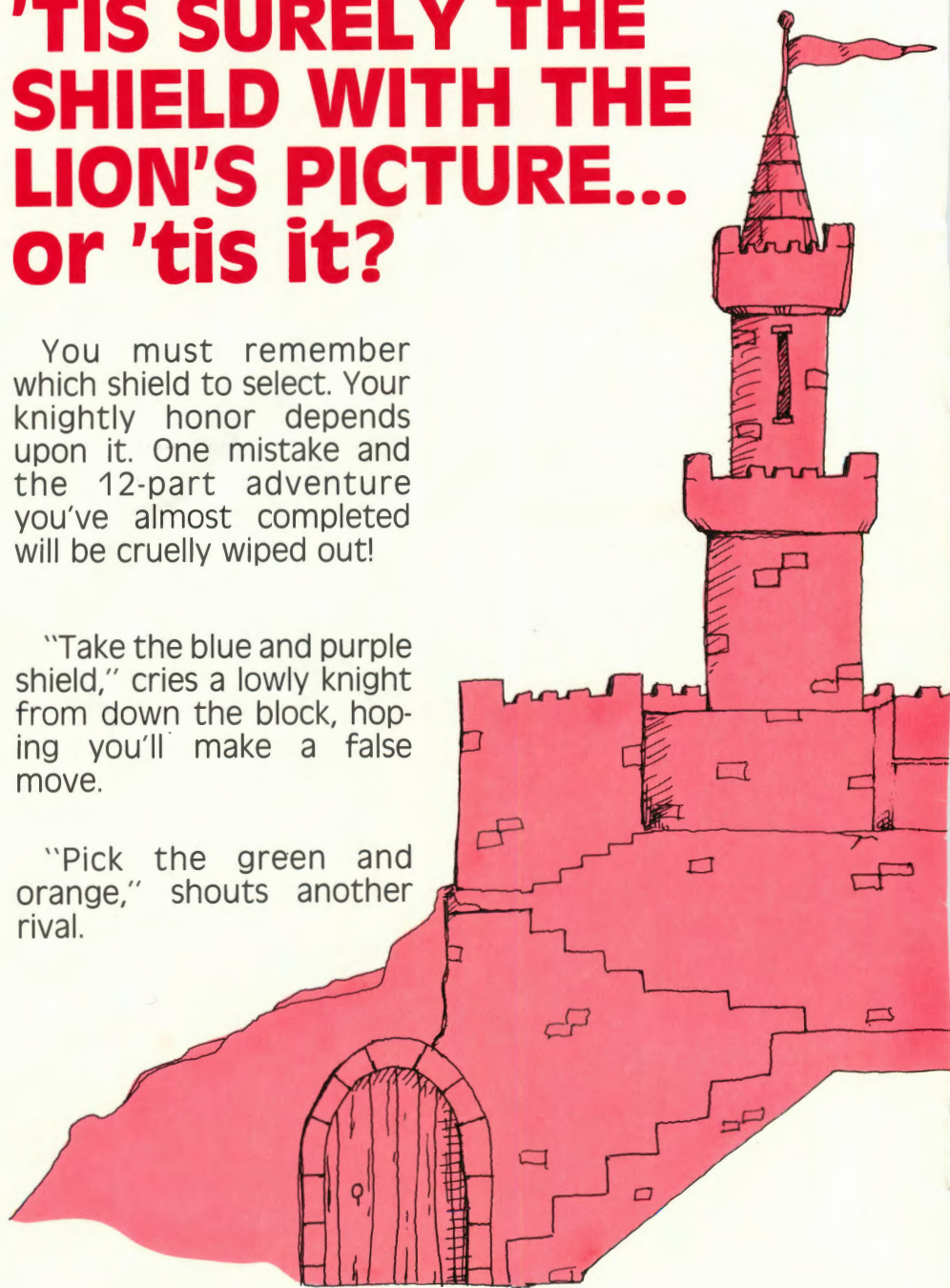
Bright ideas for learning

'TIS SURELY THE SHIELD WITH THE LION'S PICTURE... or 'tis it?

You must remember which shield to select. Your knightly honor depends upon it. One mistake and the 12-part adventure you've almost completed will be cruelly wiped out!

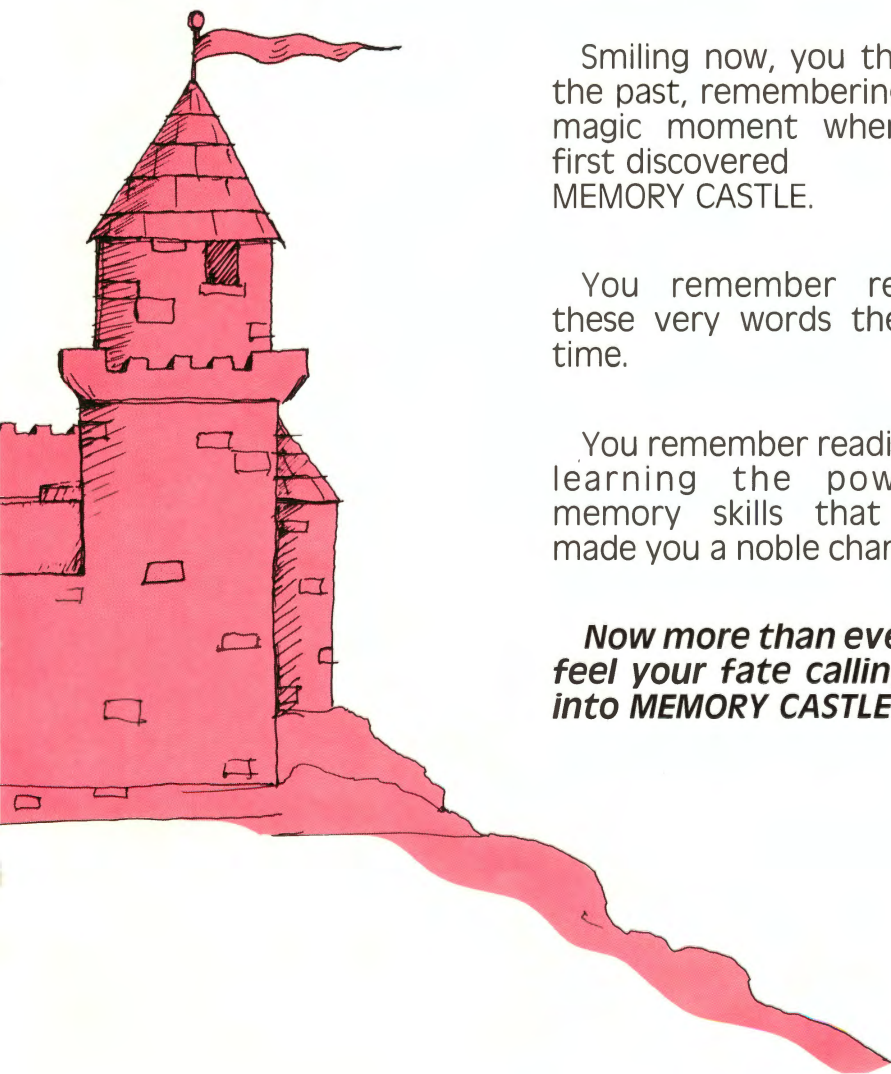
"Take the blue and purple shield," cries a lowly knight from down the block, hoping you'll make a false move.

"Pick the green and orange," shouts another rival.



But lo, your memory burns bright. Your power of recall is awesome. You type your message into MEMORY CASTLE.

LION SHIELD



You've won again. Followed every step exactly. Your razor sharp memory still rules supreme.

"Am I ready?" you ask yourself. "Is it time for a 20-part adventure?"

Smiling now, you think of the past, remembering that magic moment when you first discovered MEMORY CASTLE.

You remember reading these very words the first time.

You remember reading on, learning the powerful memory skills that have made you a noble champion.

Now more than ever you feel your fate calling you into MEMORY CASTLE ...

HERE'S HOW MEMORY CASTLE WORKS

This game is so easy to follow, you can begin to play RIGHT NOW.

Once you begin the program, you'll be asked to choose an easy, medium, or difficult game.

Easy games include 6 instructions.

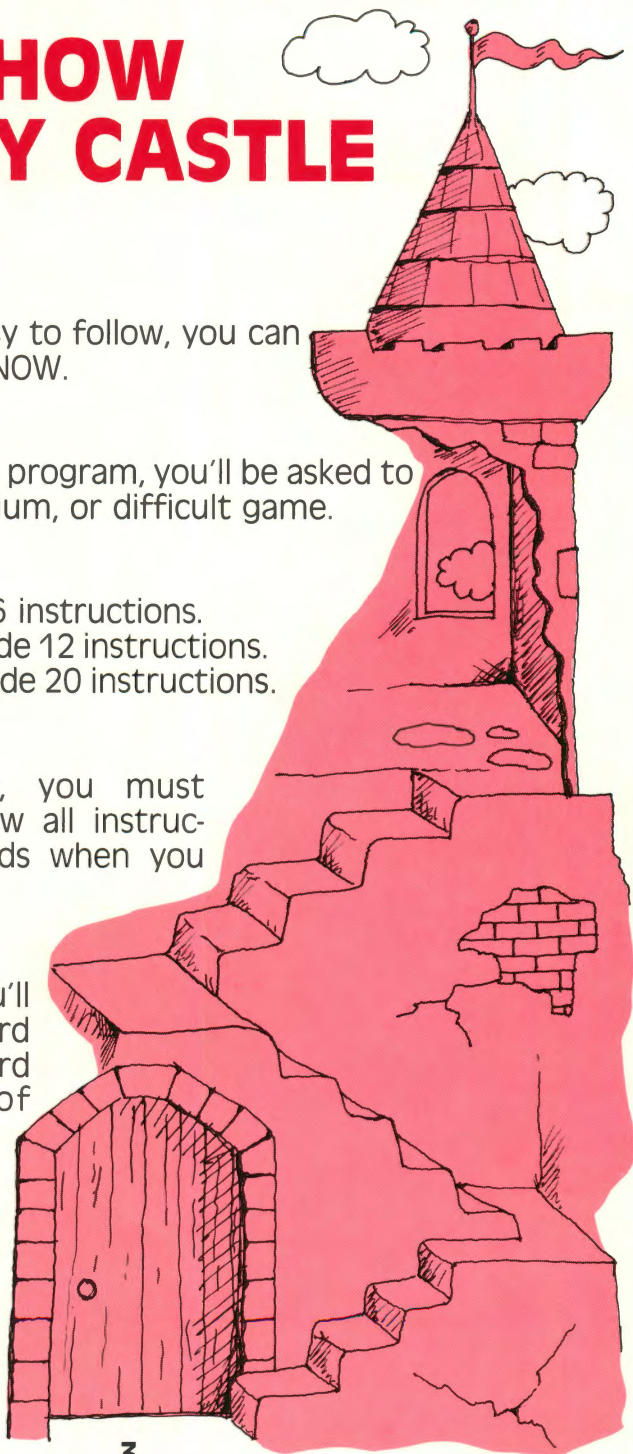
Medium games include 12 instructions.

Difficult games include 20 instructions.

To win a game, you must remember and follow all instructions. The game ends when you make a mistake.

When you win, you'll get a special reward—a different reward for each level of difficulty.

That's it!
You're ready to play.



Memory Skills Make You A Winner

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Sure, it's easy to play MEMORY CASTLE. But WINNING demands something special — a powerful memory.

That's why, in the next few pages, you'll see a way to BUILD UP YOUR MEMORY POWER.

It will help make you a MEMORY CASTLE champion ... but that's not all. You'll also be able to use your new memory power to make learning easier in school, take tests better, and remember many

things! But right now, play the game a few times if you haven't already. That way, you'll see very clearly how this memory-building method improves your ability to win at MEMORY CASTLE!



How To Build Up Your Memory

This simple method will take a few minutes. You'll find it's fun, and well worth your time!

To start, you'll learn to connect each of the numerals 1,2,3,4,5,6,7,8,9, and 10 with a THING that's easy to remember.

Here's how:

Look carefully at each of the following pictures, and especially at how each number fits into each picture. After you look at each picture, read the caption carefully. Better yet, read each caption aloud.

LOOK AT THESE PICTURES:

READ THESE CAPTIONS:



1 makes me think of a MAGIC WAND because a 1 looks like a wand.



2 makes me think of a SWAN because a 2 looks like a swan's neck.



3 makes me think of a TRIANGLE because triangles have 3 sides.



4 makes me think of a
TABLE because tables have
4 legs.



5 makes me think of a STAR
because stars have 5
points.



6 makes me think of an
ELEPHANT because 6 looks
like an elephant's trunk.



7 makes me think of a
HOCKEY STICK because
hockey sticks look like 7's.



8 makes me think of a
FIGURE EIGHT because an
ice skater's figure eight
looks EXACTLY like an 8.



9 makes me think of a
BALLOON because balloons
on sticks look like 9's.



10 makes me think of
BASEBALL AND BAT because
a ball and bat look like a 10.

Now, look at the pictures again, but DON'T read the captions. As you look at each picture, tell yourself WHY each numeral reminds you of the thing in the picture.

When you've done that, simply count to 10 with your eyes closed. As you

count, see in your mind the picture that goes with each numeral, and again, tell yourself why.

Repeat this three-step method as often as it takes to help you connect each number and picture in your mind.

Remember the three steps:

1. Look at the pictures and read the captions.
2. Look at the pictures and tell yourself why the numerals remind you of the things in the pictures.
3. Count to ten with your eyes closed, remembering each picture as you go.

Here's How You Use This Method To Win

The key to using this method is the number that comes before each instruction. FOR EXAMPLE:

3. Go to the shield room and take the shield with the lion's head on it. to mind? The picture of a TRIANGLE.

To memorize this instruction, begin with the numeral 3. What picture does it bring



Now, to make the triangle picture work for you, connect it to the idea of a shield room and the idea of a lion.

HOW?

By making a picture in your mind, a picture that includes some kind of triangle, plus something about a shield and a lion. You might come up with one like this:



— a triangle-shaped pizza slice is being eaten by a lion who uses a shield to keep other lions from getting a bite.

SOUND CRAZY?

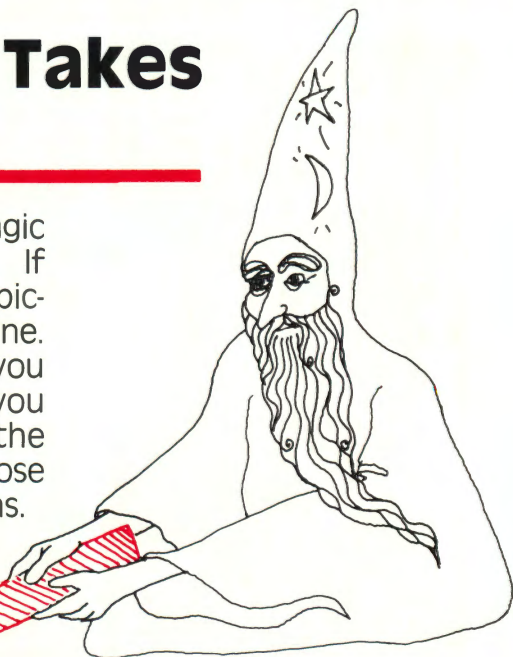
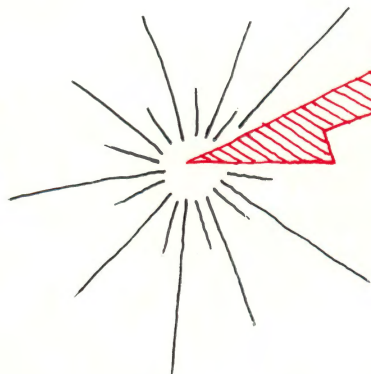
Good. The crazier the better—and the easier to remember. If you'd imagined a picture like this, you'd probably find it easy to

recall the parts of the picture (triangle, shield, lion) when it came time to follow that instruction.

To win at MEMORY CASTLE, imagine one such picture/story for each of your instructions. Your information will come back easily when you need it most.

Even Magic Takes Practice

And that goes for the magic of memory-building, too. If connecting numerals and pictures takes awhile, that's fine. Go back to it whenever you like. Remember, the more you play MEMORY CASTLE, the stronger you'll make those numeral-picture connections.



The same goes for cooking up pictures and stories to help you remember instructions. The more you do it, the easier it will be—and the better you'll become. Which is, after all, the secret of MEMORY CASTLE.

How To End The Game Immediately

If you are in the middle of a game and want to end, hold the Control button and press the E key.

OTHER THINGS TO THINK ABOUT... when you play MEMORY CASTLE

• Another Memory- Building Method!

Call this one the "Wild Story Method." Here's how it works: You simply begin to tell yourself a story as you start reading your instructions. The story must contain each piece of information in the right order. The story continues until your instructions are finished.

FOR EXAMPLE, if your instructions are:

1. Go to the shield room and get the shield with the castle on it.
2. Go to the cemetery and find King George's grave.
3. Go to the library and take the orange book.



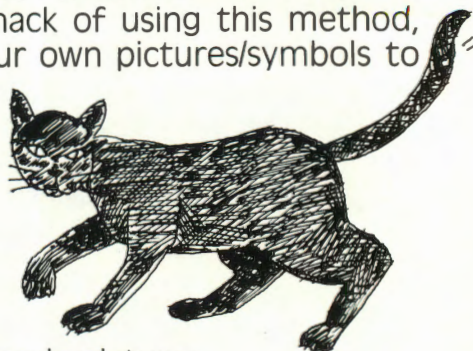
Your story might go like this:
You are washing the windSHIELD on your family truck when the CASTLE next door falls down. To check for injuries, you run across the CEMETERY between your two houses. From behind a king-size gravestone, the ghost of KING GEORGE jumps out to stop you. He asks you who invented

ORANGE juice, then he lies down again. You hit the school LIBRARY to find out.

• Expanding The Number / Picture Method

What happens if you want to remember more than 10 items? Once you've got the knack of using this method, you'll find it easy to invent your own pictures/symbols to stand for numbers 11-20.

FOR EXAMPLE, you know some people consider 13 bad luck. So, a bad luck symbol (like a black cat) might be a good picture to represent 13.



You can also build on the numeric pictures you've already learned.

TWO EXAMPLES:

—You know that swans swim on ponds. So a swan (for numeral 2) swimming on a round pond (for numeral 0) might become your pictures/symbols for 20.

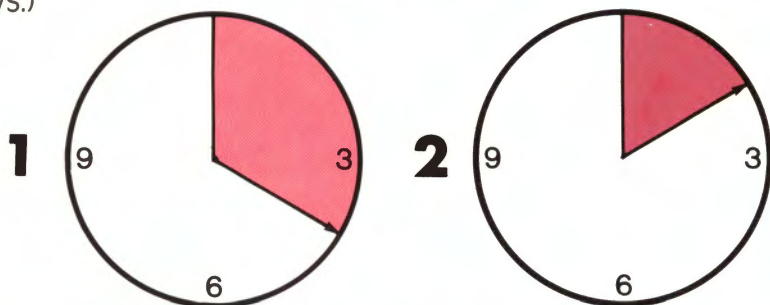


—You might invent a table (for numeral 4) standing as if by magic on one leg (for numeral 1) to be the picture /symbol you use for 14.

The better you are at inventing your own pictures/symbols to stand for the numbers 11-20, the better your chances of remembering long lists of items.

• Play MEMORY CASTLE by the clock

Keep records for how fast you can complete games on various levels. Use time as a factor when competing with other players. Set a maximum time for each game. Or, award points for the best total time. (If you're alternating turns, one person keeps and records time while the other plays.)



OTHER THINGS TO THINK ABOUT...when you are not playing MEMORY CASTLE

• Put your memory power to work

After playing for a while with either the Number or Wild Story methods (or both), you'll find your memory power has grown much more powerful.

Well, don't save it for MEMORY CASTLE only!

Right now, make a mental (or pencil and paper) list of all the school classes where you have to memorize facts. You can use your memory methods for every one of these classes — to get a tight grip on homework and to prepare for tests.

Can you think of other situations where your super-memory will come in handy? In the supermarket? Following car or bike directions? During a day full of errands? Make a list!

● **How long can your memory last?**

Write down a group of instructions from MEMORY CASTLE, or any kind of information at all. Use your new memory power to lock it into your mind. Seal the written information in an envelope. Then:

—Put a future date on the envelope and try to remember the information until that date. Open the envelope and see how well you did.

—Put today's date on the envelope. Open when you've forgotten the information. How long can you go? The trick is remembering to remember your information each day. Forget to remember it each day and you'll soon forget it.

HERE'S HOW MEMORY CASTLE HELPS KIDS LEARN:

- **Thinking Skills.**

MEMORY CASTLE teaches memory building methods, strengthens automatic recall we all use daily.

- **School-Related Skills.**

MEMORY CASTLE skill practice supports better test-taking, classroom recall, reading retention.

- **Computer-Related Skills.**

MEMORY CASTLE helps kids practice memory skills used in programming, develops ability to work with memorized information sequences.

These programs were designed by staff members of the Rochester School District in Rochester, Minnesota as part of a Title IVC grant. Because the district believes that improving students' memory skills is an important part of thinking, a curriculum was established to achieve this goal. Subsequent test scores have shown that students using a memory system have improved their ability to remember. Memory Castle was designed by Donna Stanger and programmed by Lon Koenig with technical assistance from Paul Elseth.

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Rochester, Minnesota (Computer Program)

© 1983 - Sunburst Communications,
Pleasantville, New York (Guide)

If you enjoyed and were challenged by Memory Castle – try these other great programs from Sunburst:



The Factory:

Think you can run a factory all by yourself? The machines are ready and waiting for you . . .



The Pond:

Can you lead the frog through the lily-pad maze? Only one pathway is safe. Make a mistake and SPLASH . . . you're in THE POND.



M-ss-ng L-nks:

Here's a puzzle that challenges you to read words and letters that aren't there. Think you can do it? Good Luck!

Get the program from your local dealer or

Sunburst Communications

Room AB
39 Washington Avenue
Pleasantville, NY 10570

or, for immediate service, call Betty Higgs
TOLL-FREE at 1-800-431-1934.

In New York, Hawaii, Alaska, or Canada
call collect 914-769-5030.



The Sunburst Warranty

Congratulations on your purchase of quality Sunburst courseware! If this diskette should fail to boot within the first 90 days following purchase, simply return to an authorized dealer or contact us directly for a FREE replacement.

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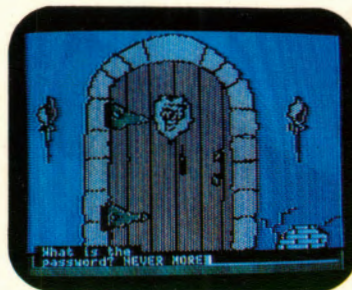
The challenge is awesome. To conquer the dangers that lie ahead, you must memorize a list of knightly instructions.

First, you make your way to the shield room and snatch the lion head shield . . . then dash to the cemetery and find the grave of Sir Gray . . . Now back to the dungeon . . . and on and on. Your every move brings risk! Make one mistake and you're banished!

You pause to reflect on the memory code that's helped you expand your mental powers. Surely those powers will help you triumph once more!

But what of your friends and family? Can they meet such a challenge? Indeed. For three levels of difficulty provide high adventure

and family fun unto knights both great and small.



Designer: Donna Stanger, Rochester Public Schools, Sunburst Communications.

Educational Benefits and Thinking Skills

This program helps kids

- learn powerful memory-building methods
- practice skills that improve test-taking, reading, and listening ability
- learn to work with exact information

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39 Washington Ave., Pleasantville, NY 10570

(800) 431-1934 or call collect (914) 769-5030

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