

Effective, enjoyable, easy-to-use software.

Mario Rinvoluceri's MindLines -

the fun way to learn!

MindLines: a real game...

MindLines is an ancient Japanese game redesigned by the world famous author Mario Rinvoluceri. Students can play against each other or against the computer: the object of the game being to capture all your opponent's pieces and make them your own. As you capture each piece, you have to answer a question based on a particular language area. These may be familiar areas such as providing the past participle from the base form of a verb or forming the comparative or plurals. Or they may be areas which force students to think creatively, such as homophones, anagrams, rhyming words or collocations. As pieces move backwards and forwards between students, the motivation to win the game means that students inevitably absorb the language items. You'll be amazed how fast your students learn!

...but more than just a game!

Like the other Clarity programs, **MindLines** is fully authorable, so you can add your own games specifically designed for your own students. Other useful features include -

- Interactive Progress which tracks student activity so both students and you know how they are progressing, and where they are having problems.
- Sound and animation that enliven the game and provide listening, pronunciation and spelling activities.
- Website: a website for this game is coming soon! This will enable you to share the games you have created with other users all over the world!
- Interfaces: students can choose between a variety of fun interfaces and a variety of counters. There's something to suit all tastes!

Contents include follow-on materials for you and your students

Each game is accompanied by a resource expanding upon the target language. This might be a text, a picture, a video or a song. In each case it adds a whole new dimension to the program.

MindLines covers language in all these areas.

- Grammar
- Vocabulary
- Reading
- Listening
- Spelling

And the program creates the opportunity for authentic spoken communication if two people are playing.

What are the technical requirements? And the price?

MindLines runs on a standard multimedia computer running Win 95/98 or NT. Minimum screen size is a standard 800X600 with standard font display. **MindLines** is fully network compatible. Prices vary according to license, so please see the price list for full details (it can be downloaded from the website). As an indication, the price for a single level on a standalone computer is US\$49.

Who is MindLines for?

MindLines is for players from 8 to 18 to 80, elementary to advanced. Use **MindLines** to preteach the vocabulary students will need for a text you will be working on in class. You can do this by creating a game centered around the target lexical items. Students play this before coming to class: the motivation is tremendous!

But don't take my word for it: try it out with your own students. If they are not totally enthralled, we'll refund your money in full!