Background Info

- Learning Company 1990
- DOS, Windows 3.1, Macintosh
- Educational game
  - Math, logic, and reading comprehension
  - Ages 5-9
Overview

• Goal: find treasures and bring them to the castle
• On each level: find specified number of treasures and the keys to go up the mountain
  • Capture elves with scrolls and answer questions to get clue
  • Use clues to find treasures and keys
• Use arrow keys, enter, and spacebar on keyboard to navigate
As a 1-star Super Solver, you can find 2 treasures on each level of the mountain.

Look in places that match 2 of the 3 clue words.
Design

- Game world: provides structure
- Characters: Master of Mischief, elves
- Graphics: colorful, semi-realistic, fluid
- Sound: classical music
- Immediate feedback
Oops! You missed it!
(Sometimes I miss it, too.)
Catch me again for the clue!
Success

• Mixed reviews, but mostly positive
• "Treasure Mountain may be somewhat repetitive, but each level will impel the kids to go onward until they finally get all 300 treasures and win the game...the game can be played over and over again.“ - Lisa Savignano, Allgame

• “Children will be captivated by the game's vibrant graphics...They will spend many hours solving puzzles, doing math problems, and looking for hidden treasures--sharpening their math skills without even realizing it.“ – Users, Home of the Underdogs
Demo

https://www.youtube.com/watch?v=V8libUShcrE
References