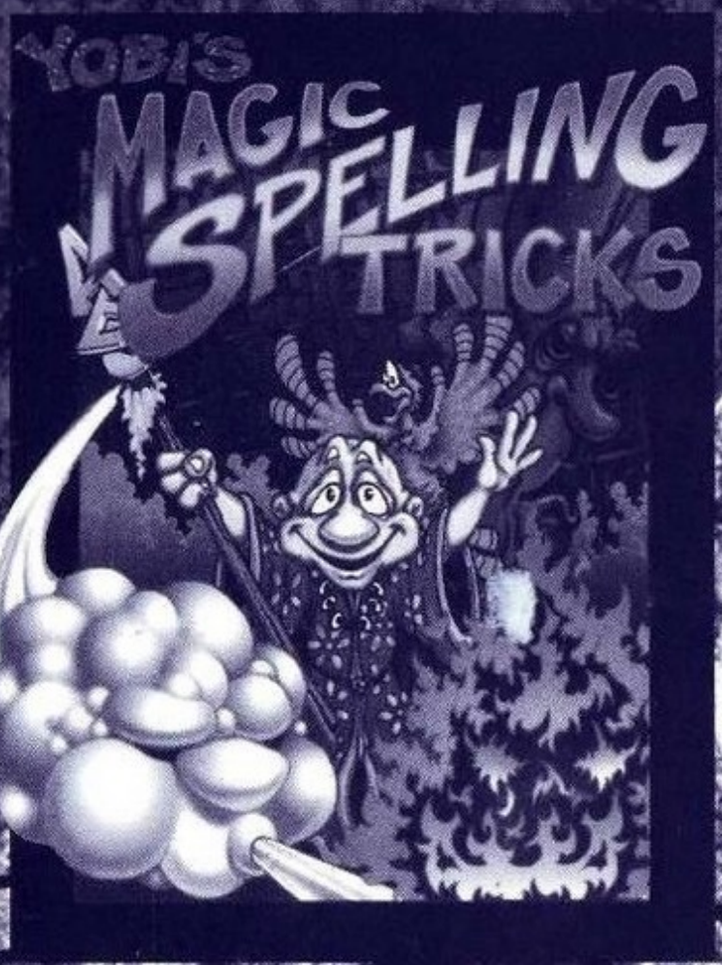
SIERRA DISCOVERY SERIES



YOBI'S MAGIC SPELLING TRICKS

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About the Sierra Discovery Series

The goal of the Sierra Discovery Series is to create the ideal learning environment—a time and place where learning can be fun. Several important things happen when your child plays a Sierra Discovery Series game:

First, as he or she follows the game's story line and solves its puzzles and problems, your child will develop mental skills crucial to success in school, work and life, such as logical thinking, problem solving, and understanding instructions.

Second, each Sierra Discovery Series game introduces your child to one or more academic subjects—such as language, math, history, or science—in an entertaining, enjoyable way. In addition to teaching facts, the games stimulate curiosity about these subjects and encourage your child to explore them in other games, books, and activities.

Finally, Sierra Discovery Series games help your child become comfortable with the world of computers. While playing, your child will quickly see that he or she is the one who causes and controls the computer's actions. This can go a long way toward motivating your child to learn about computers and create a lifelong friendship with them.

Sierra Discovery Series games are an innovative and rewarding way you can help your child to discover the joy of learning. We hope you will try them all!

WELCOME!

Thank you for buying Yobi's *Magic Spelling Tricks. Magic Spelling Tricks* is a multimedia program that uses proven learning methods to improve your child's spelling skills. Indeed, spelling commonly misspelled (*tricky*) words correctly will become automatic to your child. Your child will learn to spell correctly words that are the majority of most students' (ages 7 to 10) spelling errors.

Magic Spelling Tricks features an animated, personal coach named Yobi. Using phonics rules, Yobi gives your child clues and hints on proper spelling. Using spelling mnemonics, Yobi also provides clever and humorous tricks to help them remember how to spell these words long after he or she has completed the game. In addition to learning the *tricky* words, Yobi also helps your child practice spelling hundreds of other words.

How to Install
Magic Spelling Tricks

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On your Macintosh system

To install *Magic Spelling Tricks* on your Macintosh hard drive:

1. Place your *Magic Spelling Tricks* Disk #1 into your disk drive.

2. Double-click on the *Magic Spelling Tricks* INSTALL icon and follow the on-screen prompts to complete the installation.

The INSTALL program will transfer all the files you need on your Macintosh. Double-click on the *Magic Spelling Tricks* icon to start the program.

NOTE: Double-clicking is easy for adults, but hard for some children. You may need to help your child get started.

On your MS-DOS system

To install *Magic Spelling Tricks* on your hard drive:

1. Begin at the *Microsoft Windows*™ Program Manager. (If you are not familiar with the *Windows* Program Manager, please consult your *Windows* manual.)

2. Place your *Magic Spelling Tricks* Disk #1 in one of your floppy drives.

3. Select "RUN" from the "File" menu in the Windows Program Manager.

4. On the command line, type **x:\SETUP** (where "x" is the drive containing the *Magic Spelling Tricks* Disk #1) and then select "OK".

The setup program will now transfer all the files you need to run *Magic Spelling Tricks* from *Windows*. Double-click on the *Magic Spelling Tricks* icon to start the program.

NOTE: Double-clicking is easy for adults, but hard for some children. You may need to help your child get started.

System Requirements

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Macintosh systems

To run *Magic Spelling Tricks,* your Macintosh system should include:

- Color Macintosh system
- Four MB system memory
- System 6.0.7 or higher
- Fifteen megabytes free disk space (9.5 MB after installation)
- Eight-bit color monitor

MS-DOS systems

To run *Magic Spelling Tricks,* your MS-DOS system should include:

Hardware

- IBM AT bus-compatible system
- 386SX/20 MHz or greater CPU
- Hard drive
- Fourteen MB free disk space (9.5 MB after installation)
- Four MB system memory
- VGA display and video board capable of displaying 256 colors @ 640x480
- Sound card that supports *Windows* 3.1
- Audio speaker or headphones

Software

- *Windows* 3.1 installed
- Sound card driver that supports *Windows* 3.1
- VGA driver that supports 256 colors @ 640x480 under *Windows* 3.1

MAGIC SPELLING TRICKS OVERVIEW

In the heart of Africa, the Mighty Spelling River has flooded its banks, threatening the tribes, plants, and animals. The local people have turned to an old and magical wizard named Yobi for help. Yobi is known for his wisdom and sense of humor.

Yobi needs your help. He must paddle upstream 100 miles on his raft to discover the cause of the flood. However, he is too old to undertake such a physically demanding quest. As Wali, his young protégé, you must make the trek for him.

Your mission is to step on lettered stones to spell a tricky spelling word. Along the way, you will meet animals, mud slides, fire gods, hot coals, boulders, and old all-terrain vehicles.

If you run into a tricky spelling word that's too hard for you to spell, don't worry. Yobi will be at your side to make your spelling life easier by giving you a MagicSpell, a special spelling memory trick (called a *mnemonic*). You can use Yobi's MagicSpells to help you remember how to spell tricky spelling words long after your journey is over.

After correctly spelling the tricky spelling word, you will be challenged to a Spell Down along the river. For each correctly spelled word, you move upstream. For each incorrectly spelled word, you stand still. After you spell correctly several words, you will face another tricky spelling word. You continue your journey, meeting one tricky spelling word followed by a variety of Spell Down words until you reach the end of the river.

At the end of the river...well, it's up to you to find out why the river is flooding.

THE MAP

After loading Magic Spelling Tricks, the first screen of the game is a map. Yobi uses this map to keep track of your progress. As you play the game, a red line appears showing the course you have traveled upstream on the Mighty Spelling River. Each time you correctly spell a tricky spelling word, Yobi will place a red dot on the map. At the beginning of a game, Yobi will ask you to choose a stone. You may select one of several stones:

NEW GAME	PLAY	RESTORE GAME	QUIT
To start a new game	To play a game	To restart an existing game	To leave the saved game

NEW GAME STONE

When you first start *Magic Spelling Tricks*, choose **New.** A dialog box will appear for you to type in your name (enter up to five letters) and press **Enter.**

RESTORE GAME STONE

To continue your journey along the Mighty Spelling River, click on the **Restore Game** stone. A dialog box will appear. Click on one of the people to rotate the list of saved games up or down. Click on **Restore** to resume.

On a **Restore Game**, the Explorers' Board shows a map with a red line and red dots. Yobi uses this map to keep track of your progress. The red line shows the journey you have traveled up the Mighty Spelling River. Each time you correctly spell a tricky spelling word, Yobi will place a red dot on the map. Click on one of the red dots to display the words you completed successfully.

PLAY STONE

When you return to the Explorers' Board after selecting **New** or **Restore Game**, you'll see a **Play s**tone. Use **Play** to start a new journey or to continue your journey from a restored game.

To replay an earlier tricky spelling word, drag the red dot along the red line until you stop on the word you want to replay, then click on the **Play** stone.

NOTE: If you click on the **Play** stone without selecting a tricky spelling word, you will automatically restart your game where you left off.

QUIT STONE

To leave the game, click on **Quit**. Yobi will record the distance you traveled and say good-bye.

THE OTHER EXPLORERS

Yobi keeps track of the top ten explorers (game players). To see how many miles you and others have traveled, just look at the number to the right of your name. The total distance to travel is 100 miles.

The Journey Up The Mighty Spelling River

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Overview

Yobi provides you with two styles of spelling challenges along the Mighty Spelling River: The Spelling Puzzles and the Spell Down. While solving a Spelling Puzzle you will learn to correctly spell tricky spelling words and during the Spell Down you will have the chance to practice your general spelling skills.

You always begin Magic Spelling Tricks with a Spelling Puzzle. As the map screen fades, a new tricky spelling word puzzle appears. At first glance, all of the puzzles appear to be the same; however, each tricky spelling word requires that you solve a different puzzle.

After you have successfully navigated the Spelling Puzzle, you are automatically taken to the Mighty River Spell Down. During the Spell Down you have the opportunity to practice spelling many different words.

Yobi pronounces the word aloud

As the game begins, Yobi tells you the word you must spell. He will give you a verbal clue to its correct spelling. You can also use a MagicSpell (mnemonic) at the bottom of the screen to help you correctly spell the word and recall how to spell it after the game is over.

MOVING WALI

You can move Wali three different ways: with your arrow keys, your mouse, or your joystick.

Arrow Keys To make Wali step up, down, left, or right, press the up, down, left, or right arrow keys on your key board. (If you hold an arrow key down without lifting up, Wali will continue to move in the direction of the arrow.)

Mouse To move Wali one step, click your mouse in the direction you want him to go. For each click, Wali will take another step. To move Wali several steps, hold down your mouse button.

Joystick To move Wali, press your joystick handle in the direction you want him to walk.

Customized Arrow Keys You can easily create your own directional keys by replacing the arrow keys with characters from the key board.

From the Map screen, click in the middle of the compass. Yobi will give you a brief explanation. To change the north arrow to a keyboard letter, simply click on the **N** and then press the keyboard character you want to use for the up directional arrow. Click on **S** and press the keyboard character you want to use for the down directional arrow. Click on the **W** and press the keyboard character you want to use for the left directional arrow. Finally, click on **E** and press the keyboard character you want to use for the right directional arrow.

HINT: When moving Wali around the screen, watch the placement of his feet rather than watching where his head is located.

COLLECTING LETTERED STONES AND OTHER OBJECTS

Collecting a lettered stone is easy. Just step on it. The letter of the stone appears above Yobi's head on the reader board.

Along the way you can gather other objects to use during the game. Just step on any object to collect it. These objects will also show above Yobi's head on the reader board. You can always ask Yobi for information by clicking on the object in **Pause** mode or refer to the list below.

HOW TO LAY DOWN A BRIDGE OR THROW AN APPLE

To lay down the *bridge*, simply press the space bar. Be certain the bridge is at the narrow area of the river. If you try to use the bridge on an area where the river is wide, it won't span across.

To throw an *apple* to feed an animal, press the space bar. Be careful not to be too close or it will go over the animal's head.

NOTE: Windows Users -- The right mouse button can also be used to lay down a bridge or throw an apple.

THE OBSTACLES

You will face many obstacles while stepping on the lettered stones. If you need a clue about an obstacle, ask Yobi. There are many challenges you will have to overcome.



Rhinoceros

The rhinoceros has a pointed snout. Don't get too close. The rhinoceros paces back and forth and does not turn. It is harmless to you unless you get too close to the snout. If you bribe a rhinoceros with an apple, it will turn toward you and you can push it to a new location.



Alligator

While swimming in the Mighty Spelling River, the alligator hugs the wall. Watch it closely, for it is always moving. If you get too close, it will come out of the water and charge you. However, you are safe if you stay away from the bank of the river. It will only go a short distance from the water. An alligator cannot be bribed with an apple.



Lion

The lion grazes when you are not around. However, if you get too close, it will charge. The key to the lion's movements is that it doesn't like to go too far from home. Once you are no longer a threat to it, the lion's only goal is to get back to its starting position. A lion cannot be bribed with an apple.



Tiger

Like the lions, tigers graze when you are not around. Once you have captured a tiger's attention, it will align with you and mimic your every movement. If you turn left, the tiger will turn left. If you walk away from a tiger, it will follow. If you walk towards a tiger, it will walk towards you. If you get too close it will stay with you for the rest of the puzzle. You cannot bribe a tiger with an apple.



Elephant

The elephants are always grazing. Usually, an elephant is standing where you want to go. An elephant can be bribed with an apple and then pushed out of the way. While the bribe is in effect, the elephant turns pink. As soon as the bribe has worn off, the elephant turns grey again and returns home to its starting position. Be careful that when it returns home, it has not blocked your way out of where you are located.



Hippopotamus

A hippopotamus mainly bobs up and down in the water. When a hippopotamus is bobbed up, you can walk across its back to the other side of the water. While it is bobbed out of the water, you can also stand on the shore and throw an apple at it for a bribe. At this point, you can get on its back and ride it to another location along the river. Be quick! When the bribe wears off, you don't want to be left in the middle of the river.



Gazelle

Gazelles are always moving at top speed around the field of play. A gazelle may be annoying but it presents no hazard to you. Running into it will cause you no harm. A gazelle can be bribed with an apple to stop it from running. Once bribed you can push it to a new location. However, after the bribe has worn off, the gazelle is back to running at top speed.



Zebra

A zebra is always grazing and will ignore you even if you are next to its nose. When bribed with an apple, it will follow you around the playing field until the bribe wears off. Wherever it is standing at the time the bribe wears off is where it will stay. This is a helpful hint for many of the puzzles.



Fire Trickster

The fire trickster will throw fire balls at you if you get too close. It is easily recognized by is bright yellow and orange colors. The fire trickster can throw fire balls in any direction. However, the range of the fire balls is relatively short. This is a helpful hint for many of the puzzles. The fire trickster can be neutralized with a fire potion (red bottle) or blocked by an animal, boulder or an all terrain vehicle.



Wind Trickster

The wind trickster watches your every move and blows you across the playing field in either a north, south, east or west direction. A helpful hint is to use the wind's strength to move you where you want to go. The wind trickster can be neutralized with a wind potion (light blue bottle) or blocked by an animal, a stone wall, boulder or an all terrain vehicle.



Dart Trickster

The dart trickster also follows your every move and blows darts at you across the playing field... even over trees. A helpful hint is to time your movements to avoid the darts. The dart trickster can be neutralized with a dart potion (brown bottle) or blocked by an animal, boulder or an all terrain vehicle.



Mud

The mud is a very interesting element in which to maneuver. You will continue in the direction you are moving until an object stops your movement. Only after you have stopped can you change your direction. Here's a helpful hint... use your sliding movement in the mud to collect letters. Animals will not go into the mud. You can push a boulder into the mud and it will continue to travel in the direction that you pushed it until an object stops its momentum.



Hot Coals

You will easily recognize hot coals because they are bright yellow and orange. Though you can walk on hot coals, whatever you do— don't stop! No animals will go into hot coals.



Dark Pits

No animal will go into a dark pit... and neither should you. Everything disappears when it gets to close to the edge.



Stone Wall

Stone walls are helpful obstacles against tricksters. Nothing can be done with them.



Water's Edge

You can't go any further than the water's edge unless you get on the raft, walk across a hippo, ride a hippo or use a bridge.



Grass

The light green grass is a protected area for you. No animal will come on the grass unless you push the animal onto it. The fact that this is a protected area for you is a helpful hint with many of the puzzles. However, you are NOT protected from tricksters on the grass.



Land

The land is a very pale yellow color. You and all animals can walk across it.



Trees

The trees are very dark green in color. You and the animals can not walk on the trees. They are considered an obstacle to your movement much like the stone wall. Trees do not block any of the trickster antics.



Boulder

Boulders are grey and round. They can be pushed. When pushed on land, they serve as an excellent barrier to tricksters and when pushed into the water, they serve well as a stepping stone to the other side of the river. Be careful! The boulder in the water will disappear after a very short time, so you must be quick.



All -Terrain Vehicle

An all-terrain vehicle is also an excellent barrier to the tricksters. It, too, will float in the water and allow you to cross the river. When an all terrain vehicle is pushed, it continues in that direction until something stops its progress. You can only push it from the front or the back... not from the side. Hint... don't park it on the hot coals.



Letter Tablets

All of the letters of the tricky spelling words are found on letter tablets scattered on the playing field. Be careful... there may be extra letters to throw you off course.



Apple

A red apple is used to bribe animals. An apple will cause a changed behavior in the animal for approximately 10 seconds. After 10 seconds, the effects of the apple wear off. An animal can be bribed with more than one apple. For example, three apples will result in changed animal behavior of 30 seconds.



Bridge

The bridge is useful when crossing water. It will remain in place for as long as you are solving the tricky spelling puzzle. However, if you restart the puzzle or quit the game, you will have to collect and place the bridge again. You cannot pick up the bridge once you have laid it down. The bridge has to have solid ground on both sides of the water to be placed correctly. It will be placed in the direction you are facing.



Time Stop

The little red bottle represents the time stopping potion. When you walk over the time stop potion, everything ceases to move except you. Move quickly, because it wears off within approximately 10 seconds.



Walk Over Water

The little blue bottle represents the ability for you to walk over water. When you step on this blue bottle, you will be able to walk across the river without the aid of a hippo or bridge. Move quickly for it wears off within approximately 10 seconds.



Fire Ball Protection

When you step on this little orange bottle, you are protected from the Fire Trickster's balls of fire. Move quickly for it wears off within approximately 10 seconds.



Dart Protection

When you step on this little brown bottle, you are protected from the Dart Trickster's red darts. Move quickly for 10 seconds is not a lot of time.



Wind Protection

When you step on this little blue bottle, you are protected from the Wind Trickster. Move quickly... time moves quickly too.



TRINKET

These little trinkets appear in every tenth tricky spelling word puzzle. When acquired, it will appear in color on the Map. The trinkets are an added "bonus" for your playing pleasure. Collecting them is NOT required to complete your journey, but they are highly prized. No hints are ever given to help you collect them... you are on your own.



WALI

That's you playing as Wali.



RAFT

The raft delivers you to each tricky spelling word puzzle and takes you away to the Spell Down challenge. Here's a hint... getting back to the raft after you have spelled the tricky word correctly can also be a challenge. Leave yourself a way out.

ASKING YOBI FOR HELP

To ask Yobi for help, click on the **Pause** sign at his feet. The game will stop. Yobi will then give you a clue about anything you click on. For example, if you pause the game and click on the all terrain vehicle, Yobi will tell you "The jeep can be pushed." Click on **Play** to continue the game.

HOW TO SPELL A TRICKY SPELLING WORD

In the puzzle game, your goal is to step on all the lettered stones in the right order to correctly spell a tricky spelling word. The lettered stones will appear on the reader board above Yobi's head as they are collected.

Stepping on lettered stones in the wrong order

If you step on lettered stones in the wrong order, you will incorrectly spell the tricky spelling word. The screen will fade to black. When the screen reappears, Yobi will ask you to spell the word again.

Spelling correctly a tricky spelling word

When you step on each lettered stone in the right order, you will have correctly spelled a tricky spelling word. Congratulate yourself and watch Wali paddle up the Mighty Spelling River for your next challenge...the Spell Down.

Yobi repeats a tricky spelling word

Each time you click on Yobi, he will repeat the tricky spelling word.

The Mighty River Spell Down

When you have successfully spelled a tricky spelling word, you will face several spell-down words. The number of words you will have to spell increases the further up the river you go. You can use your keyboard or mouse to spell them.

Keyboard

A - Z keys. Press these keys to spell the word.

Backspace key. Press the **Backspace key** to back up one letter.

ENTER key. Press the **ENTER** key when you're done spelling the word.

Mouse

A - Z stones. Click on each of these stones to spell the word.

Delete stone. Click on the **Delete stone** to back up one letter.

Enter stone. Click on the **Enter stone** when you're done spelling the word.

Remember, your goal is to move up the Mighty Spelling River. When you spell a word correctly, you move up the river. When you spell a word incorrectly, you stay in place. When you spell several words correctly, you will go to the next Tricky Spelling Puzzle.

Yobi repeats the word

Each time you click on Yobi, he will repeat the Spell Down word.

HINT: Are you unable to hear the word? Watch Yobi's lips move. It will make it easier for you to hear.

Milestone Map Dots

For a tricky spelling word to appear on the **Map**, you must complete both the Puzzle game and the Spell Down.

Restarting the game

If you feel you have made a mistake while playing a tricky spelling word puzzle and wish to start again, click on the **Restart** lever on top of Yobi's hut. The screen will fade to black and the game will restart.

Quitting the game

To quit *Magic Spelling Tricks*, click on the **Map** sign hanging above Yobi's head. Once you are at the **Map** screen, click on the **Quit** stone.

The end of the journey

After you have spelled all of the tricky spelling words correctly, you will discover why the Mighty Spelling River is flooding. You will enjoy the ending!

HINT BOOK

The fun of *Magic Spelling Tricks* is figuring out how to solve the puzzles. The most important thing however, is for you to remember how to spell the words. Therefore, we have provided you with hints to solving every puzzle. We encourage you to try it on your own but if you get stuck this is where to look for a solution.

No clues or answers are given to collecting trinkets. They are not needed to solve the puzzle but they are highly prized. If you collect a trinket it will appear in color on your Map.

PUZZLE WORD	SOLUTION
FIRST	Walk over letters to pick them up.
PRACTICE	Feed the hippo with an apple and ride it across the river.
NICE	Feed the zebra and let it follow you away from the letter; wait for the bribe to wear off before returning; pick up the bridge and lay it across the water.
EASY	Push the boulder to get the letters.
BEGIN	Push the boulder around to get at the letters; use the bridge to get across the river.
JOURNEY	Stay out of the path of the rhino; use the hippo to walk across the river and avoid the second rhino.
ENOUGH	Stay on the grass to avoid the lions.

NEITHER	Pick up all the apples along the way for bribes; bribe the zebra to get the "E"; bribe the rhino to ride across the river.
PLEASE	When getting off the raft, wait for the rhino to pass; hug the stone wall to stay away from the fire trickster.
SUGAR	Don't forget to pick up the apple to bribe the zebra away from the "S".
SURE	By picking up both apples, you can bribe the hippo twice to have enough time to 1) get the "S" and apple off the first island 2) pick up the apple from the second island 3) and still have enough time to ride the hippo to the far right hand side to pick up the "U" and the last apple.
ABOUT	Place the left most bridge by the "B" to get the "A" and the second bridge to the right of the "T"; use the boulder to block the left side of the dart trickster.
PARTY	Use the grass for safety; sneak between the two left most lions to reach the inside grass path.
HEIGHT	Use the mud to slide from one letter to the next; pick up the apples to bribe the rhino.
LOVE	Don't stop on the hot coals.
FAVORITE	Use the boulders to block the darts from the tricksters since you will need the bridges they protect.

BIRTHDAY	Be quick when using the bridge to pick up the apple and the "B" or the dart trickster will get you; bribe the zebra and use it to block the dart trickster (darts don't hurt zebras, only humans); use the all terrain vehicle to block the rhino.
QUARTER	Use the bridge to cross the river. WATCH OUT FOR THE ALLIGATOR!
WHITE	Use the boulder to get across the river; BE QUICK!
TONIGHT	Move quickly to get the "G" or the tiger will get you.
AFRAID	Place the bridge across the river just under the "F" when the alligator is near the bottom of the screen.
QUITE	Don't step in the pit.
AUTHOR	Remember that the fire trickster has a limited range; use the bridge to get the "A".
COULD	Bribe the elephant to push it out of the way to get the "C"; use the boulder to get back and forth across the river but HURRY because it sinks quickly.
BURN	Don't stop in the hot coals; avoid the fire tricksters.
FRIEND	Place the bridge at the bottom of the river to get the "R" and the "E".

WERE	Use one bridge to get the other two bridges; use top boulder to get back to the raft.
ADVISE	Pick up two apples; bribe the elephant and push it up next to the dart trickster; grab the "V" and HURRY out of there; use the other apple to bribe the zebra and use the zebra to block the dart trickster.
DOLLAR	To get the "L", bribe the elephant and push the boulder to the right.
SOUR	Use bridge to cross river; watch out for the rhino; timing is everything.
PRETTY	Pick up the "P", bridge and "R"; wait for the alligator to pass; use the hippo to cross the river.
WHOSE	Use apples to bribe the hippos for free rides.
INSTEAD	Bribe the elephant to get to the letters; use the boulder to go across the river but HURRY - you know the rest.
NAME	You have used all the objects before to solve this puzzle.
OFF	Pick up dart trickster protection and run past the dart trickster; dodge the rhino; use the boulder to get back to the raft.
COUGH	Use the bridge to get to the "U".
BLUE	Leave yourself a way back to the raft.

PRIVATE	Push the all terrain vehicle to block the tiger; the hippo will help you get the "E".
TRULY	Use the bottom boulder to get "L"; use the top boulder to get the "Y".
FORTY	Use apples to get by the elephant.
BUSY	Pick up all the apples for bribes.
THOUGH	Use boulders to block the dart trickster.
EARLY	After picking up the bottom bridge, wait for the alligator to pass; use the elephant to block darts (darts won't hurt an elephant - only humans).
FUEL	Use the all terrain vehicle to block the rhino to the left; don't forget that elephants are like one-way doors; avoid the rhino and fire trickster.
GRADE	Use mud to slide to pick up letters.
THIRSTY	Bribe the zebra to get the "H"; stay on the grass to avoid the lion.
TRAIN	Use the bridge to get the "R" and "I".
THOUGHT	Grab the right most apple; use it to get the "T".
POISON	Don't take too long crossing the river using the boulder.

HALFWAY	Don't waste your first apple on the rhino; save it for the elephant.
SCHOOL	Wind trickster only blows north, south, east or west directions; it can't hurt you on the diagonal directions; use the bridge by the "S".
UNTIL	Remember, the fire trickster's range is limited.
GUESS	Don't forget, darts can soar over trees; laying down the bridges in the correct position can confuse the alligator; leave a way back to the raft.
SIGN	Place the bridges carefully; save one to get the "N".
DOCTOR	Use apples to ride the hippo; be careful going back to the raft.
GUARD	If you don't get too close, the lion will ignore you; block one lion with the boulder.
DECORATE	Don't be greedy.
SCHOLAR	If you're really quick, you can beat the dart trickster.
WHEN	Watch out for the snout of the rhino.
BOUGHT	Use the wind trickster to move you around.
AGAIN	Collect all the apples; bribe the hippo to ride to each letter; watch out for the alligator when you come onto land.

TOGETHER	Use the boulders to block the dart trickster; boulders will slide on mud.
LETTER	You don't need to be warned again about the hot coals.
HOUSE	Watch out for the rhinos.
ALONG	Don't waste the apple on the rhino.
ALWAYS	Stand and feed the zebra to pass the fire trickster.
CHILDREN	Don't let the tiger into the inner circle.
BICYCLE	Choose your path carefully; don't hesitate when picking up objects off the hot coals.
HAVING	Use the wind trickster to your advantage; avoid the deceptive decoys.
ONCE	Use the all terrain vehicle to trap the lion.
HOSPITAL	A boulder will succeed where an all terrain vehicle will incinerate.
MANY	Place the boulder carefully; avoid the protection trap.
USED	Bribe the zebra from a distance to avoid the lion.
TIRED	Sometimes the easy solution is safest.

SAID	Leave the top apple for later; get the tiger to chase you after you get the "S".
ALREADY	Pay attention to the fire trickster's range.
AMONG	Look before you slide.
MINUTE	Use the zebra to block the lion.
CUPBOARD	Place your bridge strategically.
FIERCE	A boulder cannot be pushed while standing on mud.
TROUBLE	Collect the bridges before the letters.
ROUGH	Choose your transportation carefully and don't forget to put it back.
DANGER	Bribe the hippo more than once in advance, if necessary.
MOTHER	Watch your step off the second bridge.
EVERY	Feed the zebra and rhino simultaneously.
OFTEN	Don't use the boulder as a bridge.
SEVERAL	Watch those direction changes on the hot coals.
BECAUSE	Plan your trips and place your bridges carefully.
LITTLE	Position and reposition the zebra to block the dart trickster.

BALLOON	For puzzle success, you will want to reposition the alligator.
BUILT	Learn your trickster protections and use them appropriately.
CHOOSE	Block the tiger before you get started.
PEOPLE	Remember that an elephant always returns to where it started.
TOMORROW	One spelling path is better than the others.
SUPPOSE	Grab the lower "S" before the top one.
COUSIN	Zebras will prove essential for blocking dart tricksters.
LOOSE	Have the zebra follow you to get it out of the way.
COUNTRY	Walk alongside the rhino to avoid the dart trickster; position the tiger appropriately to minimize grief.
LIGHT	Feed the rhino to block the lion; time your moves carefully with the tag-team rhinos.
FINISH	Learn which trickster protections offer safety from which tricksters; use the protections economically and make haste in your move ments.

TROUBLESHOOTING

WINDOWS

When the program says "requires support for 256 colors", you need to install the 256 color driver for your video card. This driver either came with your video card or you need to get one from the video card manufacturer.

When the program says "requires a sound driver that allows for asynchronous playback", either your sound card is installed incorrectly, or you need to install the driver for the sound card into Windows. The sound drivers came with your sound card.

MACINTOSH

When the program says "requires main monitor to be set to 256 colors", you need to go to monitors in the control panel and switch your monitor to 256 colors.

TECHNICAL HELP

We take pride in offering the best customer service possible. If you have any questions about Yobi's *Magic Spelling Tricks,* please contact our Customer Service Department for help.

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The Island of Dr. Brain
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EcoQuest: The Search for Cetus
Ages 10 through 13

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