Magic Spells®

Enter Your Own Word Lists!

Builds Essential Spelling Skills

The Learning Company

Magic Spells
Ages 6–12

Enter Your Child's Weekly Spelling Homework — Watch Grades Improve!

Improve Your Child's Spelling Accuracy in the Magical Kingdom of Magic Spells!

castantfi
fantast

''We only wish that spelling drills had been this much fun when we were kids.''
— The Apple II Review

Sharpens Spelling Skills Grades 1–6

- **Develops essential spelling abilities** with two different games and an adjustable timer
- **Comes with sample lists** of important everyday words and commonly misspelled words
- **Stimulates visual discrimination skills** and improves memory and concentration
- **Rewards and motivates children** with captivating graphics, amusing sound effects and proven educational techniques

Valuable Extra Features

- **Type in your child's weekly spelling homework and create your own word lists** with the easy-to-use ''Spells Writer'' editor
- **Allows you to print-out word lists**
- **Maximizes learning by providing immediate feedback** and offering hints
- **Presents words in large, easy-to-read text** with upper- and lower-case letters

Compare... Magic Spells offers two different games and many options to help children master their spelling homework. Use Magic Spells' editor to create spelling lists for your children. With its variety and flexibility, Magic Spells is one spelling program your children will never outgrow!

Choose the award-winning series that teaches children to THINK!

The Learning Company's programs are uniquely designed by a team of experts to take children beyond basic curriculum skills. They teach children to think, solve problems, and make decisions. Each incorporates an easy-to-use game format that makes learning fun!

Subjects	Ages 3 to 7	Ages 7 to 10	Ages 10 & Up
Math/Problem Solving	Math Rabbit	Super Solvers OutNumbered!	
Reading/Thinking	Reader Rabbit	Super Solvers Midnight Rescue!	
Writing/Publishing		The Children's Writing & Publishing Center	
Thinking/Problem Solving		Think Quick!	
Writing/Reading		Writer Rabbit	
Spelling		Magic Spells	

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(800) 852-2255

The Learning Company
V2.1xMSA-8401
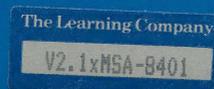
The Learning Company

Magic Spells
Spelling Skills

Ages 6-12

Apple®
IIc/IIe/IIGS

5.25" disk

The Learning Company

Magic Spells

Spelling Skills
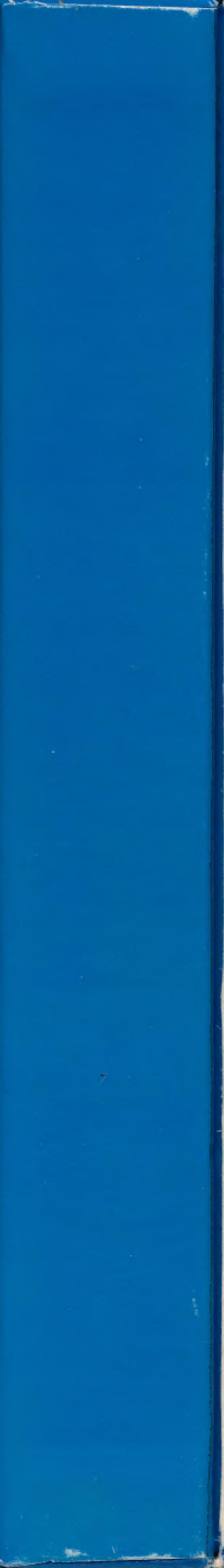
Ages 6-12

The
Learning
Company®

...helping young minds grow

The Learning Company

The Learning Company

Magic Spells™

Builds Spelling Skills

DISKETTE CARE AND HANDLING INFORMATION

	Protect Proteger Protéger Schützen 保　護
	No No Non Falsch 注　意
	Insert Carefully Insertar Inserer avec soin Sorgfältig Einsetzen 挿入注意
	Never Nunca Jamais Nie 絶対禁止
	10°C-52°C 50°F-125°F
	Never Nunca Jamais Nie 絶対禁止
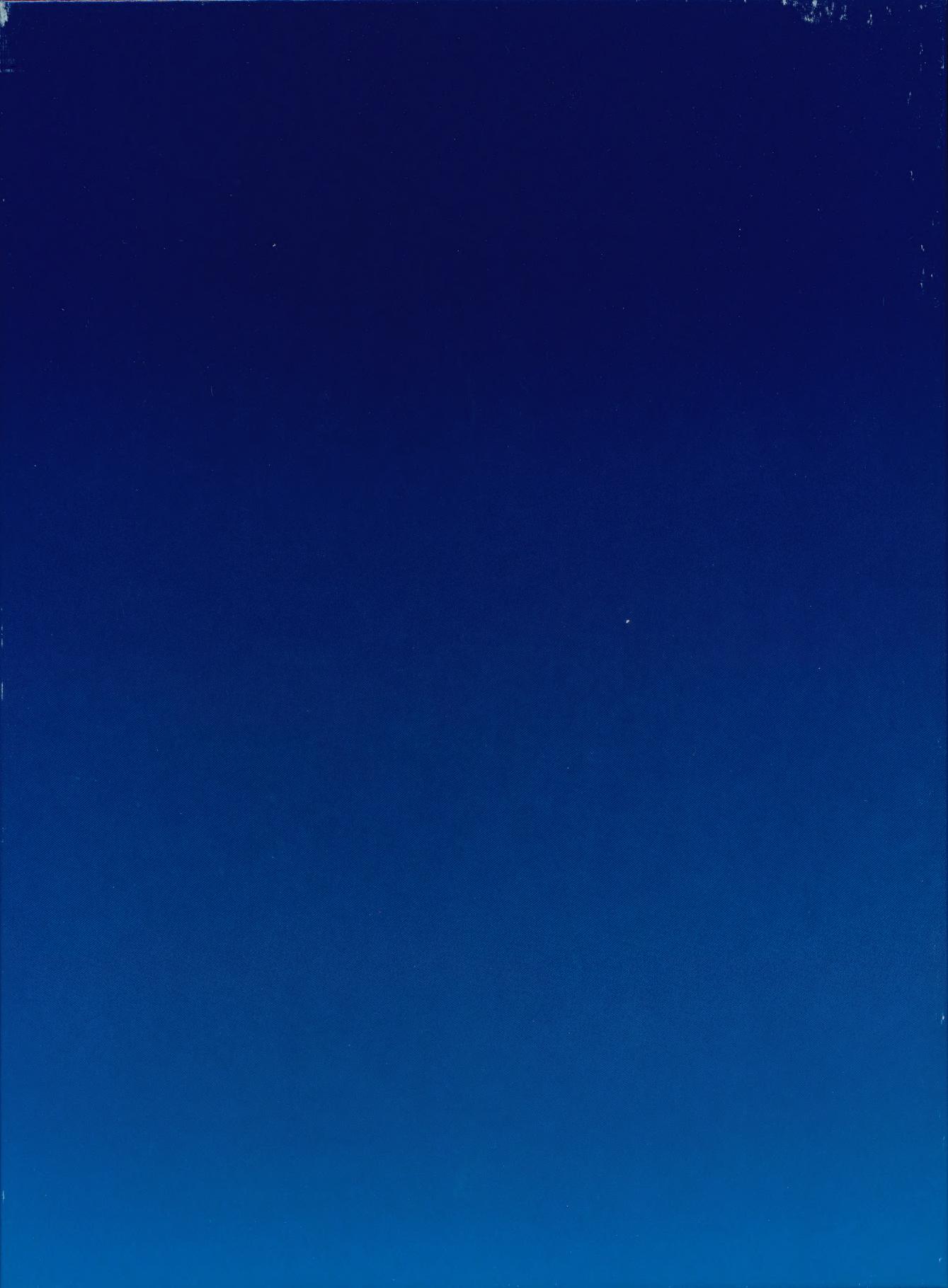
Ages 6–10

The Learning Company ®

Apple Version

Magic Spells ™

Builds Spelling Skills

Magic Spells™

*Children learn to spell in a castle
where magical things happen.*
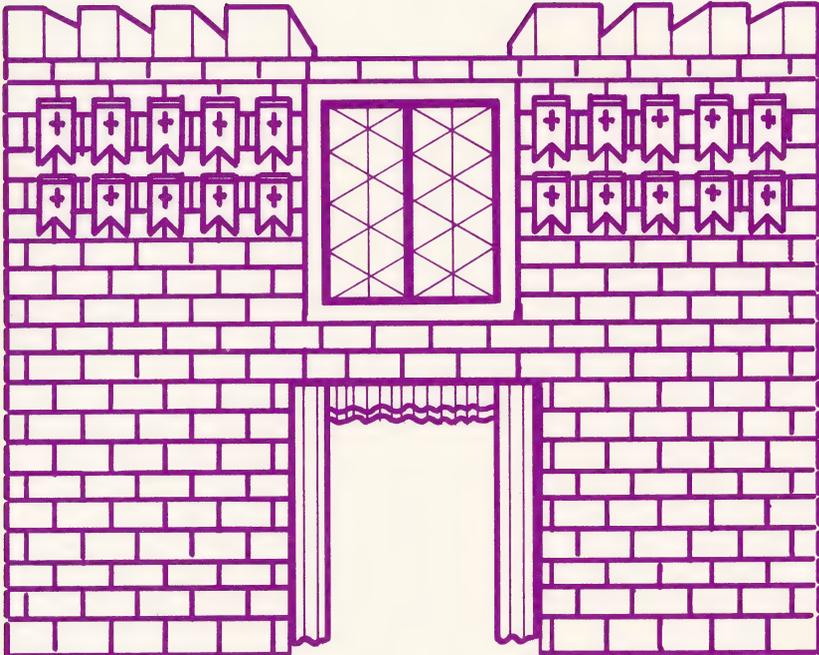
Quick Start

With a little help in the beginning, early readers will soon be on their own playing games, creating word lists, and having fun. Use this guide to help first-time players learn which keys to press and how to play.

To get started right away:

☐ Load the program in your computer:
   Put your Magic Spells disk in the disk drive and close the door. Turn on your computer.
☐ Select CASTLE OF SPELLS from the main menu by pressing RETURN.
☐ Press RETURN when you see the Castle of Spells menu. You do not have to change any of the game options, but you may want to select a level for your word list. (See page 3.)
☐ Type a number from the List Names to choose a word list for the game and press RETURN to view the words.
☐ When you are familiar with the words, press RETURN again to play the Scramble game.
☐ Press ? to view game instructions on your screen. You can also press ? at any time to get help.
☐ Refer to this manual for more information on playing the games, changing game options, and creating your own word lists.

Magic Spells™

For:
☐ Ages 6-12

Magic Spells runs on:
☐ Apple II + , 64K
☐ Apple IIe
☐ Apple IIc
☐ Apple IIc®PLUS, 128K

With:
☐ 5¼″ disk drive, 64K
☐ 3½″ disk drive, 128K
☐ Monitor or TV
(color recommended)

Credits

Authors
Leslie Grimm
Kathleen Klose
Shaun Gordon
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Product Manager
Susan Keyes

Computer Graphics
Karen Elliott

Quality Assurance
Sid Weber
Cindy Grimm

Production Coordinators
Cynthia Bruschi
Diana James-Cairns

Manual Writer
Teri Perl
Janet Joers

Manual Illustrator
Michael Craft

Consultant
Pat Neu

Introducing...

The Learning Company

Since its beginning in 1982, The Learning Company has been widely recognized as the leader in educational software. Our innovative products have won "software of the year" awards from *Learning* magazine and *Parents' Choice*, "critics' choice" awards from *Family Computing*, and earned the coveted approval of the National Education Association. Developed and evaluated by a team of educators, program designers, and educational software specialists, our programs have set the highest industry standards for educational quality and design excellence. We've combined imaginative graphics, the best in animation and program design, and proven educational theory to bring you the finest educational software available today.

Introducing...

Magic Spells

Magic Spells is a captivating educational program that turns the routine of spelling into a delightful adventure. In a magical kingdom of knights and ladies, musicians, and a unicorn, children learn essential spelling skills by unscrambling words and reproducing flashed words. With over 500 words and an easy-to-use editor for creating customized word lists, children from kindergarten to junior high will discover that learning to spell is as fun as playing a game.

The program features large, easy-to-read text, upper- and lower-case letters, and a format that provides immediate feedback on incorrect letters and hints when necessary. Children see a word list before each game and review missed words after the game, so they get the reinforcement they need to master difficult words. Colorful animations and amusing sound effects keep motivation high and encourage correct responses. Correctly spelled words are rewarded with brightly colored banners in the castle windows and a glimpse of life in the castle. Incorrect responses provide an opportunity to try again.

The word lists for both the Scramble and Flash games are organized in six levels appropriate for Grades 1 through 6, in addition to a "special" level of frequently misspelled words. Children can also develop their own temporary word lists in the game. A program editor, Spells Writer, can be used by parents or teachers for saving any number of new word lists on a separate disk. Word lists can be created for any subject area, such as history, geography, or science.

With exceptional graphics, a proven educational approach, and the flexibility to grow with the child, Magic Spells will be played with enthusiasm by spellers and vocabulary builders of all ability levels.

Introducing . . .

The Authors

Leslie Grimm

Meet Leslie Grimm, Ph.D., the creator of the first Magic Spells and design director of this new version. In addition to this program, she has designed and programmed other award-winning TLC learning games, including Bumble Plot and Bumble Games, Gertrude's Secrets and Gertrude's Puzzles, Moptown Parade and Moptown Hotel, and the highly acclaimed Robot Odyssey I. Having earned degrees from Stanford University and the University of Washington, Dr. Grimm taught in the classroom for many years, working with children of all ability levels. She then turned her talents to designing and programming educational software — software that was to earn her national acclaim as an innovator of discovery-based learning programs for children. Dr. Grimm is recognized for her creativity, technical expertise, and commitment to education.

Kathleen Klose

Meet Kathleen Klose, the program design coordinator for Magic Spells. Ms. Klose brings to this program her technical skills in programming, as well as her extensive teaching background and experience in developing curriculum materials for children in elementary grades. With a degree in Computer and Information Science from the University of California at Santa Cruz and her experience in designing educational software, Ms. Klose is a key member of the product design team.

Shaun Gordon

Meet Shaun Gordon, programmer of the Spells Writer, editor of Magic Spells, as well as a contributing author to the Robot Odyssey I program. Although only 18 years old, Mr. Gordon has been writing computer programs for over eight years and is planning to enter the field of artificial intelligence. Mr. Gordon is a student of Electrical Engineering and Computer Science at the University of California at Berkeley.

Contents

Welcome to Magic Spells

Come and explore the Castle of Spells and meet the people at the court—from the page and the milkmaid to the dancing unicorn! You'll learn how to spell all kinds of words—short words, long words, simple words, and hard words. With royalty there to help you, learning to spell couldn't be easier!

In the Castle of Spells, you can unscramble letters to make words or recreate words flashed in the castle door. Whenever you spell a word just right, you'll watch a banner appear in a castle window. When you spell a word correctly on your first try, you'll get a peek at life in the court through the balcony window. And when you finish a whole list of words, the most surprising things can happen!

You can play a game of Scramble or Flash alone, or you can make up your own word list and have a friend use it to play. In no time at all, you'll discover that spelling is fun, and as easy as ABC!

Getting Started

To load the Magic Spells program:
☐ Put your Magic Spells disk in the disk drive and close the door.
☐ Turn on your computer.
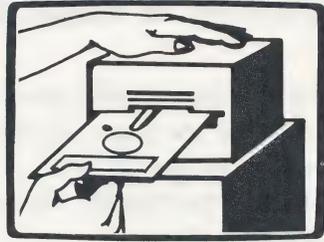
SELECTING PROGRAM OPTIONS
After the opening picture, the main menu appears. To select an option, type its number. Press RETURN to begin.

1. **CASTLE OF SPELLS** is the game you can play two ways—with scrambled words or words that flash. You can play with a Royal List of words or create a list yourself to use in the game.
2. **SPELLS WRITER** is an editor that lets you create your own Royal Lists. You can add as many word lists as you want, save them on a separate disk, and use them in the Castle of Spells game.
3. **INSTRUCTIONS** gives you help on using the program.
4. **LEAVE** lets you exit the program. You can also press ESC at any time to stop a game in progress or leave the Spells Writer editor.

Castle of Spells

When you choose CASTLE OF
SPELLS from the main menu,
another menu appears. The options
on this menu let you change the
game, turn the sound on and off,
start the game, or return to the main
menu.

```
##################################################
#              Castle of Spells                  #
#              --------------                    #
#  1. SCRAMBLE/Flash                             #
#  2. NORMAL LIST/Your list                      #
#  3. Level: 1                                   #
#  4. Sound: ON/off                              #
#  5. Flash time: 5 seconds                      #
#  6. START/Return to main menu                  #
#                                                #
# Set your options then press <RETURN>           #
##################################################
```
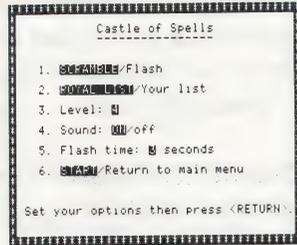
You don't have to set any options to begin playing the game im-
mediately, but you may want to change the level of the word list as
described on page 4. Level 1 is the easiest, 6 is the most difficult, and
SPECIAL is for lists of frequently misspelled words. Press RETURN to
start the game using the options that are set in the highlighted win-
dows. See page 7 for how to play.

SELECTING GAME OPTIONS

To set an option, type the number of the option you want to change.
This moves the highlighted window to a new selection or changes the
number in the window. When you've set the options the way you want
them, press RETURN.

1. **SCRAMBLE/FLASH.** Choose how to play the game—with
   scrambled words or words that flash. The Scramble and Flash
   games are described on page 7.
2. **ROYAL LIST/YOUR LIST.** Choose to play with a Royal List of
   words or to create your own list to use in the game. If you select
   ROYAL LIST, see page 5. If you select YOUR LIST, see page 6.
3. **LEVEL.** Choose from levels 1 through 6 for your word list or choose
   SPECIAL. Keep pressing 3 to cycle through the levels one by one.
   See the Royal Lists on page 22 for a complete list of words in each
   level.
4. **SOUND.** Turn the sound off or on.
5. **FLASH TIME.** If you choose to play the Flash game, choose how
   long you want the word displayed. Keep pressing 5 to cycle
   through the seconds 1 through 9.
6. **START/RETURN TO MAIN MENU.** Choose START to begin the
   game; choose RETURN TO MAIN MENU when you want to stop
   playing. If you press ESC to stop a game in progress and return to
   this menu, CONTINUE replaces the START option.

USING A ROYAL LIST

When you select ROYAL LIST from
the Castle of Spells menu, you'll see
the List Names for the word lists in
the level you selected. There are 5
lists with 10 words each for levels 1
and 2, 5 lists of 20 words each for
levels 3 through 6, and 5 lists of 10
to 20 words each for the Special

```
         LEVEL 4  LIST NAMES
  1. LIST.1              4. LIST.4
  2. LIST.2              5. LIST.5
  3. LIST.3



To select list, type number <RETURN>.
```

level. See the Royal Lists on page 22 for a complete list of words in
each level. Also see page 22 for information on ordering a second disk
containing additional word lists.
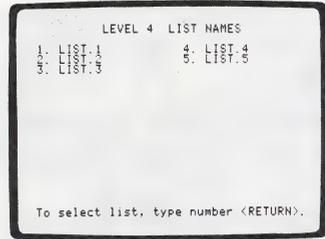
To choose a list:
☐ Type the number of the list you want and press ⎡RETURN⎤ to see
   the words.
☐ Press ⎡RETURN⎤ again to play the game.

To change options during a game:
When you stop a game in progress
by pressing ⎡ESC⎤, you'll return to
the Castle of Spells menu. The
ROYAL LIST/YOUR LIST in option 2
will be replaced with SAME
LIST/NEW LIST/YOUR LIST.
Select:

```
::::::::::::::::::::::::::::::::::::::::::
        Castle of Spells
        ----------------

  1. SCRAMBLE/Flash

  2. SAME LIST/New List/Your list

  3. Level: 4

  4. Sound: ON/off

  5. Flash time: 8 seconds

  6. CONTINUE/Return to main menu

 Set your options then press <RETURN>.
::::::::::::::::::::::::::::::::::::::::::
```

• SAME LIST to return to the game using the same word list.
• NEW LIST to view the List Names and choose a new word list.
• YOUR LIST to create your own list of words to play in the game.
   (See page 6.)
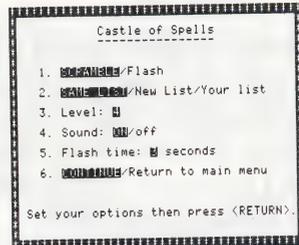
Change any other game options you want and press ⎡RETURN⎤ to play
again.

USING YOUR OWN LIST

When you select YOUR LIST from
the Castle of Spells menu, you will
be prompted to enter your own word
list to use in the Scramble or Flash
game.

```
1 then
2 thin
3 that
4 them
5 the
6 with
7 bath
8 moth
9 path
10
Please type in word #10:
To end a word, press  RETURN .
To end a list, press  RETURN  again.
```

To enter your word list:
☐ Type the first word beside the number 1. Use the special keys
   shown on page 21 for typing your word.
☐ Make sure you've typed the word correctly and press RETURN .
   The next number appears. Continue typing your words, pressing
   RETURN after each one. You can enter up to 20 words of 2 to 15
   letters each.
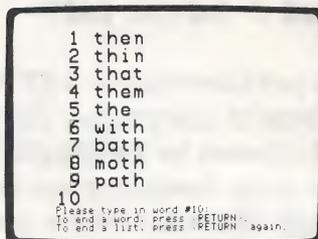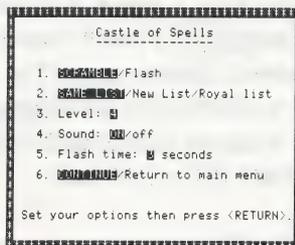☐ When your list is finished, press RETURN once again. Type Y to
   answer the prompt that your list is complete (or N to continue your
   list) and press RETURN for a last look at your words.
☐ Press RETURN again to play the game using your list of words.

To change options during a game:
When you stop a game in progress
by pressing ESC , you'll return to
the Castle of Spells menu. The
ROYAL LIST/YOUR LIST in option 2
will be replaced with SAME
LIST/NEW LIST/ROYAL LIST.

```
╔══════════════════════════════════╗
║        Castle of Spells          ║
║        ------------------        ║
║                                  ║
║  1. SCRAMBLE/Flash               ║
║  2. SAME LIST/New List/Royal list║
║  3. Level: 5                     ║
║  4. Sound: On/off                ║
║  5. Flash time: 5 seconds        ║
║  6. CONTINUE/Return to main menu ║
║                                  ║
║  Set your options then press <RETURN>║
╚══════════════════════════════════╝
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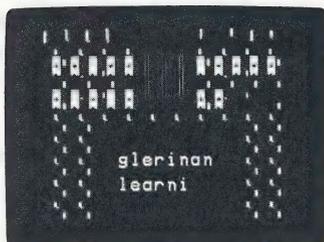
Select:
• SAME LIST to return to the game using the same word list.
• NEW LIST to erase the list you entered and create a new one.
• ROYAL LIST to view the List Names and choose a new word list.
  (See page 5.) Your list of words will be erased.

Change any other game options you want and press RETURN to play
again.

PLAYING THE GAME

Join the people at the court in two of their favorite games—Scramble and Flash! To play Scramble, you need to unscramble letters to make a word. To play Flash, you need to remember a word that flashes on your screen and disappears. Whenever you type a word correctly, a colorful banner appears in one of the castle windows. There is one small castle window for each word on your list. When you spell all the words in the list correctly—without any clues or hints—you'll get to see some very festive court activities.

To play the game:
☐ Look at the scrambled letters or the flashing word in the castle door. (To make a flashed word disappear right away, press SPACEBAR or begin typing the word.)
☐ Type the word using the keys on your keyboard. Make sure all the letters are in the right place. Your word must have the same number of letters as the scrambled or flashed word. If you make a mistake, press ← to erase the letter and try again. When you've finished typing the word, press RETURN.
☐ If your word was right on the first try, a special banner appears in the castle window and someone from the court will make an appearance. If your word was not quite right, you'll get a clue. The question marks in the clue show you which letters are wrong. Type the word again and press RETURN. When you spell the word correctly, a plain banner appears in the window.
☐ Would you like a little more help with your word? Press * to see where one of the letters belongs in a scrambled word, or to see the word flash again. You can press * as often as you like, but you must still type the whole word correctly before you can move on.
☐ Can you spell all the words in the list correctly on your first try without any help? If you do, the most special member of the court appears to entertain for you!

7

If you needed help on some of the words, don't worry. You'll still have a chance to see some court activities. When the word list is finished, just press RETURN to see the words you missed. Then press RETURN to play the game with those words. Keep playing until you spell each word correctly on the first try, without any help or hints.
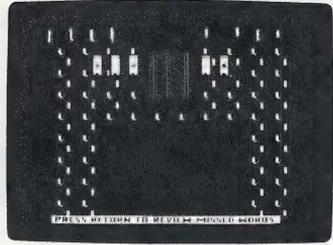

When you finish a list of words, you'll be prompted "Play this list again? (Y or N)." Type Y for Yes to continue playing with the same words. Type N for No to return to the Castle of Spells menu. If you are playing with a word list you created in YOUR LIST, typing N will erase it. Then you can enter a new list or change the game in any way you like.

Spells Writer

When you choose the SPELLS
WRITER editor option from the main
menu, another menu appears. The
options on this menu let you create
word lists for saving on a separate
disk. You can also delete and edit
lists, and view and print names of
lists and words in a list. An option is

```
╔═══════════════════════════════════════╗
║           Spells  Writer              ║
║           ─────────────               ║
║     1. CREATE LIST                    ║
║     2. Delete List                    ║
║     3. Edit List                      ║
║     4. View/Print List Names          ║
║     5. View/Print Word List           ║
║     6. Create Storage Disk            ║
║     7. Return to Main Menu            ║
║                                       ║
║  Set your option and press  RETURN .  ║
╚═══════════════════════════════════════╝
```

also included for formatting a blank disk to use as a storage disk for
your word lists. The word lists you create in Spells Writer can be used
as Royal Lists for playing the Castle of Spells game.
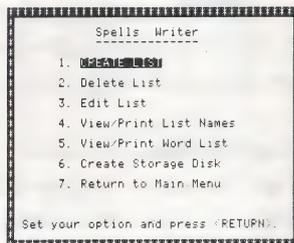
SELECTING EDITOR OPTIONS

To select an option, type the number of the option you want and press
RETURN .

1. **CREATE LIST** lets you create a word list and save it on a separate
   storage disk.
2. **DELETE LIST** lets you erase word lists from your storage disk.
3. **EDIT LIST** lets you insert, replace, or delete words in a list on your
   storage disk or the Magic Spells game disk. If you edit a list from
   the Magic Spells game disk, you will need to save it on a separate
   storage disk.
4. **VIEW/PRINT LIST NAMES** shows you the names of all the lists on
   your storage disk or on the Magic Spells game disk and lets you
   print them.
5. **VIEW/PRINT WORD LIST** shows you the words in any list on your
   storage disk or on the Magic Spells game disk and lets you print
   them.
6. **CREATE STORAGE DISK** lets you create (format) a blank disk or
   reusable disk for storing your word lists.
7. **RETURN TO MAIN MENU** lets you leave the Spells Writer editor.

CREATING A LIST

Select CREATE LIST from the Spells
Writer menu to create your own
Royal Lists for playing the game.
Create up to 100 lists for any level.

```
                    CREATE LIST

  1. sensor            11. sewer
  2. innovation        12. antenna
  3. dream             13. storage
  4. battery           14. prototype
  5. subway            15. circuit
  6. crystal           16. remote
  7. transporter       17. thruster
  8. logic             18.
  9. robot
 10. solder

Please type in word #18:
To end a word, press <RETURN>.
To end a list, press <RETURN> again.
```
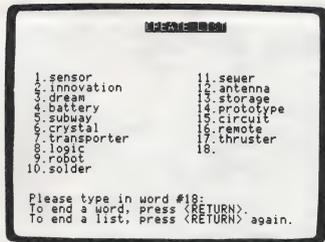
To create a list:

☐ When the editor display appears, type the first word beside the
  number 1. Use the special keys shown on page 21 for typing your
  word.

☐ Make sure you've typed the word correctly and press $\boxed{\text{RETURN}}$.
  The next number appears. Continue typing your words, pressing
  $\boxed{\text{RETURN}}$ after each one. You can enter up to 20 words of 2 to 15
  letters each.

☐ When your list is finished, press $\boxed{\text{RETURN}}$ once again. Type $\boxed{\text{Y}}$ to
  answer the prompt that your list is complete (or $\boxed{\text{N}}$ to continue your
  list) and press $\boxed{\text{RETURN}}$.

☐ At the prompt, type the number of any word you want to change
  and $\boxed{\text{C}}$, then press $\boxed{\text{RETURN}}$. This erases the word and allows
  you to enter a new word. Press $\boxed{\text{S}}$ and $\boxed{\text{RETURN}}$ when you are
  finished, or if you don't want to change any words.

☐ Insert your Storage Disk and press $\boxed{\text{RETURN}}$, or press $\boxed{\text{F}}$ to
  format a Storage Disk. If your Storage Disk was already in the
  disk drive then go on.

☐ At the prompt, type a number from $\boxed{1}$ to $\boxed{6}$ or $\boxed{\text{S}}$ for Special to in-
  dicate the level of the list you've created. Then press $\boxed{\text{RETURN}}$.

☐ The Spelling Lists for the level you've chosen will appear on your
  screen, numbered in sequence. If you have more than 30 lists for
  that level, you can use $\boxed{\rightarrow}$ or $\boxed{\downarrow}$ to move one page
  forward and $\boxed{\leftarrow}$ or $\boxed{\uparrow}$ to move back.

☐ At the prompt, type a name for your list using the special keys
  shown on page 21. The name must begin with a letter and can be
  up to 15 characters long. List names may only consist of "A-Z",
  "a-z", "0-9", or ".". Then press $\boxed{\text{RETURN}}$ to save your list.

DELETING A LIST

Select DELETE LIST to erase any
word lists on your storage disk. (You
cannot delete lists on the Magic
Spells game disk.) Deleting lists you
no longer need will free up space on
your disk for new lists.

To delete a list:

☐ Insert your storage disk in the disk drive and press RETURN .

☐ At the prompt, type a number from 1 to 6 or S for Special to in-
dicate the level of the list you want to delete. Then press RETURN .

☐ The Spelling Lists for the level you've chosen will appear on your
screen, numbered in sequence. If you have more than 30 lists for
that level, you can use → or ↓ to move one page forward and
← or ↑ to move back.

☐ Type the number of the list you want to delete and press RETURN .
This selects the list to be deleted (but does not delete it).

☐ Continue typing the number of each list you want to delete, pressing
RETURN each time.

☐ When you're finished, make sure the lists you've selected are the
ones you want to delete. If they are, press D to delete them from
your storage disk. If you change your mind or discover an error,
press ESC to return to the Spells Writer menu. The lists will remain
intact.

EDITING A LIST

Select EDIT LIST from the Spells
Writer menu to insert, replace, or
delete words from a list on your
storage disk or on the Magic Spells
game disk. (If you edit a list from the
Magic Spells game disk, you will
need to save it on a separate
storage disk.) This option can also
be used to transfer lists from one
disk to another.

```
              EDIT LIST
           LEVEL 4, LIST: LIST.17
      1.sensor              11.sewer
      2.innovation          12.antenna
      3.dream               13.storage
      4.battery             14.prototype
      5.subway              15.circuit
      6.crystal             16.remote
      7.transporter         17.thruster
      8.logic
      9.robot
     10.solder

  Change word: type number, <C>, <RETURN>.
  Insert word: type number, <I>, <RETURN>.
  Delete word: type number, <D>, <RETURN>.
  To Save changes press <S>, <RETURN>.
```

To edit a list:
☐ Insert your storage disk or the Magic Spells game disk in the disk
drive, following the prompts on the screen. (If you have each of
these disks in a different disk drive, type G for game disk or S for
storage disk to indicate the location of the list you want to edit.)
☐ At the prompt, type a number from 1 to 6 or S for Special to in-
dicate the level of the list you want to edit. Then press RETURN .
☐ The Spelling Lists for the level you've chosen will appear on your
screen, numbered in sequence. If you have more than 30 lists for
that level, you can use → or ↓ to move one page forward and
← or ↑ to move back.
☐ Type the number of the list you want to edit and press RETURN .
The words in the list you've chosen will appear on your screen,
numbered in sequence.

☐ To insert a word:
- Type the number you want the new word to be, then type $\boxed{\text{I}}$, and press $\boxed{\text{RETURN}}$. The words in the list will move down to create space for the new word. Type the new word beside the number and press $\boxed{\text{RETURN}}$ to insert it.

☐ To delete a word:
- Type the number of the word you want to delete, then type $\boxed{\text{D}}$, and press $\boxed{\text{RETURN}}$. All subsequent words move up in the numbered list.

☐ To change a word:
- Type the number of the word you want to change, then type $\boxed{\text{C}}$, and press $\boxed{\text{RETURN}}$. Type in your new word and press $\boxed{\text{RETURN}}$ to enter it.

☐ When you are finished editing your list, press $\boxed{\text{S}}$ to save and $\boxed{\text{RETURN}}$.

☐ To save your edited list:
  If you have a storage disk:
- Make sure it is in the disk drive and press $\boxed{\text{RETURN}}$.
  If you do not have a storage disk:
- Insert a blank or reusable disk in the disk drive.
- Press $\boxed{\text{F}}$ to format a storage disk and save your list.
  You will be returned to the Spells Writer menu.

VIEWING AND PRINTING A LIST

Select VIEW/PRINT LIST NAMES to
see or print the names of all the
lists on your storage disk or on the
Magic Spells game disk for any
level. Select VIEWPRINT WORD
LIST to see or print the words in a
list on your storage disk or on the
Magic Spells game disk for any
level. If you use the print option, you can refer to your printouts when
you create new word lists and avoid duplicating names of lists and
words already on your disk.

To view or print list names:

☐ Insert your storage disk or the Magic Spells game disk in the disk
drive, following the prompts on the screen. (If you have each of
these disk in a different disk drive, type ⌑G⌑ for game disk or ⌑S⌑ for
storage disk to indicate the location of the list you want to view or
print.)

☐ At the prompt, type a number from ⌑1⌑ to ⌑6⌑ or ⌑S⌑ for Special to in-
dicate the level of the list you want to view or print. Then press
⌑RETURN⌑ .

☐ The Spelling Lists for the level you've chosen will appear on your
screen, numbered in sequence. If you have more than 30 lists for
that level, you can use ⌑→⌑ or ⌑↓⌑ to move one page forward and
⌑←⌑ or ⌑↑⌑ to move back.

☐ When you are finished viewing list names, press ⌑ESC⌑ to
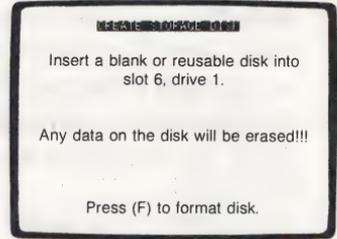return to the Spells Writer menu.

To print the list of names:

• Make sure your printer is ready.
• Type ⌑P⌑ .
• At the prompt, type the number of the slot your printer uses
(usually slot ⌑1⌑) and press ⌑RETURN⌑ .

To view or print words:

☐ Insert your storage disk or the Magic Spells game disk in the disk drive, following the prompts on the screen. (If you have each of these disks in a different disk drive, type `G` for game disk or `S` for storage disk to indicate the location of the list.)

☐ At the prompt, type a number from `1` to `6` or `S` for Special to indicate the level of the list you want to view or print. Then press `RETURN`.

☐ The Spelling Lists for the level you've chosen will appear on your screen, numbered in sequence. If you have more than 30 lists for that level, you can use the `→` or `↓` to move one page forward and `←` or `↑` to move back.

☐ Type the number of the list you want to view or print and press `RETURN`. The words in the list you've chosen appear on your screen, numbered in sequence.

☐ When you are finished viewing the words, `ESC` to return to the Spells Writer menu.

To print the words:

• Make sure your printer is ready.

• Type `P`.

• At the prompt, type the number of the slot your printer uses (usually slot `1`) and press `RETURN`.

☐ When you are finished viewing the words, `ESC` to return to the Spells Writer menu.

FORMATTING A DISK

Select CREATE STORAGE DISK from the Spells Writer menu to create (format) a blank or reusable disk to use as a storage disk for saving word lists you create. You can then use the storage disk in place of the Magic Spells game disk and play the game with your own words.

```
┌─────────────────────────────────┐
│        CREATE STORAGE DISK       │
│                                  │
│  Insert a blank or reusable disk into │
│           slot 6, drive 1.       │
│                                  │
│                                  │
│  Any data on the disk will be erased!!! │
│                                  │
│                                  │
│      Press (F) to format disk.   │
│                                  │
└─────────────────────────────────┘
```

To format a disk:

☐ Insert a blank or reusable disk in the disk drive, following the prompts on the screen.

☐ Press ⬚F⬚ to format the disk. (This will erase anything that is on the disk.) When the disk is formatted, you will be returned to the Spells Writer menu.

USING YOUR STORAGE DISK

Once you've created your own word lists and saved them on a storage disk, you can use them in the Castle of Spells game.

To use your storage disk:
☐ Load the Magic Spells program in your computer. (See page 2.)
☐ Select CASTLE OF SPELLS from the main menu and press RETURN.
☐ When you see the Castle of Spells menu, insert your storage disk in the disk drive.
☐ Select ROYAL LIST from the menu and set the other options the way you want them.
☐ Press RETURN to load your word lists for playing the game. (If you have both the storage disk and the Magic Spells game disk in separate disk drives, type S to indicate that the list you want to use is on your storage disk.)

NOTE: To safeguard your word lists, it is a good idea to make a backup copy of your storage disk. Put your original storage disk in a safe place and use the backup copy for playing the game. Keep a write-protect tab over the notch on your working disk to prevent any changes to your word lists.

To make a backup copy:
☐ When using a DOS 3.3 System Master disk, use COPYA to duplicate your storage disk.
☐ When using a ProDOS User's Disk, use the "Copy a Volume" option of the Filer to duplicate your storage disk.
☐ Refer to your computer's user's manual for additional information on duplicating disks.

The Learning List

Magic Spells is a playful way for children to develop essential spelling skills and increase their vocabulary. The games provide the opportunity for children to apply their visual discrimination skills while they improve their memory and concentration.

The program and game options provide variety and allow for selectivity in choosing or creating customized word lists to match a child's interests and ability level. The easy-to-use Spells Writer editor enhances the use of the program in a wide range of subject areas.

Note to Teachers: If you are using Magic Spells or any TLC product in your classroom, write us for our scope and sequence of skills. This curriculum interface correlates skills taught in our programs with skills taught in basal textbooks in Grades K through 8.

Game	Concepts and Skills Presented
Scramble	☐ Recognizing words from scrambled letters ☐ Improving visual discrimination and letter recognition ☐ Recognizing letter patterns in words
Flash	☐ Remembering letters and letter positions in words. ☐ Improving visual memory and concentration.

Additional Activites

SCRAMBLED SUBJECTS

Use the Castle of Spells YOUR LIST option or the Spells Writer to create lists in different subject areas, such as history, geography, or science. Play with the Scramble or Flash games alone or with a friend. Here are some ideas for lists.

History
Play the Scramble or Flash game with names of famous people, places, or events from U.S. history. When you type the names correctly, try to remember what makes that person, place, or event special. Here are some names of famous Americans you can use. Do you know what made these people famous?

Abraham Lincoln
Paul Revere
Harriet Tubman
Molly Pitcher
George Carver
Daniel Boone
Eli Whitney
Richard Byrd

Susan Anthony
Ben Franklin
Thomas Edison
Chief Joseph
Betsy Ross
Henry Ford
Jane Addams
Amelia Earhart

Geography
Play the Scramble or Flash game with names of states, cities, countries, rivers, mountains, seas and oceans, or famous landmarks. When you type the words correctly, try to remember something about the word, such as its location or size. Here are some famous landmarks you can use. Can you guess the city or state where they are located?

Alamo
Liberty Bell
Superdome
Alcatraz
Knox
Time's Square

Space Needle
Golden Gate
Diamond Head
Monticello Fort
Disneyland
Gateway Arch

Science

Play the Scramble or Flash game with words you've learned in science class. You can use words from biology (such as names of human organs or parts of plants), physics (such as words that relate to electricity), chemistry (such as names of the elements), computer science (such as programming terms or parts of a computer), or earth science (such as names of the planets or names of rocks and minerals). Here are some words that relate to weather. Do you know what each word means?

atmosphere	monsoon
precipitation	cyclone
condensation	squall
humidity	cirrus
radiation	cumulus
hurricane	stratus
tornado	nimbus
typhoon	climate

WORD SEARCH

The names of 14 fruits are hidden in this puzzle. Can you find them all? The words may go across (→), down (↓), or diagonally (╱) and one word is spelled backwards (←). Circle the words as you find them.

```
R A S P B E R R Y
A P R I C O T R M
P O M N H P R C A
L L R E L E M O N
B A N A N A L C G
M U L P N R I O O
G R A P E G M N R
A P P L E Y E U A
N C H E R R Y T N
```

Special Keys

KEYS	FUNCTION
←	Erases a letter you've typed
SHIFT [letter] (Apple IIe and IIc)	Capitalizes the letter you type
CTRL A (Apple II +)	Capitilizes the next letter you type
*	Gives you a hint by unscrambling a a letter in a word or by flashing the word again
?	Shows instructions
ESC	Returns you to the Castle of Spells menu or the Spells Writer menu (Return to the main menu by selecting the appropriate option from the menu.)
SPACEBAR	Makes a flashing word disappear

Royal Lists

The word lists used in Magic Spells are based on a patterned approach to spelling instruction. Each level develops a specific skill or set of skills appropriate to the corresponding grade level in elementary school. The five word lists in the Special level include words commonly misspelled by readers in Grades 1 and up. The lists were prepared by Pat Neu, Language Development/Disorder Specialist and Computer Assisted Instruction lab teacher in the Whisman School District, Mountain View, California.

You can obtain a second disk containing these word lists plus 25 additional lists for each level from 1 to 6 by sending $7.50 to:

Magic Spells Word Lists
The Learning Company
6493 Kaiser Drive
Fremont, CA 94555

Level 1

List 1	List 2	List 3	List 4	List 5
1. ham	1. hop	1. get	1. sun	1. big
2. jam	2. dot	2. set	2. fun	2. him
3. man	3. hot	3. let	3. run	3. hit
4. ran	4. lot	4. met	4. cup	4. bit
5. can	5. got	5. pet	5. cut	5. sit
6. had	6. not	6. men	6. hut	6. pig
7. bad	7. mop	7. bed	7. nut	7. rig
8. cat	8. hog	8. yes	8. rub	8. lit
9. fat	9. log	9. pen	9. hug	9. hid
10. sat	10. jog	10. red	10. rug	10. fig

Level 2

List 1	List 2	List 3	List 4	List 5
1. dress	1. small	1. bend	1. ranch	1. list
2. press	2. stall	2. stand	2. branch	2. mist
3. grass	3. ball	3. sand	3. bench	3. mast
4. class	4. hall	4. send	4. lunch	4. must
5. brass	5. fall	5. band	5. bunch	5. just
6. staff	6. tall	6. think	6. sent	6. test
7. cliff	7. call	7. thank	7. went	7. rest
8. cuff	8. wall	8. drink	8. bent	8. best
9. puff	9. mall	9. drank	9. hint	9. nest
10. stuff	10. all	10. blank	10. hunt	10. blast

Level 3

List 1
1. patting
2. trapping
3. grabbing
4. dragging
5. setting
6. petting
7. stepping
8. getting
9. sitting
10. hitting
11. winning
12. digging
13. hopping
14. shopping
15. dropping
16. mopping
17. running
18. cutting
19. tugging
20. rubbing

List 2
1. shaving
2. shaping
3. trading
4. chasing
5. shining
6. driving
7. slicing
8. hiding
9. clothing
10. joking
11. hoping
12. roping
13. tuning
14. using
15. ruling
16. gluing
17. taking
18. liking
19. voting
20. lining

List 3
1. better
2. letter
3. after
4. mother
5. father
6. brother
7. sister
8. under
9. over
10. sooner
11. fighter
12. slower
13. sitter
14. jumper
15. helper
16. cleaner
17. reader
18. lower
19. steeper
20. shopper

List 4
1. later
2. safer
3. maker
4. trader
5. wader
6. finer
7. timer
8. whiter
9. slicer
10. driver
11. voter
12. joker
13. loser
14. miner
15. rider
16. user
17. bluer
18. truer
19. hiker
20. mover

List 5
1. Sunday
2. Monday
3. Tuesday
4. Wednesday
5. Thursday
6. Friday
7. Saturday
8. weekday
9. holiday
10. yesterday
11. rays
12. lays
13. ways
14. pays
15. plays
16. days
17. stays
18. trays
19. strays
20. delays

Level 4

List 1
1. nowhere
2. nobody
3. nothing
4. anyway
5. anyplace
6. anyhow
7. anywhere
8. anybody
9. anything
10. anyone
11. horseplay
12. plaything
13. playroom
14. playpen
15. playmate
16. playhouse
17. playground
18. playback
19. playact
20. playmates

List 2
1. someway
2. someplace
3. someday
4. somewhat
5. somehow
6. sometime
7. somewhere
8. somebody
9. something
10. someone
11. indoors
12. inside
13. outside
14. within
15. without
16. everyday
17. everywhere
18. everybody
19. everything
20. everyone

List 3
1. grandmother
2. grandfather
3. themselves
4. yourselves
5. ourselves
6. itself
7. herself
8. himself
9. yourself
10. myself
11. birthday
12. together
13. tomorrow
14. tonight
15. today
16. almost
17. altogether
18. always
19. already
20. also

List 4
1. throughout
2. afternoon
3. understand
4. overnight
5. maybe
6. upon
7. downtown
8. halfway
9. however
10. cannot
11. backyard
12. drugstore
13. popcorn
14. sidewalk
15. Thanksgiving
16. bedroom
17. baseball
18. whenever
19. breakfast
20. cowboy

List 5
1. pancake
2. paintbrush
3. onto
4. onlooker
5. offshore
6. oatmeal
7. newborn
8. network
9. needful
10. nearby
11. scrapbook
12. schoolteacher
13. scarecrow
14. sandbox
15. shellfish
16. roadblock
17. riptide
18. ringside
19. parkway
20. paperback

Level 5

List 1
1. inlet
2. inland
3. ingrown
4. infield
5. indoor
6. indent
7. indeed
8. income
9. inboard
10. inward
11. incline
12. incorrect
13. incur
14. index
15. increase
16. insight ·
17. inside
18. instep
19. input
20. inmate

List 2
1. arrow
2. willow
3. minnow
4. hollow
5. follow
6. pillow
7. yellow
8. fellow
9. swallow
10. shallow
11. elbow
12. window
13. shadow
14. below
15. meadow
16. bellow
17. borrow
18. sparrow
19. narrow
20. sorrow

List 3
1. forbidden
2. mistaken
3. driven
4. woven
5. spoken
6. beaten
7. shaken
8. awaken
9. swollen
10. eaten
11. frozen
12. taken
13. fallen
14. given
15. chosen
16. written
17. hidden
18. bitten
19. broken
20. gotten

List 4
1. restock
2. rewrite
3. relive
4. reread
5. replace
6. recharge
7. resale
8. reform
9. recover
10. react
11. review
12. repaint
13. relearn
14. refold
15. redo
16. recopy
17. recite
18. reclaim
19. retie
20. recheck

List 5
1. saddle
2. riddle
3. paddle
4. middle
5. huddle
6. wobble
7. nibble
8. gobble
9. pebble
10. bubble
11. puzzle
12. cattle
13. little
14. settle
15. battle
16. rattle
17. apple
18. giggle
19. hobble
20. wiggle

Level 6

List 1
1. photograph
2. monograph
3. autograph
4. phonograph
5. biography
6. geography
7. telegraph
8. paragraph
9. graphic
10. graph
11. phonetic
12. microphone
13. typhoon
14. physician
15. physical
16. photo
17. symphony
18. phony
19. phonics
20. telephone

List 2
1. permitted
2. regretted
3. forgotten
4. conferred
5. preferred
6. referred
7. deferred
8. occurred
9. controlled
10. equipped
11. dispelled
12. compelled
13. impelled
14. metallic
15. beginning
16. submitted
17. committed
18. handicapped
19. forbidden
20. inferred

List 3
1. oriole
2. orchid
3. orchard
4. former
5. orator
6. normal
7. formal
8. forward
9. storage
10. chorus
11. fortress
12. original
13. mortal
14. organize
15. torture
16. portion
17. morale
18. moral
19. horror
20. orange

List 4
1. sign
2. signify
3. signalman
4. undersign
5. signal
6. signing
7. signpost
8. signer
9. signboard
10. signature
11. redesign
12. reassign
13. assignment
14. cosigner
15. consign
16. resign
17. ensign
18. countersign
19. design
20. assign

List 5
1. strawberry
2. grandparents
3. classmate
4. background
5. lonesome
6. earthquake
7. blacksmith
8. eyebrow
9. widespread
10. landscape
11. broadcast
12. horseshoe
13. seashore
14. handsome
15. backwards
16. typewriter
17. homeland
18. courtyard
19. doughnuts
20. limestone

Special Level

List 1
1. the
2. you
3. are
4. have
5. for
6. they
7. from
8. friend
9. two
10. one

List 2
1. said
2. what
3. children
4. does
5. were
6. down
7. here
8. there
9. would
10. could

List 3
1. all right
2. a lot
3. breath
4. choose
5. device
6. grammar
7. height
8. misspell
9. neighbor
10. quite
11. quit
12. succeed
13. college
14. whose
15. computer

List 4
1. already
2. balance
3. believe
4. cemetery
5. committed
6. definite
7. dependent
8. effect
9. embarrass
10. governor
11. judgment
12. necessary
13. offense
14. omitted
15. reference

List 5
1. absence
2. argument
3. benefited
4. changeable
5. correspond
6. desirable
7. development
8. disastrous
9. disappear
10. exaggerate
11. existence
12. grievous
13. guarantee
14. independent
15. loneliness
16. maintenance
17. miscellaneous
18. mischievous
19. ninety
20. occasionally

Customer Service

We are proud of the special relationship we have with many satisfied parents and teachers. If you have a problem, a question, or a suggestion, please call our Customer Service Department at **1-800-852-2255**

The Learning Company warrants to the original purchaser only that the diskette provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment. If the program is found defective within 90 days of your purchase, it will be replaced. Simply call The Learning Company's Customer Service Department at the above toll-free number and a replacement disk will be sent within 24 hours. Replacement of the diskette is the full extent of our liability.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. Any implied warranties, including those of merchantability and fitness for a particular purpose, are limited in duration to 90 days from the date of purchase of this product.

The Learning Company shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury even if The Learning Company has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusion may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Warning: Any attempt to duplicate this program may result in a damaged disk. This does not constitute user damage as covered by the warranty.

Damaged Disk Replacement Policy

The Learning Company will replace disks that the user damages for a duplicating and handling fee. Return your damaged disk and a check for $10.00 to:

The Learning Company
6493 Kaiser Drive
Fremont, CA 94555
Attention: Disk Return Dept.

Just take a few minutes and register your software today and you will receive valuable updates, product information and "special offers" from The Learning Company. Send it today!

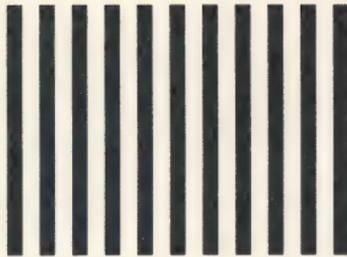## The Learning Company® Software Warranty Registration

1. NAME _____ PHONE (____) _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

2. Name of program: _____

3. Number of children using program: □ 1 child □ 2 children □ more than 2

Age of child(ren) using program: □ 3-7 □ 8-11 □ 12-14 □ 14 & Up

4. This program will be used at: □ Home □ School □ Both □ Other (Specify): _____

5. Machine version: □ Apple IIGS □ Apple IIc Plus □ Apple IIe/c/+ □ Macintosh □ Tandy
   □ Other (Specify): _____

6. Which of the following do you own (Check all that apply):
   • □ 5.25" drive □ 3.5" drive □ Hard disk □ Mouse □ Joystick
   • Memory: □ 48K □ 64K □ 128K □ 256K □ 384K □ 512K □ More than 512K
   • □ Color monitor □ Monochrome
   • Printer: □ Dot Matrix Monochrome □ Dot Matrix Color □ Daisy Wheel □ Other □ None
   • Printer Brand/Model: _____
   • Interface card/model for Apple □ _____ □ Don't know

7. How long have you owned a computer?
   □ Less than 6 months □ Less than 1 year □ Less than 2 years □ More than 2 years

8. Store where software was purchased: □ Babbages □ Egghead □ Electronics Boutique/Games & Gadgets
   □ Software, etc./B. Dalton □ Mail order □ Other

9. Do you also own a Nintendo, Sega, or Atari system? □ Yes □ No

10. Please indicate which magazines you read: □ inCider/A+ □ Classroom Computer Learning
    □ Electronic Learning □ Mac User □ Nibble □ Mac World □ Teaching & Computers □ Other □ None

The Learning Company®

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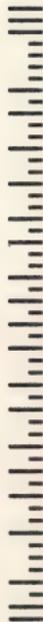
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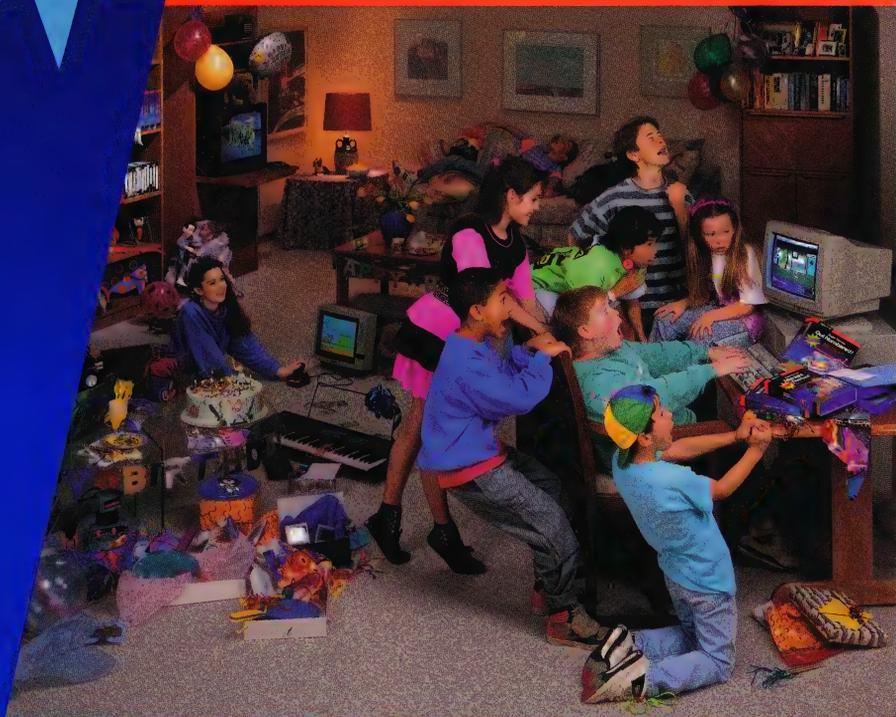
Five Tips on Selecting Software that Helps Children Learn

Make an investment in your child's learning. Be certain that the software you buy passes this test:

1. Does it have **proven learning value?** The software should have been developed by a team of qualified learning experts using sound approaches.

2. Is it **fun?** Given the right environment, children love to learn. Good software stimulates children's natural curiosity and provides a rich, rewarding experience. It should also offer several levels of play to motivate continued use and provide options to customize content to individual learning needs.

3. Is it **easy to use?** You and your child should not have to spend time figuring out how to use the software. A simple set of commands and consistency from one product to the next should allow you to get straight to the fun.

4. Does it develop **thinking skills?** The right software will provide more than drill-and-practice work. It should also enhance your child's thinking and problem-solving abilities, paving the way to future learning success.

5. Is it part of a **family of products** that is **guaranteed?** Look for a line of products that covers all of your child's learning needs. Make sure the company stands behind its products and guarantees your satisfaction.

Develop Writing, Spelling, and Thinking Skills for Ages 6-12

Writer Rabbit®

(Ages 7-10)

Builds reading & early writing skills

Reading and writing are related skills that form an important foundation for a child's future success. Through a series of six highly entertaining games, children have fun as they learn to recognize simple sentence parts.

► **Can be customized to child's ability** by selecting vocabulary level, sentence length, and game speed

► **Develops creativity** as children make up their own stories and letters

► **Prints out** over 70 stories and letters, plus an award certificate
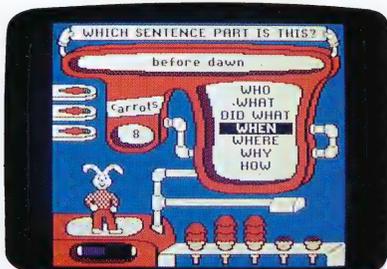
"A must for every child who is beginning to write. A natural step before introducing the child to word processing"
–**Dr. Ariella Lehrer, Child Psychologist and Software Evaluator**

"Critics' Choice Award"
–**Home Office Computing**

IBM/Tandy & Compatibles
(5.25″/3.5″ disks in one box) $49.95
Apple II Series (5.25″ or 3.5″ disk versions) $49.95

Magic Spells®

(Ages 6-12)

Builds essential spelling skills

Sharpen spelling skills by unscrambling words and spelling flashed words in a magical kingdom. Magic Spells enriches a child's understanding of letter relationships as it provides spelling practice.

► **Includes sample word lists** with hundreds of words at many levels

► **Enter weekly spelling words** with the easy-to-use "Spells Writer" editor

► **Rewards and motivates children** with captivating graphics and amusing sound effects

"We only wish that spelling drills had been this much fun when we were kids."
–**Apple II Review**

IBM/Tandy & Compatibles
(5.25″/3.5″ disks in one box) $39.95
Apple II Series (5.25″ or 3.5″ disk versions) $39.95
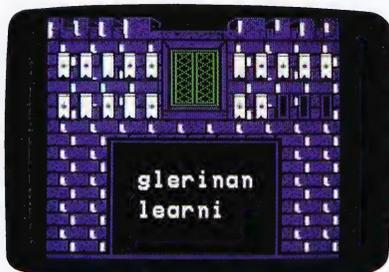
Develop Thinking and Written Communication Skills for Ages 7 & Up

Think Quick!®

(Ages 7 & up)

The animated adventure game that builds thinking skills

This fast-paced adventure game helps children develop important thinking skills needed for future learning. Players overcome increasingly difficult challenges as they race through over 100 rooms in the magical Castle of Mystikar.

► **Helps build skills in logical thinking,** developing strategies, decision making and problem solving

► **Six increasingly difficult game levels** provide endless hours of learning fun

► **Several play options** let children explore at their own pace, race against the clock or create their own games

► **Secret panels, magical objects, maps, clues, Slime Worms and an enchanted Knight** all add up to a delightful exploration for children

"An exciting and very motivational program that enhances many areas of learning, including problem solving and decision making."
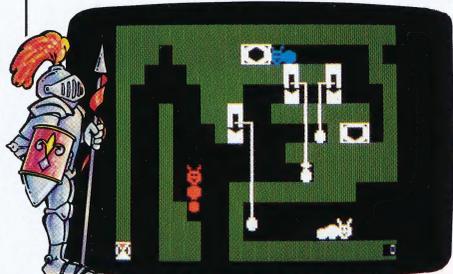
–Judy Cato, Teacher

"Parents' Choice Gold Award"
                                  –Parents' Choice

"A + All Stars"   –A + Magazine

IBM/Tandy & Compatibles
(5.25″/3.5″ disks in one box) $49.95
Apple II Series (5.25″ or 3.5″ disk versions) $49.95

The Children's Writing & Publishing Center™

(Ages 7-14)

The easy-to-use program for writing reports, letters, outlines, newsletters, and more

Now children can produce high-quality reports, letters, outlines, stories, and newsletters at home and school with a program designed especially for them. Designed for ease of use, this program stimulates the natural creativity of young people, and makes the process of writing both fun and rewarding.

► **More features** than any other children's word processing or desktop publishing program. Combine text and pictures effortlessly—watch words automatically wrap around pictures that are placed on documents.

► **Over 150 pictures** - also compatible with Print Shop and other graphics libraries.

► **Easy-to-follow instructions** and attractive screen displays coach new users every step of the way.

"Children's Product of the Year!"
–COMPUTE!'s Choice Award, January '90

IBM/Tandy & Compatibles
(5.25″/3.5″ disks in one box) $69.95
Apple II Series (5.25″ or 3.5″ disk versions) $59.95

Look what you can create!

Strengthen Reading, Math, and Problem-Solving Skills for Ages 7-14

Super Solvers
Midnight Rescue!™

NEW

(Ages 7-14)

The breakthrough arcade-action reading and thinking game

Morty Maxwell, alias the Master of Mischief, has taken over Shady Glen School! Disguised as one of his five robots, he and his team are painting the entire school with disappearing paint. As Super Solvers Club Members, children have only until midnight to explore the school, read for clues, and collect facts to out-think their clever opponent. Finding out which robot is the Master of Mischief challenges children to play this fast-paced action adventure over and over again.

► **The most complete and comprehensive reading program available.** Readings develop essential skills of recalling key facts, identifying main idea, and drawing inferences, while ''stretcher'' words with on-line hints build vocabulary. Children collect and organize information in determining who the Master of Mischief is!

► **A breakthrough adventure-game format that engages children and motivates learning.** Midnight Rescue! blends the exciting elements found in the best videogames with rich educational content that builds reading and thinking skills.

IBM/Tandy & Compatibles
(5.25″/3.5″ disks in one box) $49.95

Super Solvers
Out Numbered!™

NEW

(Ages 7-14)

The new-generation arcade-action game that builds math, thinking, and problem-solving skills

The Master of Mischief is up to his old tricks, threatening to take over the airwaves at Shady Glen TV Station. To stop him, players must locate his secret hideout before he changes all of Shady Glen's shows to his own boring programs! As Super Solvers Club members, players have only until midnight to solve math problems, match the clues and secret code, and deduce which room conceals the Master of Mischief.

► **Unique design blends game excitement with education.** Fast-paced arcade action is blended with a comprehensive math and thinking-skills curriculum.

► **Two complete programs build math and thinking skills.** Regular game sharpens problem-solving and deductive-reasoning skills. The Drill for Skill game allows children to practice basic math facts.

► **Easy-to-use design with multiple educational and gameplay levels.**

IBM/Tandy & Compatibles
(5.25″/3.5″ disks in one box) $49.95

About The Learning Company

The leader in children's software, The Learning Company is dedicated to producing high-quality software products that enrich the education of young people ages three and up. The Learning Company is unique in its focus on building children's underlying thinking skills, while reinforcing important areas of basic curriculum. Its single-minded focus on quality is reflected in the extensive pre-market testing conducted in homes and schools and in a rich line of award-winning products.

Entertainment and ease of use are premier qualities of The Learning Company's products. Intriguing characters, challenging situations, and rich game environments are the ingredients for captivating programs that children can enjoy for hours. Multiple skill levels and easy-to-follow directions broaden the appeal of each program to a wide audience. With software from The Learning Company, you'll experience no frustrations or complicated procedures. And, your satisfaction is guaranteed.

Choose the award-winning series of programs from The Learning Company . . . rich, entertaining programs that build basic curriculum skills and **develop underlying thinking skills.**

Subjects	Ages 3 to 7	Ages 7 to 10	Ages 10 & Up
Math/Problem Solving	Math Rabbit	Super Solvers OutNumbered!	
Reading/Thinking	Reader Rabbit	Super Solvers Midnight Rescue!	
Writing/Publishing		The Children's Writing & Publishing Center	
Thinking/Problem Solving		Think Quick!	
Writing/Reading		Writer Rabbit	
Spelling		Magic Spells	

Check the Reference Guide Below for Your Hardware Requirements

Programs (Ages)	IBM® /Tandy® and Compatibles*		Apple® /Macintosh®	
Reader Rabbit (3-7)	256k	1,3	64k	1
"Talking" Reader Rabbit (3-7)	256k	1,2	256k	1,4,5
Math Rabbit (3-7)	128k	1,3	64k	1,5,6
Writer Rabbit (7-10)	256k	1,3	64k	1,6
Magic Spells (6-12)	256k	1,2	64k	1,6
Think Quick! (7 and up)	128k	1,3	64k	1,6
Super Solvers Midnight Rescue! (7-14)	512k	1,3,8	N/A	N/A
Super Solvers Out Numbered! (7-14)	512k	1,3,8	N/A	N/A
The Children's Writing & Publishing Center (7-14)	384k	1,3	128k	1,7,6

Notes on system requirements:
1. Color monitor not required
2. Color graphics adapter **required**
3. Color graphics or Hercules monochrome graphics adapter **required**
4. **Apple** IIGS only–3.5″ disk drive **required**
5. **Apple Macintosh** formats available. Runs on Mac SE, Mac II, Mac Plus and Mac 512 with 800k/1MG disk drive
6. 3.5″ disk for **Apple** IIGS, IIc Plus also available
7. Dot matrix printer, black & white or color, **required**
8. Requires 640k for Tandy

*IBM/Compatible Information

Requirements: IBM and compatible products require PC-DOS or MS-DOS version 2.0 or higher.

Systems tested for compatibility:
IBM PS/e; IBM PC/XT/AT; TANDY 1000 TX/SL/TL/EX/SX/HX/3000; COMPAQ 286/PORTABLE; LEADING EDGE D; EPSON EQUITY 2/3; PACKARD BELL; HYUNDAI; COMPU-ADD; EVEREX; VENDEX; AMSTRAD; KAYPRO; HP VECTRA; AT&T 6300; PANASONIC FX 600; TOSHIBA t-1100/3100; ZENITH 148/158/248/258.

► All of The Learning Company's MS-DOS products are hard-disk installable and fully compatible with the IBM family, Tandy 1000 series, and other PC compatibles. Also note that both 5.25″ and 3.5″ disks are enclosed in each box and you can back up your program disk.

► **3.5″ Disk Version** for the Apple IIGS, IIc Plus, and other compatible 3.5″ disk drives is available. Call us.

► **Satisfaction Guaranteed!** All programs from The Learning Company carry a no-risk, 30-day money-back guarantee.

► **Special Note to Educators:** The Learning Company also offers a complete line of School Editions. Call our School Division for more information.

Visit your nearest Learning Company Dealer or call us toll free: **1-800-852-2255.**

6493 Kaiser Drive, Fremont, CA 94555 1-415-792-2101

The Learning Company®