

Sabrina

The
Animated
Series™



Based on
the HIT
TV Show!

Magical Adventure

Windows®
Macintosh®
CD-ROM

Ages 5 upwards



Sabrina

The Animated Series™

Magical Adventure



Sabrina, The Animated Series™, comes to the computer in an interactive CD-ROM filled with magic and adventure. Sabrina must defeat her nemesis, Gem Stone, and regain control of a magic wish amulet before the Greendale Mall is turned inside out. Gem is running amok — casting spells and turning unsuspecting shoppers into sheep! It's up to you and Sabrina to stop Gem's rampage and return the Mall to normal.

GETTING STARTED

MINIMUM SYSTEM REQUIREMENTS

Windows® 95/98

Pentium® 166 MHz (or higher)
32 MB RAM
2MB Video RAM or higher
4x CD-ROM drive
16-bit Windows-compatible sound card
56K Modem (to use Internet feature)
Mouse

Macintosh®

Power PC (100 MHz or higher)
System 8.1 (or higher)
32 MB RAM
4x CD-ROM drive
640x480 resolution or higher
Mouse

INSTALLING THE PROGRAM

Windows® 95/98

If you are using the AutoPlay function of Windows® 95/98, simply insert the **Sabrina Magical Adventure** CD into your CD-ROM drive and close the drive door. Click **Install** when the AutoPlay menu appears. Follow the on-screen instructions to complete installation. Once installation is complete, click **Play** to start the program.

If you are not using the AutoPlay feature, follow these instructions:

1. Insert the **Sabrina Magical Adventure** CD into your CD-ROM drive.
2. Click on **Start** and then move the cursor to Settings.
3. Click on **Control Panel**; double-click on **Add/Remove Programs**.
4. Click on **Install** and then click **Next**.
5. Follow the on-screen instructions to complete installation.

Macintosh®

1. Put **Sabrina Magical Adventure** in your CD-ROM drive.
2. On your desktop, double-click on the **Sabrina Installer** icon.
3. Follow the on-screen instructions to complete installation.

Uninstalling the Program under Windows® 95/98

1. Click on **Start**, move cursor to **Settings**, and click **Control Panel**.
2. Double-click on **Add/Remove Programs**.
3. Click on **Sabrina Magical Adventure**, click on **Add/Remove**, and then click **Yes**.
4. Go to Windows Explorer and delete the **Sabrina** folder from the **KA** folder on your hard drive.

HOW DO I SIGN IN?

Use the keyboard to type your name, up to 12 letters or numbers.

After you've signed in, your name will appear on the list. Each time you need to sign in again, just click on **your name** and click on **Salem** or press **Enter** on your keyboard, (**Return** on the Macintosh) to continue. You may have to scroll up and down the list to find your name. Click on the **Arrows** to scroll.

To delete your name, click on it and then click on the **Magic Wand**.

Click on the **Exit** button if you want to leave the game.



WHAT'S THE STORY?

Sabrina searches her room for her aunts' magic wish amulet. The amulet gives the wearer the power to make their every wish come true. Sabrina realizes that she must have lost the amulet at school when she sees a news bulletin on television showing the Greendale Mall under a magical siege. Sabrina's arch rival, Gemini Stone, found the amulet and is turning the Mall upside down with her newfound magic abilities — turning shoppers into sheep. Sabrina consults the Spookie Jar for advice on how to get the amulet back. Spookie tells Sabrina to collect four special magic items: flea spray, winged shoes, a shepherd's staff and a banana peel. The items will allow Sabrina to reverse Gem's spells and get the amulet back from her, thus stripping her of her powers. Sabrina runs off to the Mall to face this challenge.

THE GAMES

There are five games that can be played in the Mall. All games are replayable even after winning the magic spell rewards. *Fruit Smoothie Fallout*, *Bad Hair Day*, *Fashion Bug Out* and *Pyramid Power* must be played before playing *Sheep Charade* in the Food Court. In this game, you will use all four spell rewards in an attempt to defeat Gem Stone once and for all.

TOOLBARS

Across the top of each game screen is a toolbar that displays your score, game objectives and the number of Sabrina "lives." Refer to the HTML Help file on the CD for specific details on the toolbar for each game.



At the bottom of each screen is a toolbar that displays icons of the Spookie Jar, Magic Spells (during games) and the Mall.



MALL DIRECTORY

Click on the **Mall** icon to access the Mall Directory. A diagram of the Greendale Mall appears. The five game locations are displayed as icons. Click to return there and replay the activity. Click on "**Back to Mall**" to return to your previous location.



SPOOKIE JAR

Click on the Spookie Jar icon to access the following options:

LEVELS — Three gameplay level options are displayed: Easy, Medium and Hard. Click on one to change the level of difficulty for the current game.

VOLUME — Click and drag the bat along the path to change the audio level.

FINAL GAME SPELL INVENTORY — The four magic spell rewards are displayed as dimmed-out icons: Banana Peel, Fly Girl Sneakers, Flea Spray and Shepherd's Staff. As the rewards are earned, they fill in. When the cursor is rolled over each icon, the spell item's description pops up in the window below.

MAGIC SPELLS — During games, the magic spells icons are displayed in three slots. When the cursor is rolled over each icon, the spell's description pops up in the window above.

HELP — Click on the **Magic Book** to access Help for the current game. A series of text screens appear that explain the game's goal and options.

EXIT — Click on the **Cauldron** to exit the program.

BACK ARROW — Click on the **Back Arrow** to return to the game.

MAGIC SPELLS

During each activity, Spell icons appear that allow you to use magic. The spells available for gameplay are displayed as icons. One icon is highlighted as default, indicating that the spell can be cast.

HOW TO USE THE MAGIC SPELLS:

- Press the **Spacebar** to select the spell that you want to use.
- Press **Enter** to cast the spell.



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TECHNICAL SUPPORT TIPS

If you are having trouble with the program, try these tips before contacting Technical Support:

- Make sure the CD surface is free of all fingerprints and scratches.
- Try running the program on a friend's computer to help determine whether the CD is damaged or there is another cause of the problem
- Try adjusting the colour depth on your computer to 256 colours and see if the program will install or run.
- Close all background applications except "Systray" and "Explorer" (for Windows® 98/95) and try to install or run the program.
- Run the program with a "minimum" extension set (for Macintosh®).
- Make sure your sound and video card drivers are the latest version available (for Windows® 98/95).
- Make sure your extensions are the latest versions available (for Macintosh®).

If you need to contact Technical Support, please have the following information available:

- Product name and version number (on the face of the CD)
- Processor and clock speed (e.g., Pentium® II 450 MHz / Power Mac™ 7100)
- Operating system and version (e.g., Windows® 98 / Macintosh® OS 8.5)
- Manufacturer and/or brand of sound and video cards
- Error messages (if any)

TECHNICAL SUPPORT

If you have any problems or comments, please do not hesitate to contact us.

Tel: (44) 118 920 9111 Fax: (44) 118 987 5603

Email: Support@knowledgeadventure.co.uk

Web address: www.knowledgeadventure.co.uk

or write to us at

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