The Learning Company®

Super Solvers®
Spellbound!™

BICYCLE

SKI

BARK
BOAR
R

WEIGH

Spelling Bee

BONUS CD

Super Solvers® Reading Ages 9–12

ABOUT THE LEARNING COMPANY

Since 1980, The Learning Company has consistently produced the highest quality educational software available. Our award-winning products help develop your child's underlying thinking skills and creativity, while reinforcing important areas of the basic curriculum, such as reading, writing, and mathematics.

Every product under The Learning Company brand undergoes extensive research and testing, with input from educational professionals, parents, and children. Each product features a precise balance of educational content and entertainment value, so your child has fun while learning!

How do we do it? Enchanting characters. Challenging situations. Rich game environments. State-of-the-art graphics and sound. Progressive skill levels and game segments that can be customized to meet your child's individual needs.

As parents and educators, we recognize that education is a continuous process. So we developed a complete system of age-appropriate programs. Carefully sequenced by age groups, this system makes it easy for you to confidently choose the right products for your children at each stage of their educational development. As an integral part of The Learning Company's system, each of our products addresses a specific age group and subject area with appropriate themes to heighten your child's interest in learning.

CONTENTS

HARDWARE AND SYSTEM REQUIREMENTS

Windows version
Runs on:
- IBM® PC and compatibles—386/25 MHz or better

With:
- 8 MB of memory (RAM) for Windows 95/98; 4 MB of memory for Windows 3.1
- Hard disk with 11.5 MB of free disk space
- Color monitor
- 256-color SVGA or 16-color VGA
- DOS 5.0 or higher
- Windows 3.1 running in 386 Enhanced Mode
- Double-speed CD-ROM drive
- Sound Blaster™, Microsoft®, or other Windows-compatible sound card

Optional:
- Mouse

Macintosh version
Runs on:
- All color Macintosh computers, including Color Classic, Color Classic II; LC series (except original LC); II series (except II); color PowerBook™ series; Centris™ series; Quadra™ series; Quadra AV series; Performa™ series (except Performa 200); and Power Macintosh series

With:
- 5 MB of memory (RAM) for System 7.5 or higher; 4 MB of memory for System 7.0.1; Virtual Memory is not supported
- Hard disk with 128K of free disk space
- 256-color capable monitor
- System 7.0.1 or higher
- Double-speed CD-ROM drive

SETTING UP AND STARTING THE PROGRAM

Super Solvers Spellbound! runs from your CD-ROM drive. However, you will need 1 MB of available space on your hard disk to store some program files. If you have a modem, the setup program will allow you to register this product electronically using our toll-free number.

Windows 95/98

These instructions assume that the AutoPlay feature of Windows 95/98 is turned on. (This feature is usually enabled when you install Windows 95/98 onto your computer. For more information about AutoPlay, refer to your Windows documentation.)

To set up and start the program:
1. Make sure Windows 95/98 is fully launched and running.
2. Insert the program CD into your CD-ROM drive. After a brief delay (5–20 seconds), a dialog box appears.
3. Click on **Install**.
4. Follow the onscreen instructions to complete the setup process.
5. Click on the **Start** button. Choose **Programs** from the Start menu. Next choose **The Learning Company**. Then choose **Super Solvers Spellbound!**

Once you've completed the setup, *Super Solvers Spellbound!* will run automatically any time you insert the program CD into the CD-ROM drive.

To start the program:

1. Make sure Windows 95/98 is fully launched and running.
2. Insert the program CD into your CD-ROM drive. After a brief delay (5–20 seconds), a dialog box appears.
3. Click on **Play**.

Windows 3.1

To set up the program:

1. At the DOS prompt, type **win** and press **Enter** to start Windows.
2. Insert the *Super Solvers Spellbound!* CD into your CD-ROM drive.
3. From the File menu, choose **Run**.
4. Type **D:\setup** (or substitute for D the letter of the CD-ROM drive you are using) in the Command Line box. Then press **Enter**.
5. Follow the instructions on the screen to complete the setup process. The Setup program creates a program group called The Learning Company on your Windows desktop and places a Super Solvers Spellbound! program icon within that group.

You must start *Super Solvers Spellbound!* from your Windows desktop.

To use the program:

Make sure the program CD is in the same CD-ROM drive as in step 2 on the previous page.

■ Open the program group called The Learning Company and double-click on the Super Solvers Spellbound! program icon.

Macintosh

To set up the program:

1. Insert the *Super Solvers Spellbound!* CD into your CD-ROM drive.
2. Double-click on **Spellbound!** in the open window. The program will start.

You must start *Super Solvers Spellbound!* from your CD. Make sure you quit any other applications that use sound before starting *Super Solvers Spellbound!*

EDUCATIONAL FOCUS

Super Solvers Spellbound! provides children with an exciting and challenging way to practice and improve their spelling skills. Together, the program's four activities encourage children to master skills such as visual discrimination, visual and auditory word recognition, word recall, concentration, keyboard familiarity, and problem solving based on developing strategies for solving word puzzles.

Practicing Spelling Skills

Super Solvers Spellbound! contains 1,000 words divided into 10 topics of interest to children aged 7 to 12. Each topic includes five word lists which are presented one at a time as children progress at their own pace through the five levels of gameplay. Each of the five Spelling Bees includes words from the current word list that were practiced in any of the three other activities, plus words from previous word lists. This cumulative feature of the program? increases the challenge of the Spelling Bee competitions. In addition, of the 20 words in each word list, those misspelled by a player in the activities appear more often than those spelled correctly. This increases the opportunity for players to master words they find difficult.

In addition to the words included in the program, children, parents, and teachers can create their own word lists to use in the game. These lists can reinforce words taught at school, frequently misspelled words, or words that reflect a theme, such as an event or area of interest.

The gameplay difficulty increases automatically as players advance through the five game levels. Players can choose a difficulty level that determines how many points must be earned to compete in a Spelling Bee and the number of words needed to win it.

Although the ultimate goal of good spelling is good writing, the program does not rely on writing, so even reluctant writers are encouraged to become better spellers. But best of all, *Super Solvers Spellbound!* offers players a constant and patient tutor, always ready to help them learn, succeed, and have fun with spelling.

Spelling Hints

While playing *Super Solvers Spellbound!*, children may find this list of spelling hints helpful, particularly in remembering flashed words or sorting letters in scrambled words.

- **Does the word have the vowel pair *i* and *e*?**
  Remember: *i* before *e* except after *c* or when it sounds like "ay" as in *neighbor* and *weigh*.

- **Does the word have a letter pair?** Words with consonant or vowel digraphs can be tricky to spell, since not all the individual letters are pronounced, or they sound different than either letter in the pair. Some letter pairs are:

sh (**sh**irt)	**ch** (**c**ou**ch**)	**th** (**th**eater)	**wh** (**wh**istle)
ai (r**ai**n)	**oo** (m**oo**n)	**ea** (tr**ea**t)	

- **Does the word have an *ing* or *ed* ending?** If the word has a long vowel and a silent *e* (as in *waste*), drop the *e* and add the ending (*wasting*). If the word has a short vowel (as in *swim*), double the consonant and add the ending (*swimming*). If the word is a vowel digraph—ai, ea, ee, oo—followed by a consonant (as in *rain*), simply add the ending (*raining*).

- **Is the word plural?** Most plural nouns just add *s*. Nouns ending with *s, ss, sh, ch,* or *x* add **es** (*classes*). Nouns ending with *y*, change *y* to *i* and add **es** (*countries*).

- **Does the word have two consonant sounds and end with the sound *l*?** These words will most likely end with a silent *e* (*paddle, bicycle, dribble*).

- **Does the word have a capital letter?** Use capital letters at the beginning of titles (President), the names of people (Anna), ships (Pinta), holidays (Halloween), months of the year (October), cities (Philadelphia), and countries (England).

GETTING STARTED

Signing Up

Before you can start your spelling, you'll need to sign up. First, click on **Start New Game**. Type your name onto the sign-up sheet, and then press **Enter** or **return**. The Choose a Topic screen appears.

From the left column of the Topics screen, click on a topic for the words you want to use in this game. Choose **My Topic** when you want to enter your own spelling words. To choose a different topic after you sign up, go to the Spellbinder—the special device that will help you prepare to spell against the Master of Mischief. Then choose **Go to Word Manager** from the File menu, and then choose the topic you want. Double-click on the topic you want to start the game, and choose the difficulty of qualifying for and winning a spelling bee—Easy, Medium, or Hard.

Any time you want to pick up where you left off, find your name on the list and click on it. If you don't see your name, just click on the arrows on the side of the list until you find it. Then click on **Start Game** to continue.

When the sign-in list has 99 names, it is full. You'll need to remove a name before you can enter a new one. Click on the name you want to remove. Then, press **Ctrl+R** (Windows) or **⌘+R** (Macintosh). This will permanently erase that player's information from the hard disk.

Choosing an Activity

After you sign up and choose a topic and a difficulty level, the Spellbinder appears showing the four activities, your chosen topic, your current level and score, and the target score needed to play the next Spelling Bee.

Choose **Word Search** to hunt for words hidden in a block of letters.

Choose **Criss Cross** to enter words in a crossword-style puzzle.

Choose **Flash Card** to spell or unscramble words after seeing them briefly.
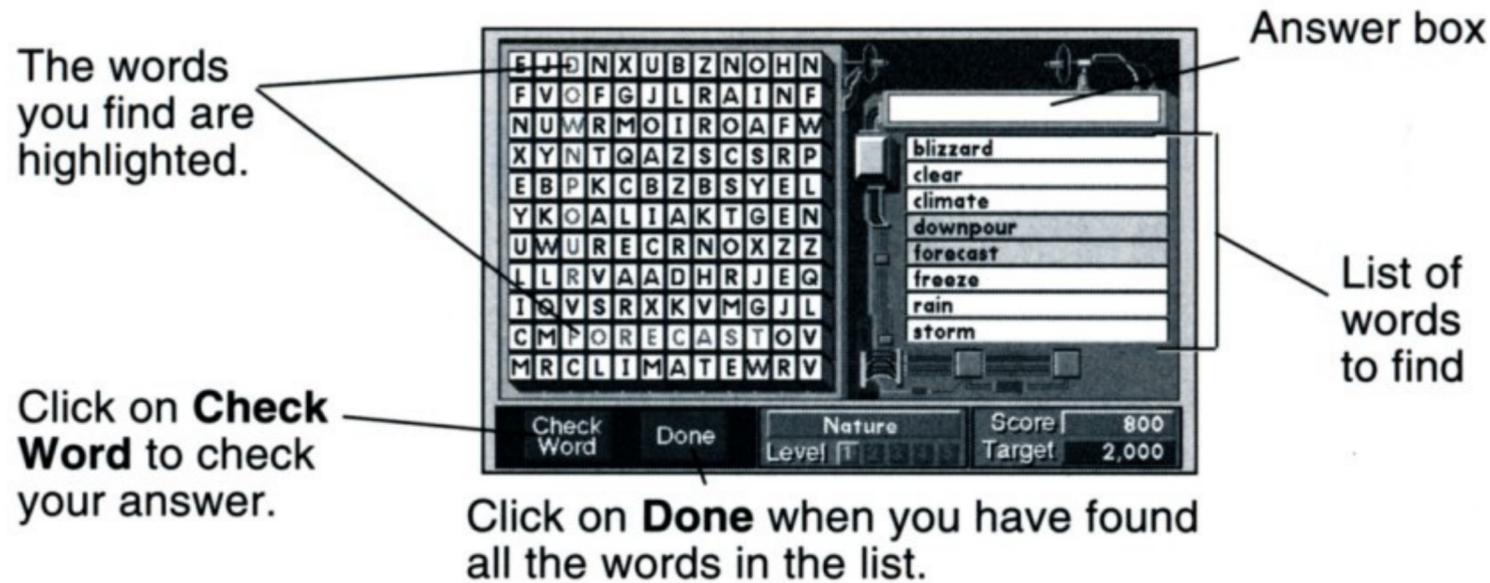

Choose **Spelling Bee** after you've earned enough points to play. You'll compete against other finalists to spell words you see on the screen or hear.

You cannot choose **Spelling Bee** until the activity's complete picture appears on the Spellbinder. The picture is complete only after you practice in the other activities and reach the target score.

PLAYING THE ACTIVITIES

Word Search

Sharpen your word-recognition skills by playing Word Search. In this activity, you'll need to find words hidden in the puzzle. How the words are hidden depends on your level. They can be hidden horizontally, vertically, and diagonally, both forward and backward. At the State Capitol and White House levels, they are even hidden at multiple angles (↳). You will receive 100 points for each correctly spelled word that you find. If you find all of the words in the list, you will receive 500 bonus points.

Answer box

The words you find are highlighted.

List of words to find

Click on **Check Word** to check your answer.

Click on **Done** when you have found all the words in the list.

Flash Card

Play Flash Card to test your memory and spelling skills. Spell all the flashed words and then unscramble them at the higher levels. At higher levels, you will see the flashed word for a shorter length of time, and words may be scrambled. Use capital letters only where they belong.

You will receive 100 points for each word you spell or unscramble correctly. If you spell all of the words in a round correctly, you will receive 500 bonus points.

Spell or unscramble the word on the card.

Click on **Hear Word** to hear the word spoken.

Click on **See Word** to see the flashed word again.

Click on **Check Word** to check your answer.

See how many words you have spelled.
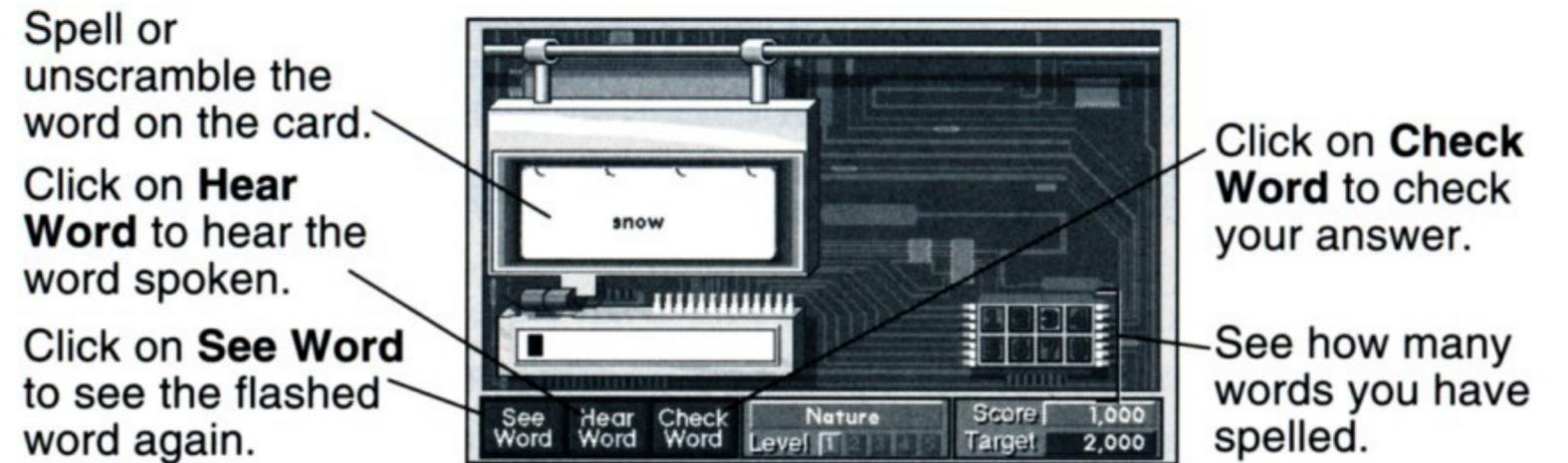
Criss Cross

Criss Cross is like a crossword puzzle, but the only clues are the number and order of each word's letters. Can you fit all the words in the puzzle? The number of words in each puzzle increases as your level does and also depends on the number of words on your list. Be sure that you only use capital letters where they belong.

You'll earn 100 points for each correct word. If you use all of the words in the puzzle, you'll earn 500 bonus points. (If you have not chosen **Done**, you will not get any points for correctly placed words.)

Click to start filling in a word.

Click on **Done** when you have filled in all the words in the list.

The words typed in the puzzle are highlighted on the list.

Spelling Bee

You'll know you are ready for the Spelling Bee when all the parts of the Spelling Bee picture are visible on your Spellbinder. That means you've earned enough points to qualify.
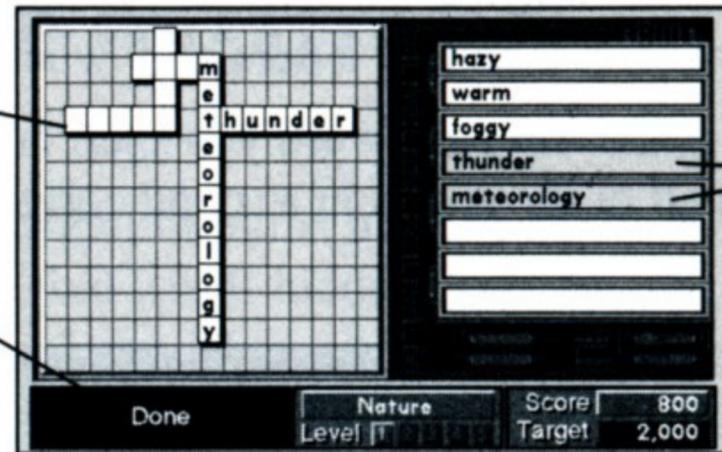
The number of points you need depends on the difficulty level you chose for the activities. (To change the difficulty level, go to the Word Manager.)

To play, look at the flashed word that appears in the speech bubble or listen to the spoken word. Press the space bar to see a flashed word once more or to hear a spoken word as many times as you like. (If you want to see a word instead of hearing it, turn off the voice and the word will be flashed when you press the space bar .) Then, type the word, and press **Enter** or **return**.
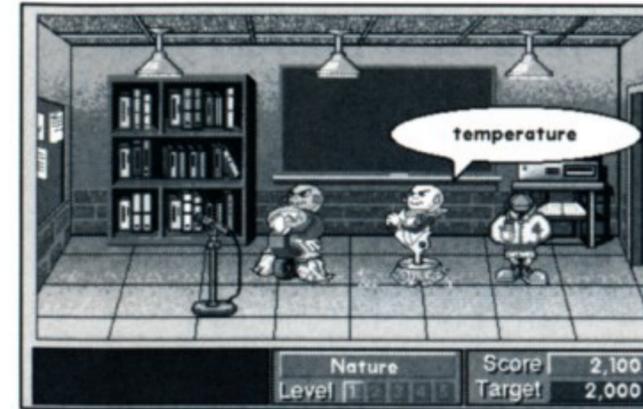
Contestants who spell the word correctly remain in the Spelling Bee for the next turn. If you win the Spelling Bee, you'll play at the next higher level the next time you qualify. If you don't win, you'll need to earn only half the number of points you needed before to qualify for another Spelling Bee at the same level. Click on **Go On** to return to the Spellbinder.

CUSTOMIZING TOPICS AND WORD LISTS

To work with topics, word lists, and words, go to Customizing Topics & Word Lists by choosing either:

- **Start New Game** from the Player Sign-Up screen or from the File menu during an activity, or

- **Go to Word Manager** from the File menu at the Spellbinder when you want to change your current game.

At Word Manager, you can:

- view the 10 program topics, the 5 word lists in each topic, and the 20 individual words in each list.

- choose a topic to use in a game.
- create your own word lists (see *Creating New Word Lists*).
- change the order of the word lists so that the words that interest you the most appear first in the games.
- choose to use fewer than five word lists in a game.

Viewing Topics, Word Lists, and Words

The Choose a Topic screen in Word Manager shows the topics you can choose to use in a game. Each topic includes five word lists, one for each of the five Spelling Bee levels. You can view the word lists in each topic, as well as the words in each list, by moving from one column to another on this screen.

Click on a topic in the left column to see its word lists. That topic's word lists appear in the middle column. (If you have created word lists in My Topic, on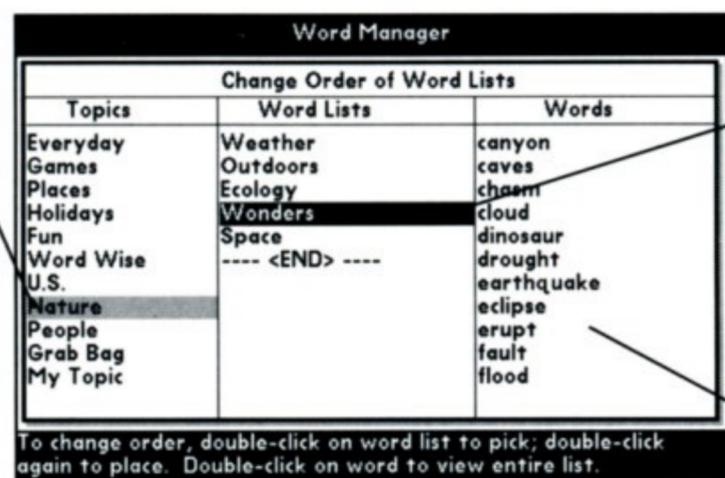ly the first 11 will be shown. To see all the word lists, move the highlight to the middle column and drag the arrow pointer up or down the list.)

Word Manager		
Change Order of Word Lists		
Topics	Word Lists	Words
Everyday	Weather	canyon
Games	Outdoors	caves
Places	Ecology	chasm
Holidays	Wonders	cloud
Fun	Space	dinosaur
Word Wise	---- <END> ----	drought
U.S.		earthquake
Nature		eclipse
People		erupt
Grab Bag		fault
My Topic		flood

To change order, double-click on word list to pick; double-click again to place. Double-click on word to view entire list.

To see the words in a word list, click on the word list in the middle column. The first 11 words in that word list appear in the right column.

Drag the pointer down the right column to see the rest of the list.

Choosing a Topic

When you choose a topic from the Choose a Topic screen, words from that topic will be used in all the activities until you either win all five Spelling Bees or change the topic again.

To choose a topic (and return to the Spellbinder):
- Double-click on a topic name in the left column. Then choose the difficulty of qualifying for a spelling bee—Easy, Medium, or Hard.

Changing the Word List Order

At the Choose a Topic screen, you can reorder the word lists so that the words that interest you more will appear first in the game. Words from the first word list will be used in the game until you win the Spelling Bee at the first level, Classroom. Words from both the first and second word lists will be used in the game until you win the Spelling Bee at the second level, Auditorium, and so on.

To change the position of a word list:
1. In the middle column, double-click on the name of the word list that you want to move. The name of the word list changes color.
2. Drag the word list to its new position. Then double-click on the word list name to place it in its new location.

Using Fewer Than Five Word Lists

You can choose to play a game with fewer than five word lists. This is handy when you want to focus on certain word lists. To play the game, you need to use at least one word list, but no more than five.

To use fewer than five word lists:

1. Make sure that the word lists for the topic you want are in the order in which you want to use them (see *Changing the Word List Order*).

2. Double-click on **<END>** in the Word Lists column. The word **<END>** changes color.

3. Drag **<END>** to the position below the last word list you want to use. Then, double-click on **<END>** to place it in that position. Only the word lists above **<END>**—up to five—will be used in the game.

Creating New Word Lists

You can add your own words to *Spellbound!* by creating word lists in My Topic. You can create up to 100 word lists using up to 41 words in each list. You can also edit any list you create by changing, deleting, and adding words. You can add weekly spelling lists from school, a group of words you have trouble spelling, or even the names of presidents you want to learn. Then, by changing the order of those lists, you can play with up to five of them at a time and vary which ones you use.

Note: The program comes with a spelling list called "Sample List" in My Topic. The list includes digitized words that you can hear in the Spelling Bees. You can delete the list or add more digitized words from *Spelling Words* to it.

To create new word lists, go to Word Manager by choosing either:

• **Start New Game** from the Player Sign-Up screen or from the File menu during an activity, or

• **Go to Word Manager** from the File menu at the Spellbinder when you want to change your current game.

To create a word list:

1. Click on **My Topic** in the left column of the Topics screen.

2. Double-click on **<Create List>** in the Word Lists column to display an edit screen for adding, editing, and deleting words.

3. Type a title (1 to 15 letters) for your word list at the top of the screen and press **Enter** or **return**. (If you don't name it, the program will name it "Untitled" followed by a number in sequence.)

4. Type a word, using 2 to 12 characters. (You may use letters, periods, apostrophes, and dashes. Numbers are only accepted in word-list titles.) Then click on the next box or press **Enter** or **return**. Repeat this step and type up to 41 words. Each list must have at least one word of at least two letters.

5. When you finish, return to Word Manager by clicking on **<DONE>**.

The name of your new word list appears above **<END>** in the Word Lists column. The words you typed appear alphabetically in the Words column when the new word list is highlighted.

6. Repeat steps 2–5 to create up to 100 lists. (Only the first five word lists will appear above **<END>** in the Word Lists column. If you create more than five lists, change the word list order when you want to use different word lists.)

7. To use your word lists in a game, choose **My Topic** from the Topics column (as described in *Choosing a Topic*). A maximum of five spelling lists can be used in a game.

To change the order of your word lists, see *Changing the Word List Order*. To use fewer than five word lists in a game, see *Using Fewer than Five Word Lists*. You need at least one word list above **<END>** in the Word Lists column.

After you have created 100 word lists, the program is full and **<Create List>** is no longer available. You must delete a word list before you can create a new one.

To delete a word list you created:
- Click on a word list in the Word Lists column and press **Ctrl+R** (Windows) or ⌘**+R** (Macintosh). Repeat this step to delete other word lists you created.

Note: Deleting a list does not change the position of **<END>**. Make sure you have the lists you want (at least one) above **<END>**.

To delete all the word lists at once:
- Exit the program. Then delete the file TLCWIN\SSBCD\WORDLIST.DAT (Windows) or Spellbound CD Prefs2 (Macintosh) from the hard disk. The list of player names and scores will not be affected.

To edit a word list you created:
1. Choose the word list you want to edit from the Word Lists column, and then double-click on any word in the Words column. An edit screen appears, listing the words alphabetically.

2. To change a word, double-click on the letter to highlight the letter you want to edit. Use **Backspace** or **delete** to erase the letter to the left of the highlighted letter.

   Then type the letter you want to insert. (You can use **Ctrl+R** (Windows) or ⌘**+R** (Macintosh) to delete the whole word. Deleting all the words also deletes the name of the word list.)

3. To add a word, type a new word in any empty box and press **down arrow**.

4. When you finish, click on **<DONE>**.

SPELLING WORDS

EVERYDAY

Home

attic	backyard	barbecue	bedroom	carpet
cellar	couch	cupboard	curtain	fireplace
garage	garden	kitchen	lamp	pillow
roof	sink	stairs	table	telephone

Clothes

belt	blouse	buttons	coat	hanger
hat	jacket	jeans	kimono	necktie
pajamas	pants	raincoat	shirt	shoelace
shoes	slippers	sneakers	socks	suit

Food

broccoli	cake	cheese	chocolate	chopsticks
cookies	doughnuts	drink	fruit	juice
lunch	meat	milk	pancake	pizza
rice	soup	spaghetti	sushi	taco

Money

allowance	amount	bill	cash	cent
charge	check	coin	dime	dollar
earn	nickel	pay	penny	poor
price	quarter	rich	spend	wallet

Getting There

airplane	automobile	bicycle	boat	car
engine	float	fly	helicopter	highway
motorcycle	parachute	passenger	pedals	propeller
railroad	runway	scooter	train	truck

GAMES

Playground

asphalt	basketball	bench	blacktop	bounce
chase	climb	dribble	exercise	foul
hide	jump	play	rebound	rope
running	slide	swing	throw	yell

Field Games

ball	baseball	catch	cheer	dugout
football	glove	goal	hockey	huddle
kick	pass	pitcher	player	score
softball	spectators	stadium	team	touchdown

Water Games

bathing	beach	board	canoe	capsize
crawl	dive	fishing	lifeguard	paddle
pool	rowboat	safety	sailboat	sailing
snorkeling	stroke	surfing	swimming	whistle

Activities

bowling	checkers	chess	clay	collection
crayons	dice	draw	horseshoes	karate
kite	model	paint	paintbrush	pinball
puppet	puzzle	skateboard	tournament	watercolor

GAMES (CONTINUED)

Olympics

amateurs	anthem	champion	coach	countries
dash	finish	gold	javelin	marathon
medal	official	race	silver	ski
sled	torch	volleyball	winner	wrestling

PLACES

School

class	classmate	desk	division	grade
grammar	homework	learn	lesson	math
principal	pupil	quiz	review	science
spelling	teacher	test	textbook	write

In Town

agency	arcade	bakery	bank	barbershop
butcher	drugstore	florist	grocery	hospital
library	mall	market	museum	park
pharmacy	restaurant	shop	sidewalk	tailor

Circus

acrobats	amazement	applaud	balloons	cannon
clown	elephant	juggle	lion	pantomime
parade	peanuts	performance	rider	ringmaster
tiger	tightrope	trainer	trapeze	tumble

County Fair

auction	bull	carnival	cattle	chicken
contest	crafts	exhibit	goat	herd
livestock	mule	pony	preserves	products
quilt	ribbon	rides	rooster	sheep

Zoo

alligator	bear	cages	chimpanzee	crocodile
entrance	feed	giraffe	gorilla	hippopotamus
kangaroo	koala	leopard	lizard	monkey
penguin	python	reptile	rhinoceros	walrus

HOLIDAYS

Halloween

apples	candy	carve	dark	disguise
doorbell	ghost	goblins	haunted	horror
mask	mischief	monster	parties	pumpkin
scare	spooky	treat	trick	witch

Thanksgiving

cranberry	dressing	family	feast	friendship
gravy	harvest	mashed	meal	November
pilgrims	potato	pudding	relatives	salad
squash	stuffing	Thursday	turkey	yam

Fourth of July

celebrate	colonies	colonists	Congress	declaration
England	fireworks	flag	fourth	freedom
Hancock	independence	Jefferson	July	liberty
Philadelphia	redcoats	Revere	revolution	treason

HOLIDAYS *(CONTINUED)*

Columbus Day

America	Atlantic	crossing	explorer	homeland
Italian	journey	king	land	mast
Nina	October	Pinta	sail	sailors
sea	ship	Spain	voyage	world

Valentine's Day

affection	arrow	boyfriend	card	couple
crush	Cupid	exchange	February	flowers
fourteenth	gift	girlfriend	heart	lace
poetry	romance	roses	serenade	valentine

FUN

Movies

admission	adventure	aisle	audience	clap
director	famous	feature	hero	popcorn
preview	producer	scene	screen	star
stunt	theater	ticket	usher	villain

Music

band	banjo	bass	cassette	chorus
composer	drums	flute	guitar	instrument
microphone	musicians	orchestra	piano	rhythm
sing	song	trumpet	tune	violin

Reading

author	book	chapter	comics	fable
fiction	glossary	index	legend	magazine

mystery	newspaper	paragraph	poem	rhyme
sentence	story	suspense	tale	verse

Television

action	actor	actress	antenna	broadcast
cable	cartoons	channel	comedy	commercial
detective	drama	humor	network	news
remote	show	sports	videotape	volume

Fantasy

castle	creature	dragon	dream	elves
emperor	enchanted	fairies	genie	giant
invisible	knight	palace	pixies	potion
pretend	sleuth	treasure	trolls	wish

WORD WISE

Tricky Words

address	among	because	fierce	goes
guess	height	know	making	minute
none	please	raise	receive	says
straight	sugar	terrible	their	weigh

Great Sounds

beep	bong	clatter	clink	crack
crash	crunch	honk	murmur	ping
plop	ring	rustle	slurp	smack
splash	squish	thump	twang	zip

WORD WISE (CONTINUED)

Palindromes

Anna	bob	civic	dad	deed
did	dud	eve	kayak	level
madam	mom	noon	peep	pop
radar	rotor	sees	toot	wow

Homonyms

ate	beat	beet	brake	break
brewed	brood	coarse	course	dear
deer	eight	hear	here	him
hymn	seas	seize	wear	where

Sound Alike

accept	affect	alley	ally	click
clique	conscience	conscious	costume	custom
decrease	desert	dessert	disease	effect
except	expect	formally	formerly	suspect

U.S.

Vacation

airport	cabin	camera	camping	enjoy
far	guide	holiday	hotel	luggage
passport	photograph	postcard	relax	resort
suitcase	tent	tourist	travel	visitor

Geography

bay	border	city	continent	county
delta	gulf	island	mountains	ocean
Pacific	peninsula	plains	prairie	region
river	state	suburb	valley	village

People

architect	artist	carpenter	chemist	doctor
electrician	engineer	farmer	firefighter	fisherman
inventor	janitor	journalist	lawyer	mechanic
nurse	operator	plumber	scientist	spy

Government

amendment	court	democracy	election	executive
federal	governor	judge	judicial	jury
justice	law	legislative	mayor	nominate
president	republic	senate	veto	vote

History

ancestors	battle	citizen	colony	defend
delegate	emancipate	homestead	immigrants	migrant
outlaw	peace	pioneer	Puritan	rebel
reform	refugee	slave	soldier	veteran

NATURE

Outdoors

bird	brook	cactus	cocoon	crow
grass	grasshopper	ground	hawk	hive
lark	meadow	moth	nest	orchard
plant	rabbit	scenery	sparrow	tree

NATURE (CONTINUED)

Weather

barometer	blizzard	breeze	clear	climate
downpour	foggy	forecast	freeze	frost
hazy	meteorology	moist	rain	snow
storm	sunny	temperature	thunder	warm

Ecology

chemicals	conserve	damage	dump	endangered
energy	erosion	extinct	fertilize	forest
garbage	litter	nature	organic	ozone
pesticide	pollution	recycle	toxic	waste

Wonders

canyon	caves	chasm	cloud	dinosaur
drought	earthquake	eclipse	erupt	fault
flood	gorge	hurricane	iceberg	lava
rainbow	tornado	tremor	typhoon	volcano

Space

asteroid	astronaut	Challenger	comet	Discovery
Earth	galaxy	Jupiter	Mars	Mercury
meteor	moon	Neptune	orbit	Pluto
Saturn	shuttle	universe	Uranus	Venus

People

Inside Body

blood	bone	brain	eardrum	eyeball

intestine	jaw	joint	kidney	ligament
liver	lungs	muscle	nerve	organ
skull	stomach	teeth	tissue	tongue

Outside Body

ankle	arms	cheek	chin	elbow
eyebrow	finger	hair	head	knees
legs	limb	mouth	neck	nose
shoulders	skin	thigh	thumb	wrist

Senses

bitter	bright	crisp	listen	loud
numb	rough	salty	scent	sharp
sight	smell	smooth	soft	sour
sticky	sweet	tangy	taste	touch

Relationships

aunt	brother	cousin	daughter	father
friend	grandfather	grandmother	guardian	husband
mother	neighbor	nephew	niece	parent
roommate	sister	son	uncle	wife

Feelings

afraid	angry	annoyed	bored	cheerful
confident	courage	disappointed	disgusted	embarrassed
excited	forgiving	glad	guilty	happy
hopeful	hurt	lonely	love	proud

GRAB BAG

Computers

byte	chip	command	cords	data
disk	drive	hardware	input	interface
keyboard	memory	menu	monitor	mouse
output	printer	program	software	system

Directions

around	backward	behind	down	east
forward	high	inside	left	low
north	outside	over	reverse	right
sideways	south	through	underneath	west

Animal Sounds

bark	buzz	chirp	cluck	croak
gobble	growl	hiss	hoot	howl
moo	oink	purr	quack	roar
screech	snort	squeak	squeal	whinny

Actions

breathe	chew	chuckle	flick	frown
giggle	hobble	hopping	kneel	laugh
rubbing	scratch	shiver	stretch	tickle
tremble	twist	twitch	wiggle	wink

Size & Shape

circle	deep	enormous	large	little
long	massive	microscopic	miniature	narrow
oblong	oval	rectangle	round	short	small
square	tall	thin	triangle	

My Topic

This topic lets players, parents, and teachers enter their own word lists. As many as 100 lists, each with up to 41 words, can be added.

TROUBLESHOOTING

Try this first! If you have problems running the program, try cleaning the CD. Gently remove any fingerprints and dust using a clean, soft lint-free cloth dampened with water or a CD-cleaning solution. Avoid using aterials such as tissue, which may scratch the CD.

If you have questions, call our Technical Support Center at **1-423-670-2020**. You can also reach us by e-mail: **support@learningco.com**.

Windows

1. **You see the message "There is not enough memory available to run *Super Solvers Spellbound!* CD-ROM" when you try to start the program.**

   Your computer's memory (RAM) may be filled with other programs that are currently running. *Super Solvers Spellbound!* CD-ROM requires at least 2.5 MB of free memory (RAM) in order to run.

   • Close other applications.

- Be sure that Virtual Memory is on and enough memory is free.

2. **When you try to start *Super Solvers Spellbound!* CD-ROM, you see the message "There is not enough room on the hard disk."**

   Super Solvers Spellbound! CD-ROM requires at least 11.5 MB of space on your hard disk. Compress some files on your hard disk, or remove some after backing them up.

3. **The game action and/or digitized speech is very slow.**

   If you have a 386 or lesser machine, a computer running slower than 25 MHz, or a single-speed CD-ROM drive, the game action and/or digitized speech will be slow. *Super Solvers Spellbound!* CD-ROM requires at least a 386/25 MHz machine with at least a double-speed CD-ROM drive for basic performance.

4. **You see the message "Required file SSBSOUND.DLL missing or corrupt."**

   You need this file to run *Super Solvers Spellbound!* CD-ROM. Make sure that your CD-ROM drive is properly connected and functioning.

Macintosh

1. **The names are missing from the Player Sign-In list.**

   The Spellbound CD Prefs1 file may be missing.

- Find the missing file and place it in the folder called The Learning Company in the Preferences folder in the active System Folder.
- If the file cannot be found, a new Spellbound CD Prefs1 file will be created the next time you play the game. This file will not contain the old players' names or scores.

2. **The program does not update the player information on the Sign-In screen after you play a saved game or does not allow you to add a new player name.**

   - Click on the Spellbound CD Prefs1 file to highlight it. Choose **Get Info** from the File menu. Click on **Locked** to uncheck the box in the information window. Restart *Super Solvers Spellbound!*

3. **The music or voice in the game is too loud or too soft.**

   - Choose **Control Panels** from the **Apple** menu. Then choose **Sound** and adjust your system's speaker volume as needed.

4. **Music or voice is not playing.**

   - Make sure that **Sound** and **Voice** in the program's Options menu are turned on.

We want to help you!

We are proud of the special relationship we have with many satisfied parents, teachers, and children. If you have a problem, a question, or a suggestion, please contact us!

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