

SPELLING BLIZZARD

*Meet Yobi. He makes
learning to spell fun!*



SIERRA®

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SPELLING BLIZZARD



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WELCOME!



Thank you for buying **Spelling Blizzard**. **Spelling Blizzard** is a multimedia program that uses proven learning methods to improve your child's spelling skills. Indeed, spelling commonly misspelled (tricky) words correctly will become automatic to your child. Your child will learn to spell correctly words that comprise the majority of spelling errors made by students ages 9 to 12.

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

HOW TO INSTALL SPELLING BLIZZARD



FLOPPY DISK INSTALLATION ON YOUR MACINTOSH SYSTEM

To install **Spelling Blizzard** on your Macintosh hard drive:

1. Place your **Spelling Blizzard** Disk #1 into your disk drive.
2. Double-click on the **Spelling Blizzard** INSTALL icon and follow the on-screen prompts to complete the installation.

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

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

ON YOUR WINDOWS SYSTEM

To install **Spelling Blizzard** on your hard drive:

1. Begin at the Microsoft Windows® Program Manager. (If you are not familiar with the Windows Program Manager, please consult your Windows manual.)
2. Place your **Spelling Blizzard** Disk #1 in one of your floppy drives.
3. Select "RUN" from the "File" menu in the Windows Program Manager.
4. On the command line, type `x:\SETUP` (where "x" is the drive containing Disk #1) and then select "OK."

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

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

SYSTEM REQUIREMENTS



MACINTOSH SYSTEMS

To run **Spelling Blizzard**, your Macintosh system should include:

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

WINDOWS SYSTEMS

To run **Spelling Blizzard**, your Windows system should include:

HARDWARE

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

SOFTWARE

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

SPELLING BLIZZARD OVERVIEW



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

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

Your mission is to step on lettered stones to spell tricky spelling words. Along the way, you will meet animals, ice, fire tricksters, glaciers and the dreaded abominable snowman.

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

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

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

THE MAP



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

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

NEW GAME STONE

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

RESTORE GAME STONE

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

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

PLAY STONE

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

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

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

QUIT STONE

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

THE OTHER EXPLORERS

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

THE JOURNEY UP THE MIGHTY SPELLING RIVER



OVERVIEW

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

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

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

YOBİ PRONOUNCES THE WORD ALOUD

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

MOVING WALI

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

- | | |
|-------------------|---|
| Arrow Keys | To make Wali step up, down, left, or right, press the up, down, left, or right arrow keys on your keyboard. (If you hold an arrow key down without lifting up, Wali will continue to move in the direction of the arrow.) |
| Mouse | To move Wali one step, click your mouse in the direction you want him to go. For each click, Wali will take another step. To move Wali several steps, hold down your mouse button. |
| Joystick | To move Wali, press your joystick handle in the direction you want him to walk. |
| Customized | You can easily create your own directional keys by replacing the arrow keys with characters from the keyboard. From the Map screen, click in the middle of the compass. Yobi will give you a brief explanation. To change the north arrow to a keyboard letter, simply click on the N and then press the keyboard character you want to use for the up directional arrow. Click on S and press the keyboard character you want to use for the down directional arrow. Click on the W and press the keyboard character you want to use for the left directional arrow. Finally, click on E and press the keyboard character you want to use for the right directional arrow. |

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

COLLECTING LETTERED STONES AND OTHER OBJECTS

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

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

HOW TO USE THE ICE BLOCK AS A BRIDGE OR THROW A FISH

To use the ice block as a bridge, simply slide the ice block into the water. Be certain to do this at the narrow area of the river. If you try to use the ice block as a bridge on an area where the river is wide, it won't span across.

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

NOTE: Windows Users – The right mouse button can also be used to throw a fish.

THE OBSTACLES

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



MOOSE

The moose has big antlers that can hurt you. Don't get too close! The moose paces back and forth and does not turn. It is harmless unless you get too close to it.



WALRUS

While swimming in the Mighty Spelling River, the walrus hugs the wall. Watch it closely, for it is always moving. If you get too close, it will come out of the water and annoy you. The walrus will not hurt you but it will make things difficult for you. It can be bribed when it is out of the water and once he is satisfied by a fish he cannot move.



POLAR BEAR

The polar bear guards its den. However, if you get too close, it will charge. The key to the polar bear's movements is that it doesn't like to go too far from home. Once you are no longer a threat to it, the polar bear's only goal is to get back to its starting position. The polar bear can be bribed with a fish.



WOLF

Like the polar bears, wolves guard their dens when you are not around. Once you have captured the wolf's attention, it will align with you and mimic your every movement. If you turn left, the wolf will turn left. If you walk away from the wolf, it will follow. If you walk towards a wolf, it will walk towards you. If you get too close it will stay with you for the rest of the puzzle. You cannot bribe a wolf with a fish.



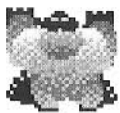
KILLER WHALE

A killer whale moves continually in the water. You can stand on the shore and throw a fish at it for a bribe. You must time this just right or your bribe will be wasted. At this point, you can get on its back and ride it to another location along the river. Be quick! When the bribe wears off the killer whale will swim away, leaving you in the middle of the river.



PENGUIN

Penguins are always moving at top speed in the water and on land. A penguin may be annoying but it presents no hazard to you. Running into it will cause you no harm. And, of course, a penguin can be bribed with a fish to stop it from running or swimming. Once you have bribed a penguin, you can push it out of your way. However, after the bribe has worn off, the penguin will be back to running and swimming at top speed. The penguin will also steal your fish if you have not yet picked it up. The penguin is fast so watch out for it.



ABOMINABLE SNOWMAN

The abominable snowman will stalk you anytime you get close to it. It will annoy you by throwing snowballs at you. If you are hit by one of the abominable snowman's snowballs, it will daze you and make you stumble. This could be dangerous if you stumble into trouble.



FIRE TRICKSTER

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



WIND TRICKSTER

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



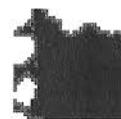
DART TRICKSTER

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



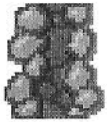
ICE

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



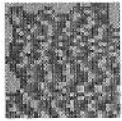
GLACIAL CREVASSE

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



STONE WALL

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



WATER'S EDGE

You can't go any farther than the water's edge unless you get on the raft, walk across a killer whale, ride a killer whale, or use a block of ice or a big snowball as a bridge.



SNOW

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



LAND

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



FIR TREES

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



LETTER TABLETS

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



MACKEREL

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



TIME STOP

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



ICE BLOCK

The ice block is useful when crossing water. When you push the block of ice it will keep going until it hits the opposite bank. You can hop on the block of ice and use it to navigate on the river. Once it is in motion you can't change the direction until it stops.



BIG SNOWBALLS

The big snowballs can be pushed. When pushed on land, they serve as an excellent barrier to tricksters and when pushed into the water, they serve well as a stepping stone to the other side of the river. Be careful! The snowball in the water will melt after a very short time, so you must be quick.



WALK OVER WATER

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



FIRE BALL PROTECTION

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



DART PROTECTION

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



WIND PROTECTION

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



TRINKET

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



WALI

That's you playing as Wali.



RAFT

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

ASKING YOBİ FOR HELP

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

HOW TO SPELL A TRICKY SPELLING WORD

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

STEPPING ON LETTERED STONES IN THE WRONG ORDER

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

CORRECTLY SPELLING A TRICKY SPELLING WORD

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

YOBİ REPEATS A TRICKY SPELLING WORD

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

THE MIGHTY RIVER SPELL DOWN

When you have successfully spelled a tricky spelling word, you will face several Spell Down words. The number of words you will have to spell increases the farther you go. You can use your keyboard or mouse to spell them.

Keyboard

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

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

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

Mouse

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

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

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

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

YOBİ REPEATS THE WORD

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

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

MILESTONE MAP DOTS

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

RESTARTING THE GAME

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

QUITTING THE GAME

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

THE END OF THE JOURNEY

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

HINT BOOK



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

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

PUZZLE WORD SOLUTION

PASTIME	Walk over letters in the proper order.
INNOCENT	Timing is essential when throwing a fish at the whale.
MISSPELL	Both you and the penguin want the fish. Just be sure it's you who gets there first.
LEAGUE	The moose won't walk on the snow, so you'll be safe there.
ACHE	Be wary of the abominable snowman, because his snowballs will daze you and might send you into the moose's path. Use the snowball to get back to the raft.
CANCEL	Once you've collected all of the letters, the challenge is getting back to the raft. For this task, take advantage of the snowballs.
USUALLY	If you follow right behind the ice block, you can use it to ride across the river. Movement on ice will continue until something stops you.
SCHEDULE	Use a giant snowball to block the wind trickster from blowing you into the corner.
PROCEED	Keep up with the moving ice block to avoid being stranded. The letter 'E' can be acquired by feeding the polar bear.
ENORMOUS	To get the 'M', time your movement on the ice block so the penguin will stop you.
MARRIAGE	Don't move the snowball sideways. Let the wind blow you into the 'E'. Save a snowball to get back to the raft.

SPEECH

Use barriers to block the moose. A giant snowball will prove helpful in blocking the moose when crossing the river.

RECEIVE

When approaching the 'E' on the ice block, use the moose to block the wind trickster's breath.

ACCUSE

Treat the moose as a traveling shield when crossing in front of the fire trickster to pick up letters.

AMATEUR

The wolf is helpful in protecting you from the fire trickster. Starting with the 'A' on the left river bank might increase your chances for puzzle completion.

WRITTEN

Remember the polar bear won't harm you when you stand on snow. Gather all of the fish for feeding the polar bears.

TRAGEDY

Be quick with your movements after drinking the potion of water walking. Be sure to save a snowball to get back to the raft.

HUNGRY

Take the easy path to start, but be careful near the moose. Use the snowball to block the dart trickster. Take the upper route back from the 'R'.

VEHICLE

Keep to the snow-covered terrain when dealing with the wolf. The abominable snowman is irritating, but careful timing around the moose will reduce the snowman to a nuisance.

RECRUIT

Killer whales can be helpful as you glide across the water.

DESSERT

Push a polar bear far enough and it could prove valuable later.

LATER

Keeping your distance from the abominable snowman is preferable, but not always possible. Just don't let him get between you and the ice block.

YACHT

Let the wolf chase you around to the 'Y' and you'll trap the wolf. After that the rest of the puzzle will fall into place.

ANTIDOTE	Take some time to ride the ice block around. It may prove more useful than the whale.
OCCASION	Feed the walrus to stop it from pestering you. The snowball makes for a useful but temporary bridge across the river.
VITAMIN	Block the dart trickster in the north, south, east, and west directions. Remember that it can't shoot diagonally. Be quick when crossing in front of the dart trickster to pick up the 'I'.
GORGEOUS	Leave the abominable snowman alone. You don't need all of the fish that he is hoarding.
ATTITUDE	There's the courageous path and the cautious hunt-and-peck route. You choose.
PREFER	The snowman can't throw snowballs through walls, so time your movements to avoid snowballs and the moose. Stop the walrus before venturing out on the ice block.
EXTREME THEORY	Watch your step; crevasses are deep. Fire tricksters have more bark than bite if you walk just right. Be clever in your placement of the snowball when crossing the river to the 'Y'. A shield can work in two directions.
NAIVE	You'll be safe with a fire protection potion, but don't be tricked in your letter selection.
IGNORANT	Take a moment to trap the wolf on your way to the 'G'. Leave the giant snowball alone. Wolf pursuit is your best bet in grabbing the 'N'.
CUSTOMER SWEAT	Bridges come in a variety of shapes and sizes. Beware of sliding on ice. Your starting position will dictate how you finish.
BARGAIN	If you're not careful where you feed the whale, you may end up getting burned.
VETERAN	Timing is as important as speed in solving this puzzle.
DINING	One must be cunning to capture a wolf with the chilly ice block among the cutlery.
VALUABLE	Wolves and fire tricksters have their limitations. Ice blocks slide only one way unless you change their direction.

APPROVAL	It's possible to use the snowball as a bridge if you're patient while collecting letters.
DECENT PLEASANT	The only advice here is "RUN!" Be careful of the dart trickster after grabbing the 'P'. The moose is irritating but avoidable and the whale is invaluable. The second 'A' is an easy grab on your way back from the trinket.
OCCUR	Timing is everything when crossing paths with the moose.
VICTIM	Blocking the fire trickster is useful for getting the 'I' along the back side. The rest of the letters require that you brave the front line.
GENIUS	Block the fire trickster. Time your movements to the moose. Don't forget about the dart trickster.
SYLLABLE	You may have to take the long way around to collect each letter that you need.
BEGGAR	Snowballs can offer protection from the tricksters. Feed the polar bear and you can use it to block the abominable snowman.
ARCTIC	Polar bears cannot harm you while you're on an ice block or in the snow. Just be careful where you choose to step off.
PURSUE	Only when being pursued are you protected from flying darts. Keep to the snow and stay close to the trees while the chase is on.
BUSINESS	Slide the ice block to the right and chase the penguin into the open terrain. All of the fish will be yours to use in juggling the polar bears.
ADVICE	The walrus proves useful in blocking the dart trickster. Watch your step around the fire trickster.
OBSTACLE	Getting started is the hard part. Note that two of the ice blocks are on the land at the beginning. Once you've figured out how to reach the gate, you'll need the key.
MENTION	Once fed, a polar bear can be made harmless by moving him onto a patch of snow.

FLEXIBLE	Use penguins to stop your moving ice block and you'll have no trouble getting the 'E'.
GROCERY	You'll need a snowball to get back to the raft.
SIMILAR	Trick the snowman into throwing snowballs in a direction different from your location.
AUTUMN	There are plenty of fish for you to throw, so throw them.
MACHINE	Keep the walrus occupied with tasty little fish treats.
QUIET	Feed a walrus so you can run and hide.
DISCUSS	Animals can help against tricksters. Lure a wolf into a corner so it will stay put.
EXCEED	If you feed a whale and can't get on it, move away and it will come to you. Good fish should not be wasted.
RELIEF	Fed bears are happy bears (and they won't bother you). Snowballs are important for your safety.
POSSESS	Snowballs, like letters, must be strategically placed to spell the word you need.
IMITATE	Don't leave open space between you and the walrus or you may end up trapped.
TONGUE	Be careful which side of the river you choose when riding an ice block. Run as fast as you can to keep up with the snowball or you'll lose your bridge.
LOSE	It would be wise to gather fish first. Ice blocks can be used with one another to change directions.
VISIBLE	Sliding ice blocks make useful moving shields.
PREPARE	Pay attention to the order in which letters are gathered.
OPPONENT	Throwing fish at the abominable snowman can be a useful defense.
ACCIDENT	Watch your step or you're liable to be blown into a crevasse by a wind trickster.
SUMMER	Time your movements to the moose and you'll find the protection you need.

CANOE	Run like the wind.
MIRROR	Pick an 'R', any 'R', just not that 'R'. Remember you need to find your way back to the raft.
PECULIAR	Ice is slick and arrows are sharp. Careful movements will move you to the top of the screen.
VILLAIN	Take a lap to collect all of the fish and then make sure to use the shortcut on your way to the lower 'L'.
WEALTH	There aren't enough fish to feed a whale each time you need to cross the river. So take advantage of the ice block.
GRAMMAR	Stopping time takes care of two troublesome adversaries with one gulp and a giant snowball.
HIDEOUS	Use snowballs to block the fire tricksters below and diagonally, then choose your steps and letters carefully.
BALANCE	Remember that you have a fish to feed the polar bear.
ACCURATE	Be sure to save a snowball to block the dart trickster.
USAGE	A moving raft can still be crossed, then coax the snowman into the lower section of land and he will be trapped.
FAMILIAR	A well-timed run along a moving ice block is almost as essential as choosing the correct letters.
CERTAIN	Plan your moves and throw fish efficiently.
DESCRIBE	Overfeed the whale to get started. A bribed penguin makes an effective shield.
ENVELOPE	Trap the wolf. Use a penguin to block the dart trickster. Feed the polar bear.
REALLY	Take the one-way snowball path to fetch some fish for the killer whale. The path on the right can be effective for moving from top to bottom. This is helpful when it comes to getting in position to feed the whale.

MEANT	Move the ice block to the top before crossing the river so you'll have a bridge to come back for the potion.
SOURCE	Sometimes the ice block can be more effective transportation than the whale.
CHIEF	A carefully placed wolf is crucial. Move the wolf into the top half of the square previously occupied by the letter 'H'. Watch your step around the fire trickster.
BREATHE	Push snowballs over to the river for a temporary bridge.
PARALLEL	Timing is the key to using a walrus to your advantage.
DEVELOP	Run against the wind trickster to hold your position.
PURCHASE	Protection from the dart trickster can be attained for a short period of time by using a potion.
ENEMY	A showdown with the snowman can prove advantageous when it's your fish against his snoballs.
CALENDAR	Be careful what you push. Planning may be necessary, because the shortest route is not always the best.
AGAINST	Follow the path. Be careful where you slide. Following a snowball may keep you from falling.
REHEARSE	Snowballs slide across the ice and so may you if you're not careful.
SCISSORS	Choose letters wisely and grab fish quickly to maximize use of the killer whale.
CYLINDER	Keep a sharp eye on the wolf. With a little work you can build what you need.
PROBABLY	You've worked hard and learned many things. Now you can use your experience to your advantage.

TROUBLESHOOTING



You may receive some of the following messages while installing or playing **Spelling Blizzard**. The following information includes possible error messages in bold with explanations and detailed solutions.

ON YOUR MACINTOSH SYSTEM

If your error message says:

"This program works best with 256 colors," go to the control panel and double-click on "Monitors" and select 256 colors.

ON YOUR WINDOWS SYSTEM

If your error message says:

"This program runs best in 256 colors," then you need to install a 256 color driver for your video card.

"This program requires a sound card," then you need to install a Windows 3.1 compatible sound card and driver.

"This program requires a synchronous sound card," means that this program does not support the internal speaker sound driver or any sound driver that does not support synchronized sound.

If you have further questions, please refer to the "Getting Help" section of this guide.

GETTING HELP



We take pride in offering the best customer service possible. If you have any questions about **Spelling Blizzard**, please contact the appropriate department for assistance.

Customer Service Direct your inquiries to the Customer Service Department for issues pertaining to returned merchandise, back orders, defective merchandise, company policy, and general game information.

Technical Support Direct your inquiries to the Technical Support Department for hardware and software compatibility questions that are specific to Sierra products (such as sound card configuration and memory management). If you choose to write or fax us with your request, please provide detailed information on both your computer system and the nature of your problem. In addition, please include your address and telephone number should we need further information.

Automated Technical Support

Sierra offers a 24-hour automated technical support line with answers to our most frequently asked technical questions. The phone number is (206) 746-8100 and requires a touch-tone phone.

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You can order games directly from Sierra On-Line. If you would like to place a credit card order with Sierra Sales, please feel free to call or fax our office during business hours. Mail orders are also accepted.

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Bellevue, WA
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(for easy reference,
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(206) 562-4223 FAX

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SIERRA ON-LINE
Technical Support
P.O. Box 85006
Bellevue, WA
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Technical support is also available on-line through the following services:

Sierra BBS

(209) 683-4463. Get answers to our most frequently asked questions. At the main menu, select option 8 for Technical Help, then T for Top 10 Technical Issues.

CompuServe

GAMAPUB, Section 11
(Technical Support ID - 76004,2143)

Prodigy
America OnLine
GENie

(Technical Support ID - WBWW55A)

THE SIERRA GUARANTEE



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