

Discovery Software



from World Book™

Suggested for children
ages 6 years to 10 years

PRIMARY LEVEL

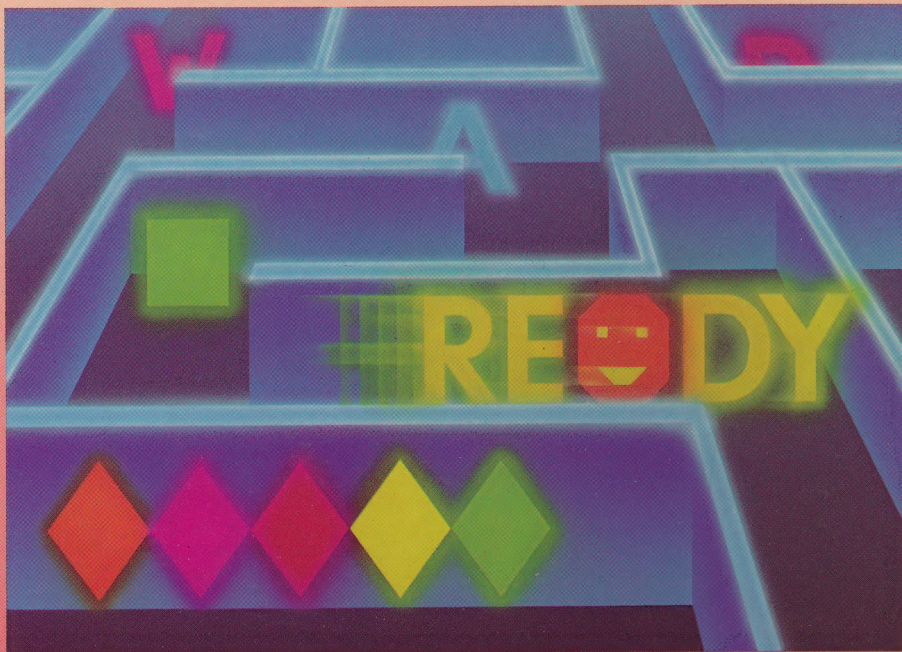
A-mazing Words

Apple® IIe or Apple® IIc

64K diskette

ISBN 0-7166-8352-0

AP-8550-1



A-mazing Words™

Program Features

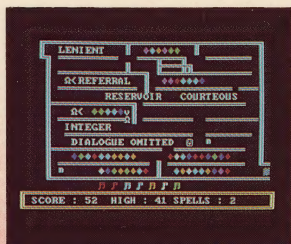
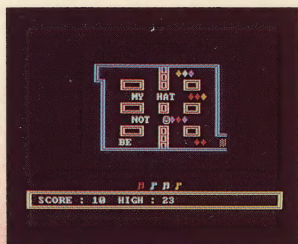
- *Four levels of difficulty*
- *A "build-a-word" option*
- *Random presentation of material to enhance playability*
- *Highly interactive game format*

Educational Benefits

- *Offers spelling reinforcement and challenge*
- *Enriches vocabulary*
- *Sharpens memory skills*

All Primary Level programs of *Discovery Software from World Book* are controlled by pressing the same selected keys and key combinations. This special feature means that if you can operate one of the programs, you can operate all of them.

A-mazing Words™



This carton contains:

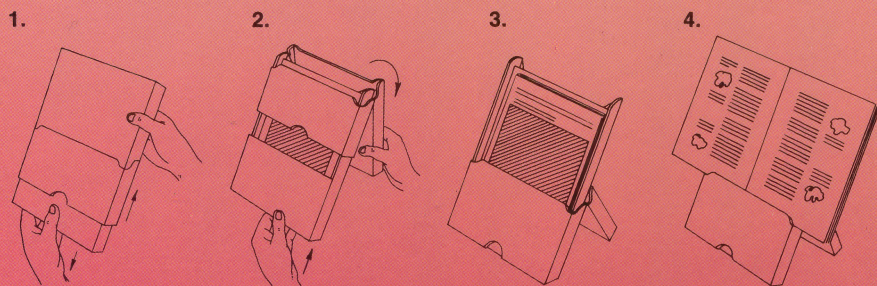
- one program diskette
- one User's Information and Activity Guide
- one Help card

Discovery Software from World Book™ features sound, color, and graphics to hold user interest.

Discovery Software from World Book offers seven programs at the Primary Level.

- A-Mazing Words** (spelling review)
- How Things Work** (science simulation)
- Mighty Math** (arithmetic help and challenge)
- Plot-a-Point** (number line practice)
- Space Port** (visual memory enrichment)
- Take Me North** (map skills review)
- Word-Player** (vocabulary reinforcement)

Opening your easel carton is easy!



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Chicago, Illinois 60654

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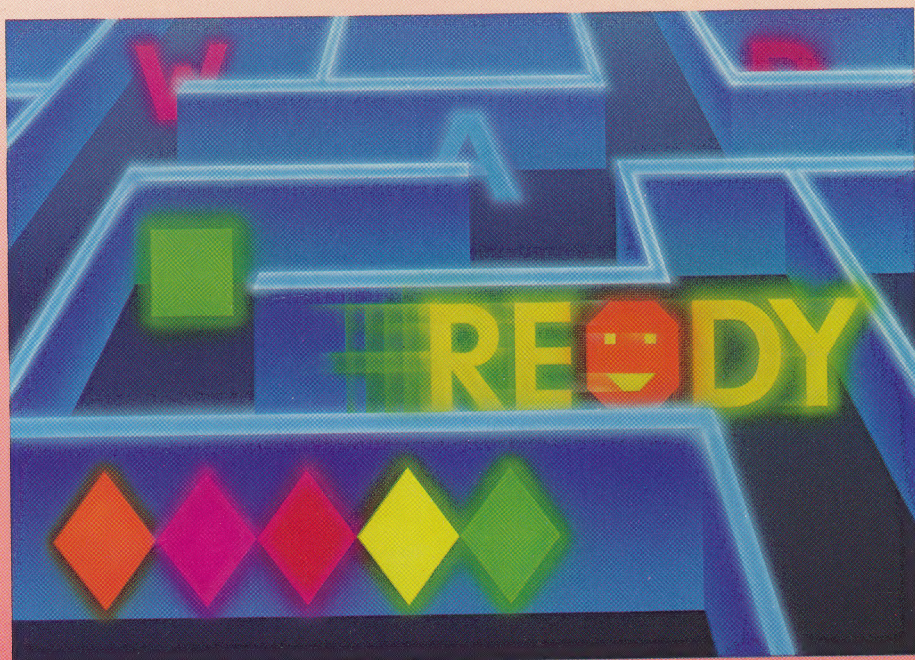
N-8554-2 Printed in the U.S.A.

Discovery Software



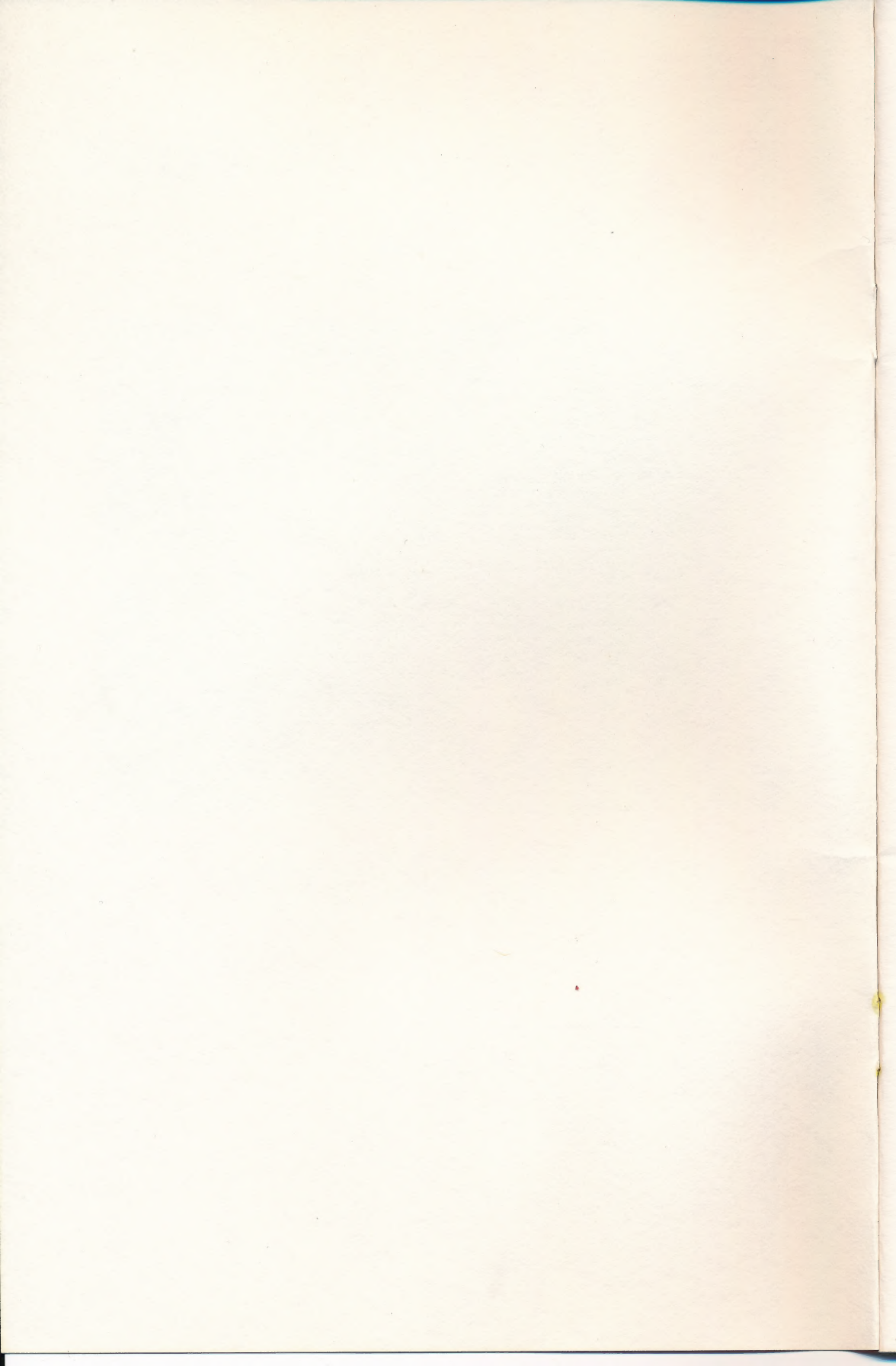
from World Book™

Suggested for children
ages 6 years to 10 years
PRIMARY LEVEL



A-mazing Words™

User's information and activity guide
features spelling review and practice at varying
levels of difficulty, beginning at the primary
grades and useful through high school



A-mazing Words™

Things to know and do

Published by
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a Scott Fetzer company
Chicago

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B/HF

A-mazing Words™

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If the product fails to work during the first 120 days for reasons other than a defect in materials or workmanship, or if it fails to work for any reason after the first 120 days, return it to the dealer from whom it was purchased, along with proof of purchase. It will be replaced for a \$15 charge.

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A Word to Parents

Although the software and print program *A-mazing Words*™ is intended for primary school-age children, the intermediate, advanced, and expert levels extend its useability throughout junior high school. *A-mazing Words* is designed to give practice in recognizing letters of the alphabet and in arranging letters to correctly spell words. This guide contains instructions on how to use the software program. It also contains a variety of games and activities that will enhance and enrich the contents of the software program.

One goal of the games and activities in this guide is to make learning letters and words an enjoyable and exciting experience. Children use finger paints, clay, paper, glue, and crayons to make personalized bookmarks, wall-hangings, and gifts for family and friends.

Another goal is to provide practice in correctly spelling words. Children can play by themselves or with others while they review basic spelling and phonics rules concerning vowels, consonants, silent letters, and two letters that make one sound. The crossword puzzles on synonyms, antonyms, homonyms, and rhyming words, in particular, stress in a fun and entertaining way the importance of correctly spelling words. The puzzles also help enlarge vocabulary.

This combination of utilizing the software program on the computer and doing the activities in this manual presents an interesting and interactive way to help a child review the letters of the alphabet and practice spelling words correctly.

General Information

Please consult your computer owner's manual to make sure your computer is cabled together properly and the system is operational.

Handling the Diskette

There are several "do's" and "do not's" to keep in mind when handling *Discovery Software from World Book*.

DO'S

- Do handle the diskette carefully by its plastic sleeve or its label.
- Do keep the diskette in its paper envelope and easel carton when you finish using the program.

DO NOT'S

- Do not touch the diskette except by its sleeve or label.
- Do not fold the diskette or attach paper clips to it.
- Do not write on the diskette with a ball point pen or pencil.
- Do not put the diskette near a magnet.
- Do not store the diskette in places that are moist, directly sunny, very hot, or extremely cold.

Starting the Program

In general, you can start *Discovery Software from World Book* in the following way. See your Help Card, however, for start-up information for a specific computer.

1. Turn on your monitor.
2. Keeping the label faceup, insert your program diskette into the drive and close the drive's latch.
3. Turn on your computer. The program will start automatically.

Ending the Program

When you want to stop playing your program, you can select "End Program" from the Main Menu. Wait until the light on the disk drive goes off be-


fore taking out the diskette, slipping it into its protective sleeve, and putting it away in its easel carton. Then turn off your computer and monitor.

Choosing from the Menus

The Main Menu for *A-mazing Words*, shown below, displays six program options. Additional options are presented on the program's submenu, also shown below.

On the program's Main Menu, arrow keys are used to move the Smiley character to a chosen option. When Smiley bumps into a chosen option, the entry word will flash or change color.

```
Main Menu
Beginning
Intermediate
Advanced
Expert
End Program
MORE HELP FOR YOU
```

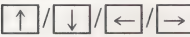


```
MORE HELP FOR YOU Menu
Return to Game
Return to Main Menu
Change Sound Mode
See Help Screen
How to Use Special Keys
End Program
```

Program Instructions

The Main Menu for *A-mazing Words* offers a child access to four levels of spelling challenge. Following is a list of those levels and sample words from them:

- Beginning (words include *ran, put, home, in*)
- Intermediate (words include *much, sock, candy, white*)
- Advanced (words include *answer, believe, decide, ability*)
- Expert (words include *succeed, arrangement, origin, larynx*)

After a child selects a challenge level, the Smiley character appears in the upper left corner of a game maze. The child should use the arrow keys  to move Smiley to a block of colored shapes. When Smiley bumps into a block, a word will appear. Then one letter or the whole word will disappear. (If the child wants to see the whole word again, he or she should consult the program's Help Card to see how to do so.) The object of the game is to type the missing letter(s). Each time a word is spelled correctly, points are scored.

At the Beginning level, the child will be asked to supply the missing second letter of each word. If he or she makes a mistake, the child will be given directions for spelling the *whole* word correctly. For Smiley to exit the maze, the child must complete at least one word correctly.

Starting at the Intermediate level, the child must spell an entire word correctly to score points. If he or she makes a mistake, the child may backspace to erase a letter.

An "alligator" may appear to chase Smiley around the Intermediate level maze. If the alligator "bites" Smiley, the child will lose one point, and if a word is misspelled, it becomes an obstacle in the maze. For each word the child spells correctly, he or she gets one press of the Space Bar to es-

cape the alligator or to jump to a new place in the maze. For Smiley to exit a maze, the child must spell at least one word correctly.

At the Advanced level, Smiley will encounter one or two snapping alligators. Smiley will also encounter stationary symbols. Capturing a stationary symbol wins a magic spell! A magic spell, which occasionally can be earned simply by spelling a word correctly, will restore a misspelled word, cause Smiley to "jump" to another part of the maze, or enable Smiley to go through "walls." Or, if it registers in the scoreboard, a spell can be used to destroy an alligator. (The child should consult the program's Help Card to see how to exercise this last option.)

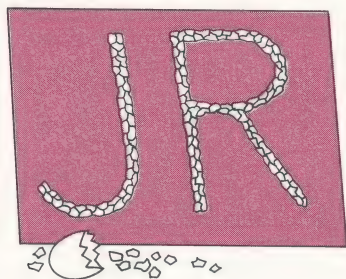
At the Expert level, there may be as many as three alligators and three symbols. As in the previous level, Smiley must capture the stationary symbols in order to win magic spells.

Before leaving a maze, the child will be asked if he or she would like to keep playing. If the child types **N** for no, he or she will be returned to the Main Menu. If the child types **Y** for yes, he or she will be sent to a word-building game. There, he or she will be asked to spell 10 words (of three letters or more) from a row of letters at the top of the screen. Each time a maze is finished at the same difficulty level, the child will be returned to the same row of letters and asked to spell more words. More than 150 are possible!

Creative letters

Purpose: To learn the shapes of letters of the alphabet and how they may be arranged to make words

What you need: Colored construction paper, glue, dried and crushed eggshells (or metallic glitter), newspaper



What you need: Brightly colored ribbon (about one and one-half inches wide and seven inches long), construction paper in your favorite colors, scissors, glue

Fancy initials

Spread the newspaper over your work area. On the construction paper, write the first letter of your first name with the glue. This is your first initial. Gently sprinkle crushed eggshell or glitter over the glue. Carefully shake off the eggshell that does not stick to the glue onto the newspaper for later use. Do the same thing for the first letter of your last name. When the glue is dry, hang the initials on the door to your room. You can also make fancy initials for each person in your family.

Name bookmark

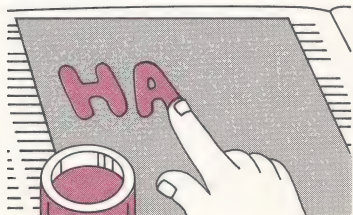
Cut the letters of your name out of the construction paper. Or, you may use a shorter nickname or your initials. Put a small amount of glue on the back of each paper letter. Press each letter into place on the ribbon. When the glue has dried, you have a personal bookmark! Make one for a special friend.

What you need: Five teaspoonfuls of cornstarch, five teaspoonfuls of cold water, one cup very hot water, tempera paint (red, blue, and yellow are good colors to start with), liquid soap, cardboard, newspapers, mixing bowl

Finger paint words

This recipe for finger paints will make one color of paint. If you want to make several colors, repeat the recipe for each color.

First, spread newspapers over your work area. Mix the cornstarch and the cold water together in the mixing bowl. Stir until smooth. Then, with the help of a grown-up, add one cup of very hot water to the mixture. Stir some more. Then add a little bit of liquid soap to the mixture.



This will make the paint easy to wash off your hands when you are through. Color the mixture with a tablespoonful of the tempera paint. Now you're ready for business! Paint your name on the cardboard. Or, if you like, you can paint a nice saying, such as "Home is where the heart is," or "Home, sweet home." Let your painting dry. Then hang it up in your room.

Name designs

Carefully print your name in black pencil at the center of the paper. Use capital and small letters. Then take one of your colored pens and outline the shape of the letters made by your name. Take another colored pen and make another outline around the first outline. Keep making outlines until you have used all your colored pens. Or, use a pencil to make the outlines. Then color the spaces between the lines with different colors. Now do the same with the name of a friend or someone in your family. Name designs make nice gifts.

What you need: Paper, pencil, five different-colored felt-tip pens



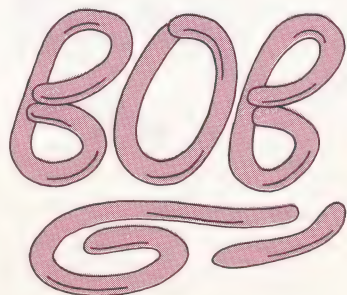
Play clay

Mix the flour and salt in one bowl. Stir in the vegetable oil. Pour the water into another bowl. Add several drops of food coloring to the water. Using a large spoon, gradually stir the colored water into the bowl of flour, salt, and oil. Mix well. Hey! Play clay!

What you need: Two cups of flour, two tablespoonfuls of vegetable oil, three-fourths cup of water, one and one-half tablespoonfuls of salt, food coloring, two mixing bowls, large spoon

Now roll out long strips of the play clay. Shape the strips into letters of the alphabet. Practice spelling your name or the names of others with the clay letters.

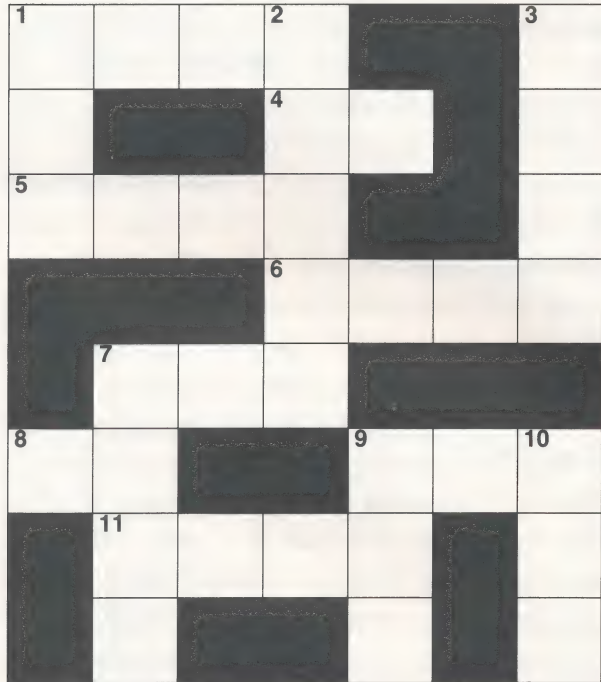
Put the clay back into a bowl when you



are through with it. Cover it with aluminum foil or waxed paper to keep it moist. Then put it in the refrigerator so that it will stay fresh for next time.

Synonym crossword puzzle

Synonyms are words that say the same thing, like *tall-high* and *big-large*. See if you can think of the correct synonym for each of the words listed below. Then write the letters of the words in the correct squares. Make sure you spell the words correctly or the puzzle won't work! Check your answers with the answer key on page 24.



Across

1. Lots
4. Like
5. Fall
6. Some
7. Weep
8. Leave
9. Everything
11. Jump

Down

1. Angry
2. Joyful
3. Quick
7. Cool
9. Monkey
10. Rule

Working with words

Purpose: To review the correct order of letters of the alphabet and to practice putting words together

Flashy alphabet

Make alphabet flash cards for identification drill. Put capital letters on one side of the cards. Put lower case letters on the other side.

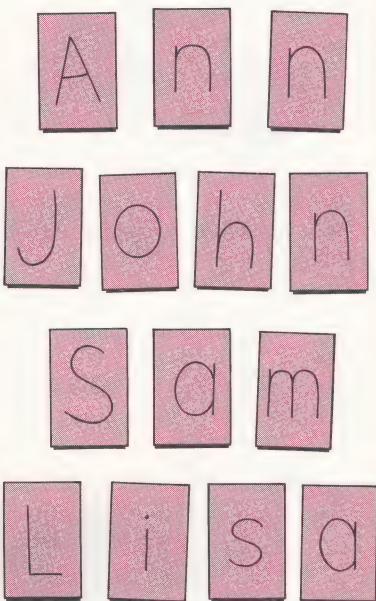
These cards can be used in several ways. Completely jumble the cards so that they are out of order. Some should even be upside down. Now arrange them in ABC order, all rightside up. Shuffle the cards. Have a helper who knows the letters flash them for you. Try to name the letters as fast as you can. Be sure to say if the letter you are naming is a capital letter or a small letter.

Now make words with the cards. Spell out your name with the cards. Then spell the names of those in your family. Be sure to make the first letter of your name or anyone else's name a capital letter. If you find you need extra letters, make extra cards (for example, if your name is Ellen, you will need two "l's"). When you are through, store your cards in ABC order.

ABC order

Begin by writing the letters "A" through "Z" on your index cards. Put one letter on each card. Then look in a dictionary under each letter of the alphabet until you find a word you know. Write that word on the correct letter card. Keep going until you have written a word on each letter card. Shuffle the cards until they are completely

What you need: At least 26 index cards, pencil



What you need: Twenty-six index cards, pencil, dictionary



out of order. Now go through and put the words in ABC order. The first card has the word that starts with “A.” The second card has the word that starts with “B,” and so on. Check the order in a dictionary. Shuffle the cards and put them in order as many times as you like.

Sounds of letters

Purpose: To review how the sounds of letters can change when they are used in different words

Voices of vowels

Look in the newspaper to find words with the letter “a” in them. Make a list of at least five words that you can read that have the letter “a” in them. Then do the same for the other vowels: “e,” “i,” “o,” and “u.”



Have you noticed that vowels don’t always sound the same? Vowels sound different in different words. For example, the “a” in “cat” is different from the “a” in “ape.” The “e” in “we” is different from the “e” in “ever.” How many different sounds can you find for each of the vowels? Make a list of the different vowel sounds you find. Use words to give examples.

C or K?

On your paper, copy the parts of words listed below. Each word is missing a letter: “c” or “k.” Can you spell each word with the correct letter? It’s not so easy as you think. A “c” and a “k” often sound exactly the same. Check your spelling with the answer key on page 22.

What you need: Newspaper, paper, pencil

What you need: Paper, pencil, dictionary

__lown	__ite	__it
__olor	__ould	__alendar
__ind	__arry	__amp
__oat	__itchen	__iss

J or G?

On your paper, copy the parts of the words listed below. Each word is missing a letter: "j" or "g." Can you spell each word with the correct letter? It's not so easy as you think. A "j" and a "g" often sound exactly the same. Check your spelling with the answer key on page 22.

__ar	a__ain	villa__e
lon__	__ust	an__ry
__ym	ve__etable	__ump
wa__on	oran__e	__em

Silent letters

Study each word listed below. Then read the word out loud. Listen carefully to each word as you say it. What do you notice? Some of the letters are silent.

Copy the words on your paper. Say each word out loud as you write it. Then, with the felt-tip pen, circle the silent letter or letters. Check your answers with the answer key on page 23.

could	right	own
sign	fruit	tiptoe
island	guess	night
nine	kitchen	write

It takes two

Study each word listed below. Then read each word out loud. Listen carefully to each word as you say it. What do you notice? In these words, two letters go together to make one sound.

What you need: Paper, pencil, dictionary



What you need: Paper, pencil, red felt-tip pen



What you need: Paper, pencil, red felt-tip pen

Copy the words on your paper. Say each word out loud as you write it. Then, with the felt-tip pen, circle the letters that go together to make one sound. Check your answers with the answer key on page 23.

elephant	thick
much	rough
whisper	telephone
birth	sunshine
socks	sandwich

Antonym crossword puzzle

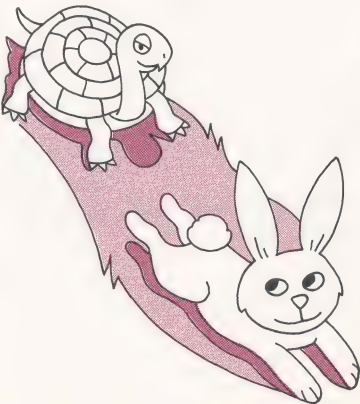
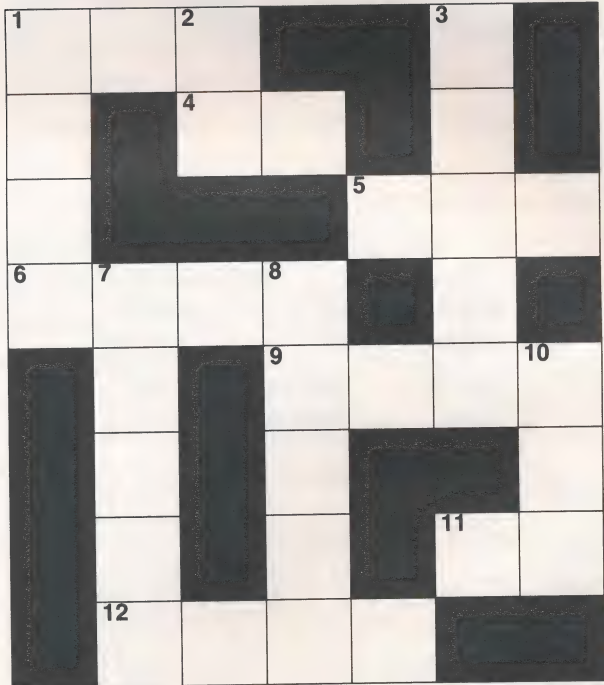
Antonyms are words that mean opposite things, like *old-young* and *slow-fast*. See if you can think of the correct antonyms for each of the words listed below. Then write the letters of the words in the correct squares. Make sure you spell the words correctly or the puzzle won't work! Check your answers with the answer key on page 24.

Across

1. Happy
4. Off
5. Dry
6. Push
9. Under
11. Out
12. Fall

Down

1. Go
2. Don't
3. Here
7. Over
8. Hates
10. Walk



Word games and puzzles

Purpose: To review the correct order of the letters of the alphabet and to practice the spelling of selected words

Alphabet game

Play this game with a friend. In your neighborhood, look for the letters of the alphabet in the signs you see around you. Start with "a" and go in order from "a" to "z." When you see the letter "a," as in "bakery," say "a," point to the word, and read it out loud. Then the search is on for "b" (bus stop), "c" (grocery), and so on. You and your friend take turns with letters.

If you live in the country, where there are not a lot of signs, look for the letters of the alphabet on road signs. Or, look on the markings and license plates on cars, trucks, and buses. (The hardest letters to find are "j," "q," and "z.")



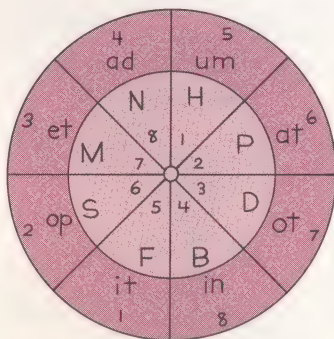
Spin a word

Cut two discs from the heavy paper. One disc should be five inches across. The other disc should be eight inches across (see the illustration).

Divide the inner, small disc into eight equal sections. Inside each section write one capital initial letter: "H," "P," "D," "B," "F," "S," "M," and "N." In each section, near the center of the disc, put a number from one through eight.

On the large disc, make eight equal sections, just like you did on the small disc. At the outside edge of each section,

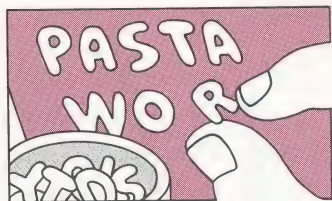
What you need: Heavy paper, pencil, scissors, thumbtack, square piece of corrugated cardboard, dictionary



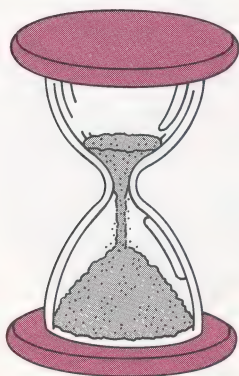
write two small letters: “it,” “op,” “et,” “ad,” “um,” “at,” “ot,” and “in.” Write a number from one through eight inside each section near the small letters. Now use the thumbtack to attach the two discs to the cardboard as shown in the illustration on page 17.

Any number can play. Create new words by spinning the smaller disc. Take turns spinning until a capital letter in the small disc lines up with two small letters in the large disc to form a word. Check the word’s spelling in a dictionary. Then add the numbers beside the letters to get your score. Play for ten rounds. The player with the highest score wins.

What you need: Alphabet pasta, egg timer, several cups, dictionary



What you need: Paper, pencil, egg timer, dictionary



Pasta words

Give each player a cup of alphabet pasta. Set the egg timer for five minutes. When the leader says “Go,” each person tries to spell out as many words as possible in the time allowed. One player checks words in a dictionary. The player who spells the most words wins.

Words from words

You can make new words out of the letters of many words. Pick a word—the longer the better. Write the word at the top of your paper. See how many new words you can write under it that use the letters in that word.

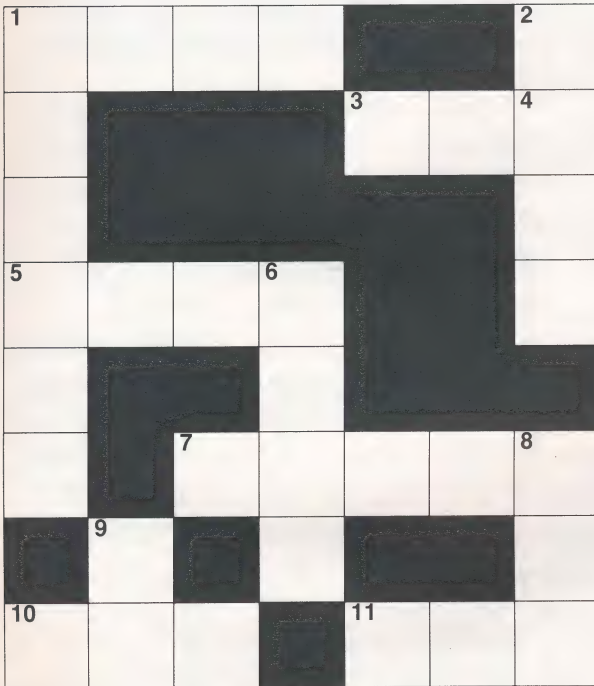
Any number can play this game for points. You and the other players decide on a word. Write that word at the top of your papers. Set the egg timer for three minutes and start working. The winner is the player who has correctly spelled out the most words when time is up. If you

are not sure of the spelling of a word, look that word up in a dictionary. Here are some words to get you started:

- | | |
|--------------|------------|
| Hippopotamus | Watermelon |
| Temperature | Newspaper |

Homonym crossword puzzle

Homonyms are words that sound the same, but are spelled differently and mean different things, like *hair-hare*. See if you can think of the correct homonyms for each of the words listed below. Then write the letters of the words in the correct squares. Make sure you spell the words correctly or the puzzle won't work. Check your answers with the answer key on page 24.



Across

- 1. Flee
- 3. I
- 5. Weight
- 7. Write
- 10. Sea
- 11. Too

Down

- 1. Flour
- 2. Meet
- 6. Tale
- 8. Two
- 9. Bee



Race for the vowels

Study the words on page 20. There is a vowel missing in each of them. Can you spell the word with the correct vowel?

What you need: Paper, pencil

(Sometimes more than one vowel will work.)

Have a spelling race with a friend or friends. See who can correctly spell the list of words first. When everyone is finished, compare the lists. Check your answers with the answer key on page 23.

p__t	w__lk	m__rble
d__g	wh__t	z__pper
g__m	l__mb	b__bble
l__p	dr__p	secr__t
f__t	k__ng	__range

Race for the consonants

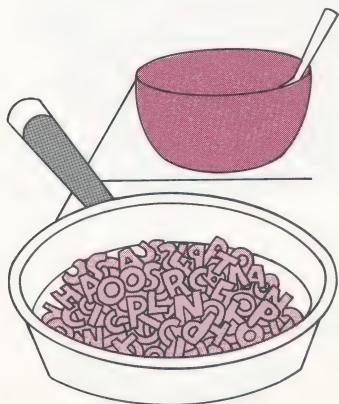
What you need: Paper, pencil

This activity is like the one above. This time, there is a consonant missing in each of the words below. Can you spell each word with the correct consonant? Check your answers with the answer key on page 23.

righ__	re__eat	ki__chen
wig__le	g__own	w__ole
pai__t	ca__tle	s__all
let__er	o__ly	s__ueeze
s__ape	a__orn	ne__er

Scrambled words

What you need: Paper, pencil, egg timer, dictionary



Following are three sets of scrambled words. The first set has words with three letters. The next set has words with four letters. The last set has words with five letters.

Any number can play. All players should have their own pencils and sheets of paper. Begin with the three-letter words. Set the egg timer for three minutes. Now quick! Unscramble the words! When time is up, compare lists. Then check your answers with the answer key on page 23.

otp	tem	atr	unr
rac	mih	hre	ewt
het	ast		

If you did well on the first set, great! Now try unscrambling words with four letters. Players get four minutes on the egg timer for this set. Again, check your answers on page 23.

oruf	erda	nnie	odne
kabe	noos	lwel	lohd
tiek	ujst		

Now can you tackle the third set of words? Give yourselves five minutes on the egg timer for this set. Check your answers on page 23.

retaf	abezr	bwoel	caden
ridkn	ganwo	hgtir	gbnir
lhwoe	pahse		

You can easily make up your own scrambled word lists. Use a dictionary to find words. Or, use the words in the spelling lists your teachers give you. Then quiz each other by trading your lists.

Hidden words

There are at least fifteen words hidden in the letters below. How many can you find? Check your answers on page 23.

A	M	A	C	H	I	N	E	B	C
P	I	E	D	E	E	O	W	N	G
H	T	I	B	J	K	I	L	M	B
N	X	P	A	Q	R	S	T	U	E
N	E	A	T	V	E	Y	E	W	A
X	L	J	Z	M	B	M	C	N	R
V	B	E	C	A	R	F	G	H	I
J	O	K	C	M	E	A	S	Y	N
O	W	P	Q	R	A	S	Q	U	V
F	R	I	E	N	D	W	T	O	Y

What you need: Pencil



Rhyming word crossword puzzle

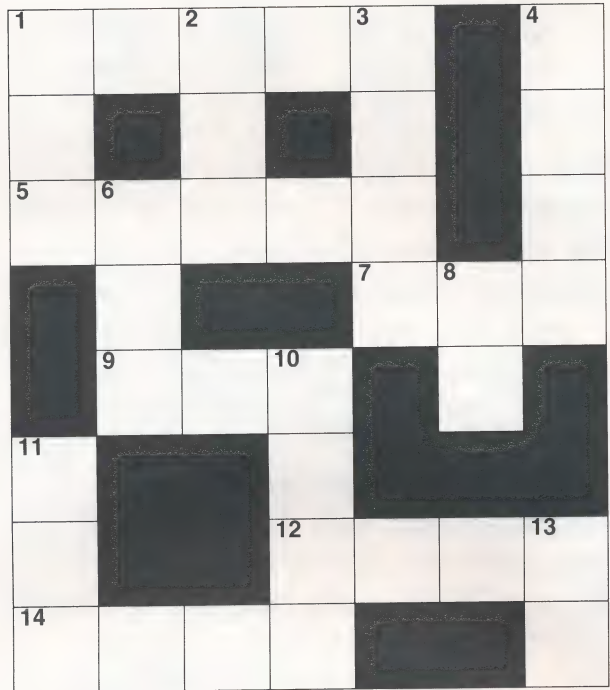
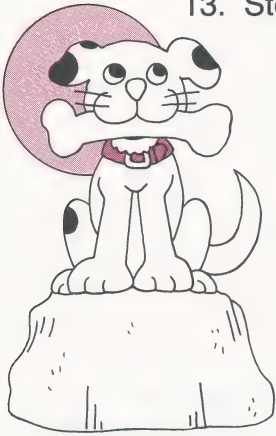
See if you can find the correct rhyming word for each of the words listed below. Then write the letters of the words in the correct squares. Make sure you spell the words correctly or the puzzle won't work! Check your answers with the answer key on page 24.

Across

1. Bone
5. Care
7. Sun
9. Sob
12. Cloud
14. Stall

Down

1. Pat
2. Fun
3. Never
4. Pane
6. Stir
8. Cup
10. Fell
11. Drab
13. Stew



Answer key

“C or K?” from pages 14-15.

clown	kite, cite	kit
color	could	calendar
kind	carry	camp
coat	kitchen	kiss

“J or G?” from page 15.

jar	again	village
long	just, gust	angry
gym	vegetable	jump
wagon	orange	gem

“Silent letters”

from page 15.

could right own
sign fruit tiptoe
island guess night
nine kitchen write

“It takes two”

from pages 15-16.

elephant thick
much rough
whisper telephone
birth sunshine
socks sandwich

“Race for the vowels”

from pages 19-20.

pat, pet, pit, pot, put	walk	marble
dig, dog, dug	what	zipper
gem, gum	lamb, limb	babble, bubble
lap, lip	drip, drop	secret
fat, fit	king	orange

“Race for the consonants”

from page 20.

right	repeat	kitchen
wiggle	grown	whole
paint	cattle	shall, small, stall
letter	only	squeeze
shape	acorn	never

“Scrambled words”

from pages 20-21.

top, pot	met	rat, tar	run
car	him	her	wet
the	sat		
four	dear	nine	done
bake	soon	well	hold
kite	just		
after	zebra	elbow	dance
drink	wagon	right	bring
whole	shape		

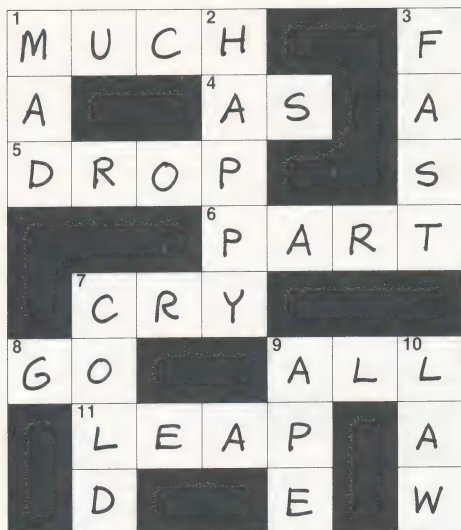
“Hidden words” from page 21.

A	M	A	C	H	I	N	E	B	C
P	I	E	D	E	E	O	W	N	G
H	T	I	B	J	K	I	L	M	B
N	X	P	A	Q	R	S	T	U	E
N	E	A	T	V	E	Y	E	W	A
X	L	J	Z	M	B	M	C	N	R
V	B	E	C	A	R	F	G	H	I
J	O	K	C	M	E	A	S	Y	N
O	W	P	Q	R	A	S	Q	U	V
F	R	I	E	N	D	W	T	O	Y

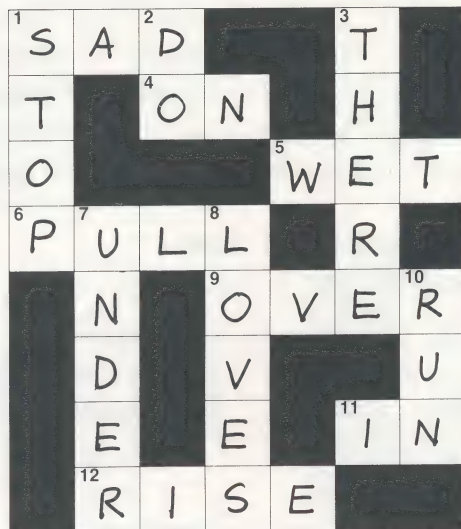


"Synonym crossword puzzle"

from page 12.

**"Antonym crossword puzzle"**

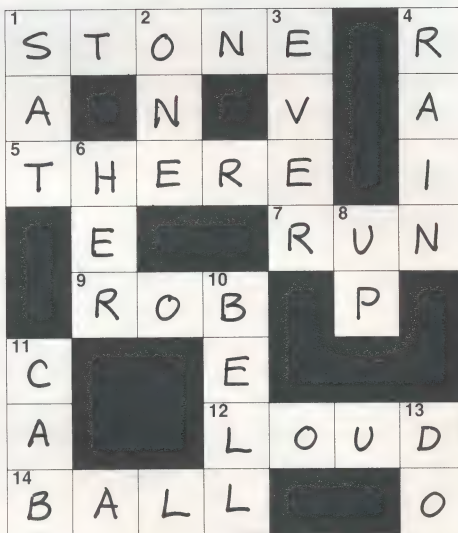
from page 16.

**"Homonym crossword puzzle"**

from page 19.

**"Rhyming word crossword puzzle"**

from page 22.





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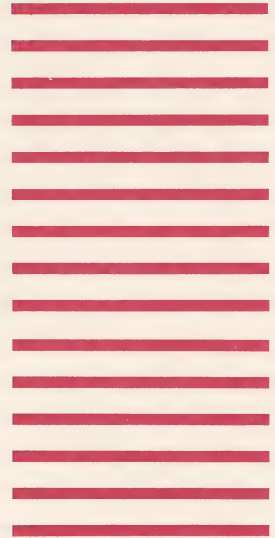
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Starting the Program

Your *Discovery Software from World Book* was designed for the Apple® IIe and the Apple® IIc. You can start the program in one of the two following ways.

When Your Apple Is Turned Off

1. Turn on your TV or monitor.
2. Keeping the label faceup, insert your program diskette into the diskette drive and close the drive's latch.
3. Turn on your computer. The program will start automatically.

When Your Apple Is Turned On

1. Keeping the label faceup, insert your program diskette into the diskette drive and close the drive's latch.
2. Hold down the Control key [CONTROL] and the Open-Apple key [⌘] and press the Reset key [RESET]. Your program will start automatically.

Ending the Program

When you want to stop playing your program, you can select "End Program" from the Main Menu. Wait until the light on the disk drive goes off before taking out the diskette, slipping it into its protective sleeve, and putting it away in its easel carton. Then turn off your computer and TV or monitor.

Understanding the Error Messages

Occasionally, you may try to load a program and get no results except noise. This can mean that you inserted the diskette improperly, that the drive latch is not closed, or that your diskette is not formatted. On occasion you may also see an error message on your screen. Please note the following error messages and what they mean:

I/O ERROR

If the drive latch is left open or if the diskette is not inserted properly in the drive, you will see this message. You will also see it if you inserted the diskette in the wrong drive of a two-drive system. Reinsert the diskette correctly, close the latch, and try again.

WRITE PROTECT

The program must be able to write on the diskette. Please remove the write-protect tab and try the program again.

If you see this error when you attempt to save a spreadsheet, your second diskette may not be formatted.

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Using the Special Keys

Pressing special key combinations while your program is running will help you make use of *Discovery Software from World Book's* special features. These features can also be reached through the MORE HELP FOR YOU Menu, which you can always access by pressing the Escape key [Esc].

Each special key combination is formed by holding down the Open-Apple key [⌘] while pressing the appropriate letter key. A list of special key combinations and the features that they activate follows.

- [⌘] - [E] **End** program. Press this key combination to end the program.
- [⌘] - [H] **Help** call. Press this key combination to view "How to Use" instructions.
- [⌘] - [M] **Menu** call. Press this key combination to return to the previous menu.
- [⌘] - [S] **Sound** control. Press this key combination to turn the sound on or off.
- [Esc] Press this key to call the MORE HELP FOR YOU Menu.

Moving Through the Mazes

Use the Arrow keys [←]/[→]/[↑]/[↓] to move inside the mazes. To see a maze word again, press the Return key [RETURN]. To destroy an alligator with a magic spell at the Advanced or

Expert levels, press the Shift key [SHIFT] and the Plus Sign key [+] at the same time.

Choosing from the Menus

The Main Menu for *A-mazing Words*, shown below, displays six program options. Additional options are presented on the program's sub-menu, also shown below.

On the Main Menu, Arrow keys [←]/[→]/[↑]/[↓] are used to move the Smiley character to a chosen option. When Smiley bumps into a chosen option, the color of the entry word will change.

```

Main Menu
  Beginning
  Intermediate
  Advanced
  Expert
  End Program
  MORE HELP FOR YOU
  
```

```

MORE HELP FOR YOU Menu
  Return to Game
  Return to Main Menu
  Change Sound Mode
  See Help Screen
  How to Use Special Keys
  End Program
  
```



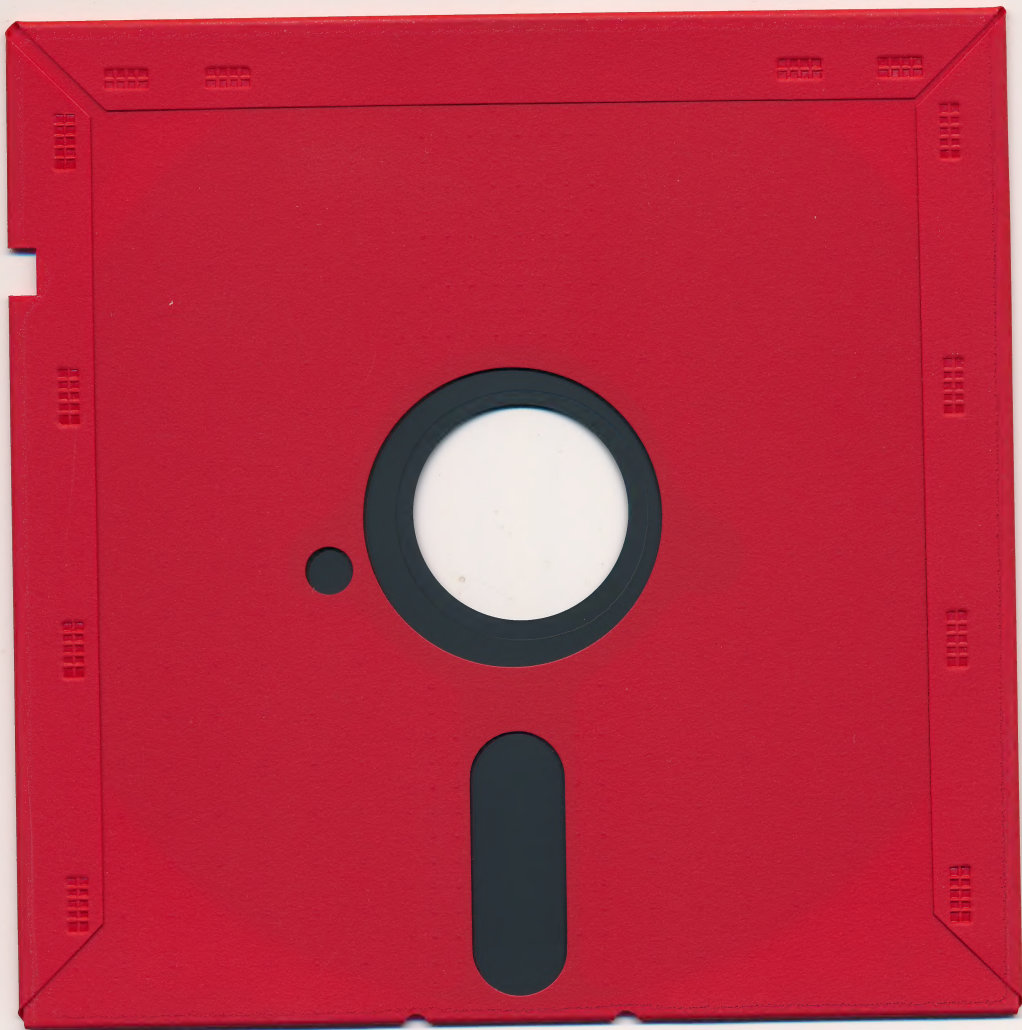
Discovery Software
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Primary Level
For the Apple® IIe or Apple® IIc
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A-mazing Words™

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Protect
Proteger
Protéger
Schützen
保護



Never
Nunca
Jamais
Nie
絶対禁止



Insert Carefully
Insérer avec soin
Sorgfältig Einsetzen
挿入注意



Never
Nunca
Jamais
Nie
絶対禁止



10°C—52°C
50°F—125°F
R.H. 8%—80%



Never
Nunca
Jamais
Nie
絶対禁止