OTHER SIERRA DISCOVERY™ SERIES GAMES

♦ ♦ ♦

Mixed-Up Mother Goose®
Pre-readers and up

♦

Mixed-Up Fairy Tales™
Ages 7 and up

♦

Quarky and Quaysoo's Turbo Science™
Ages 8 through 13

♦

Pepper's Adventures in Time™
Ages 8 and up

♦

EcoQuest™: The Search for Cetus
Ages 10 and up
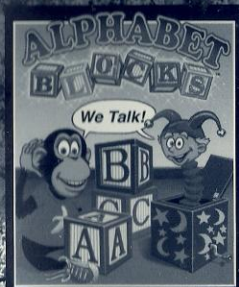
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Lost Secret of the Rainforest™
Ages 10 and up

♦

Island of Dr. Brain™
Ages 12 and up
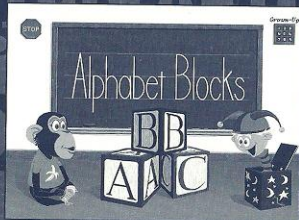
♦

Castle of Dr. Brain™
Ages 12 and up

ALPHABET BLOCKS
We Talk!

◆ SIERRA

Sierra Discovery Series

ALPHABET
BLOCKS™

Alphabet Blocks

SIERRA

ALPHABET BLOCKS™

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ABOUT THE SIERRA DISCOVERY SERIES

The goal of the Sierra Discovery Series is to create the ideal learning environment...a time and place where learning can be fun. Several important things happen when your child plays a Sierra Discovery Series game.

First, as kids get involved in the game's story line and solve its puzzles and problems, they develop mental skills like logic and problem solving that are crucial to success in school, work, and life.

Second, each Sierra Discovery Series game introduces your child to one or more academic subjects—such as language, math, history, or science—in an entertaining, enjoyable context. Besides teaching facts, the games stimulate curiosity about these subjects and encourage your child to explore them in other games, books, and activities.

Finally, Sierra Discovery Series games make your child comfortable with the world of computers. As they play, kids quickly see they're the ones who cause and control their computer's actions. This can go a long way toward motivating young learners and creating a lifelong friendship between them and computers.

Sierra Discovery Series games are an innovative, rewarding way you can help your child learn to like to learn. We hope you'll try them all.

GETTING STARTED
Ready, Set, Go
• • •

This section tells you how to get Alphabet Blocks running on your Macintosh or Windows system. There are only two steps to take before your child can begin playing Alphabet Blocks:

1.   Install the program from the floppy diskettes onto your hard disk drive.

2.   Start the program.

You only need to install Alphabet Blocks once. Thereafter, start the program for your child whenever he or she wants to play.

MACINTOSH SYSTEM

This section tells you how to get Alphabet Blocks up and running on your Macintosh.

Your Macintosh System—You will need...
*   Macintosh II, IIx, IIcx, IIci, IIsi, IIfx, LC, LCII, or Quadra
*   4 megabytes system memory with System 7 installed
        OR
*   3 megabytes system memory with System 6.07 installed
*   7 megabytes free disk space
*   8 bit color monitor

INSTALLING ALPHABET BLOCKS ON YOUR MACINTOSH

Installing Alphabet Blocks onto your disk drive is easy . You will need 10 megabytes of disk space to complete the installation. When you have completed the installation, the program will use less than 7 megabytes.

After you install the program, please find a safe, cool place to store the original program disks (heat can damage the disks).

To install Alphabet Blocks:

1. Insert Disk 1 into your diskette drive.

2. Double-click on the Alphabet Blocks Install icon.

3. When the screen appears, click on the OK button.

4. The install program will show you the drive on which the program will be installed. If you would like to install Alphabet Blocks on a drive other than the suggested drive, or if you would like to customize the installation, press the Help button for instructions.

5. The install program will prompt you to insert each disk. It will also decompress the program files as it installs the software on to your hard disk.

LOADING ALPHABET BLOCKS ON YOUR MACINTOSH

To start up Alphabet Blocks, load the program. Simply double-click on the ABC block icon. Alphabet Blocks will load into memory and display the playroom. The double-click mouse action is easy for an adult but difficult for a very young child. Until the child has developed the necessary coordination, you will need to load Alphabet Blocks when your child wants to play.

WINDOWS SYSTEM

This section tells you how to get Alphabet Blocks up and running on your Windows system.

Your Windows System—You will need...

Hardware
   *IBM AT bus compatible system
   *CPU—386SX/20 MHz or greater
   *Hard disk
   *8 MB free disk space
   *4 MB system memory

*1024K free memory with Windows 3.1 installed
*VGA board—256 colors @ 640x480
*Sound Card
*Audio speakers or headphones

Software
   *Windows 3.1 installed
   *Sound card driver that supports Windows 3.1
   *VGA driver that supports 256 colors @ 640x480

INSTALLING ALPHABET BLOCKS ON YOUR WINDOWS SYSTEM

Your Alphabet Blocks disks include a utility called INSTALL that automatically installs the software. INSTALL creates any required directories and copies the Alphabet Blocks program files to your hard disk. After you install the program, please find a safe, cool place to store the original program disks (heat can damage the disks). To install Alphabet Blocks:

1. From the Windows Program Manager, open the File menu and select the Run command.

2. In the File Run dialog box, type a:install and press Enter or click the OK button.

3. Follow the prompt to enter the installation drive and path name. This is the location on your hard disk where Alphabet Blocks will be installed. When you press Enter after specifying the path, INSTALL installs the program.

When Alphabet Blocks has finished installing, a dialog box appears telling you whether or not the installation was completed successfully. If the installation was not successful, a message tells you where the error occured.

LOADING ALPHABET BLOCKS ON YOUR WINDOWS SYSTEM

To start up Alphabet Blocks, load the program. Simply double-click on the ABC block icon. Alphabet Blocks will load into memory and display the playroom. The double-click mouse action is easy for an adult but difficult for a very young child. Until the child has developed the necessary coordination, you will need to load Alphabet Blocks when your child wants to play.

WELCOME!
• • •

Thank you for buying Alphabet Blocks for your personal computer. Alphabet Blocks is an interactive, multimedia teaching experience that will assist your child in learning the English alphabet sounds and names. Alphabet Blocks offers the highest quality in animation, speech, and sound effects to take full advantage of your multimedia personal computer.

In Alphabet Blocks, your child learns the English alphabet by advancing through progressively challenging skill levels. Your child will learn to distinguish letter styles (block and cursive), match phonetic sounds to letters, and know the names of the letters and the order of the letters in the alphabet. Your child will also learn to match letters and to associate, recognize, and pronounce words based upon the letter names and sounds he or she is mastering. The activities in Alphabet Blocks expand your child's vocabulary and introduce reading skills.

The environment in which your child will learn is a child's playroom—soft, warm, and inviting. Within the rooms in Alphabet Blocks are many enjoyable learning experiences...a stack of colorful alphabet blocks, a cuddly monkey, an adorable jack-in-the-box, a bright red toy soldier, a traditional chalkboard, and over 50 animated surprises. Your child will quickly learn to click on the monkey or the jack-in-the-box to make them talk and giggle. As children interact with these playful coaches, they learn their new letter skills.

Correct answers are rewarded. There is no negative reinforcement for incorrect responses. Instead, the coach helps your child select the correct letter by reducing the number of available choices. For example, instead of choosing from 26 letters of the alphabet, only 10 choices might be available. Alphabet Blocks detects which letters your child is having difficulty with and steps in to assist the child.

All correct answers are rewarded with smiles and verbal encouragement. In addition, whenever your child makes a correct response on the first attempt, a delightful animated object moves across the bottom of the screen. The child quickly learns that the more correct answers, the more surprises. For example, the first correct answer elicits a smile, a "good start" from the coach, and perhaps a bouncing ball.

Alphabet Blocks is the perfect opportunity for your child to learn the ABCs. We are certain you and your child will agree that this is a fun way to learn.

THE ALPHABET ADVENTURE
Let's play a game
• • •

Load the Alphabet Blocks software and play the game!

A QUICK PREVIEW

Within Alphabet Blocks you will discover four games that teach the alphabet. Each of these games is described in detail later in this section.

Game 1	Coach Jack	Match letters
Game 2	Coach Jack	Identify letters by name
Game 3	Coach Bananas	Identify letters by sound
Game 4	Coach Bananas	Identify words that begin with a letter sound

To begin a game, you and your child choose a coach. This can be either Bananas (the monkey) or Jack (the jack-in-the-box). The coach that you select determines the game you will play. Each coach can play two games.

In all four games, the coach rewards all correct responses. We'll tell you more about that later. When your child has made eight correct responses, the game is over.

THE PLAYROOM—PLAY WITH THE TOYS AND CHOOSE A COACH

When you load Alphabet Blocks, your child enters the playroom. The child can explore the playroom while learning how to use the mouse. Each element in the playroom is a toy for children to play with. For example, your child can click on one of the colorful alphabet blocks to play the alphabet song. Click on the chalkboard and a different song plays. Use the Grown-up's keypad in the upper corner of the playroom to set up

the Alphabet Blocks environment especially for your child. For more information, see "Customizing Alphabet Blocks" later in this guide.

Following are the elements in the playroom and a description of what happens when you click on each of them.

CLICK ON...	AND THIS HAPPENS...
Chalkboard	The Alphabet Blocks theme song plays.
ABC block	The alphabet song plays.
Stop sign	You exit Alphabet Blocks and return to your system.
Grown-up's keypad	A window with customization options appears.
Picture above Coach Bananas	A different picture appears. When you click on the monkey to start a game, the monkey starts the session with the game corresponding to the picture. The picture with the chalkboard is a challenging word game. The picture of the stack of blocks is an easier letter sound game.
Picture above Coach Jack	A different picture appears. When you click on the jack-in-the-box to start a game, the jack-in-the-box begins with the game corresponding to the picture. The picture with the stack of blocks is a more challenging game than that with the three blocks.

CLICK ON..	AND THIS HAPPENS...
Coach Bananas	You go to Bananas' classroom to play letter sound games.
Coach Jack	You go to a classroom to play letter name games with Jack.

CHOOSE A COACH TO PLAY WITH

In the playroom, click on one of the coaches. To play letter name games, click on the jack-in-the-box (Coach Jack). Or, to play letter sound games, click on the monkey (Coach Bananas).

THE CLASSROOM—PLAY A GAME

After you select a coach in the playroom, you enter a colorful classroom. The coach sets up the classroom for the game by introducing letters and placing them on the chalkboard or the alphabet blocks, depending on the game. To play the game, click on the coach. It's that easy! As you play, you can interact with the coach in two ways: question mode and explore mode. The child can move between these two modes at will.

ANSWER QUESTIONS ABOUT LETTERS—QUESTION MODE

Any time you click on the monkey or the jack-in-the-box, the coach asks your child to find the letter on the screen matching a sound (Coach Bananas' classroom) or letter name (Coach Jack's classroom). Your child then clicks on the corresponding alphabet block or presses the correct key on the keyboard. For example:

Coach Jack says: Which letter is A?

The child is expected to click on the alphabet block that has an A displayed or press the A key on the keyboard.

When playing phonetic letter sound games with Coach Bananas, there might be more than one correct answer to a question. If Bananas pronounces a K or hard C sound, for example, then either the K or the C response would be correct.

The coach always wants the child to get the correct answer and will help out if your child is having difficulty. The coach offers a hint by removing some of the letters so that the child can choose from a smaller group of letters. In addition, the coach remembers which letters the child is having trouble with and will repeat those letters during the game and in future games.

Note that when the child is rewarded with a visual surprise, the banner on the classroom wall changes. In Jack's classroom, a jack-in-the box jumps out of one of the boxes on the banner. In Banana's classroom, the skin peels off a banana.

ASK QUESTIONS ABOUT LETTERS—EXPLORE MODE

Your child can ask the coach about a particular letter. If the child clicks on an alphabet block, a picture and a word starting with the letter on the alphabet block appear on the chalkboard. For example, click on the alphabet block showing a "p". The chalkboard shows a picture of a pig, the letter P in both uppercase and lowercase, and the word "pig" spelled out. The coach then says, "P...Pig."

If the coach has asked the child to identify a letter (question mode), Alphabet Blocks assumes that when the child clicks on a block that he or she is searching for the correct response and does not go into explore mode. After responding correctly to the question, the child can click on an alphabet block and use explore mode.

ANIMATED SURPRISES

In all four games, the coach rewards all correct responses with a smile, words of encouragement such as "good job" or "nice going," and either a peeled banana or popped-up jack-in-the-box at the top of the screen. If

your child selects the correct choice on the first try, a special reward appears. A ball might bounce across the screen or the child might be treated to a flying saucer dipping and swooping across the classroom. Check out the eggs with little feet racing through trying to outrun an eggbeater! Over 50 Alphabet Blocks surprises are waiting to delight your child.

THE GAME ENDS

When your child has made eight correct responses, the game is over. If your child has played the game without a mistake, a marching band struts across the screen, the chalkboard explodes with fireworks, and the coach smiles and exclaims joyfully, "You won!" The coach will also invite your child to try a new way to learn letters.

If your child made mistakes during the game, the coach says, "good job," and invites your child to play again. The sounds missed during the previous game will be repeated in the next game.

NAP TIME

If your child does not enter any keyboard or mouse activity for awhile, the coach will try to entice its playmate back to play. For example, Bananas might say, "Click on my nose!" or, Jack might say, "Click on my hat!" or, "Click on your favorite letter!" After a bit, if the child does not show any interest (by clicking the mouse or pressing a letter on the keyboard), the coach's eyes grow heavy and eventually close as the coach yawns and falls asleep.

After a three-minute nap, Jack or Bananas will wake up, play music, talk, laugh, or otherwise try to capture the attention of the child. If these playful attempts do not elicit a response, the coach will fall asleep again. This continues until you exit Alphabet Blocks.

During nap time, even if the coach is fast asleep, if the child initiates keyboard or mouse activity, the coach will immediately wake up and jump happily into the game.

FOUR GAMES THAT TEACH LETTERS

* * *

GAME 1 - COACH JACK - MATCH LETTERS

In the Match Letters game, a different letter is placed on each of the three large blocks in the classroom. One of these three letters also appears on the chalkboard behind Coach Jack. Jack tells your child the name of the letter and asks your child to click on the block that matches the letter on the chalkboard. To answer, the child uses the mouse as a pointing device and clicks on the matching block. This game is ideal for very early learners.

IN COACH JACK'S CLASSROOM WHEN PLAYING MATCH LETTERS...

CLICK ON...	AND THIS HAPPENS...
Coach or blank chalkboard (Keyboard: press ? key)	Jack asks your child to find a specific letter from the stack of three blocks.
Large block (Keyboard: press a letter key)	Coach Jack pronounces the letter name of the letter displayed on the large block.
Popped-up jack-in-the-box on wall border	Try it!
Animation surprise	If you click or press a key while an animation surprise is in the room, the surprise moves more quickly across the room.

CLICK ON...	AND THIS HAPPENS...
Light switch	The game ends; Coach Jack says, "Goodbye!" and the child returns to the playroom.

GAME 2 - COACH JACK - IDENTIFY LETTERS BY NAME

In the Letters by Name game, a stack of 26 blocks appears in the classroom. As the game begins, a letter is placed on each block. Jack names each letter as it appears on the block. After all of the letters have been placed, Jack turns and asks your child to find a specific letter by name. To answer, the child chooses a letter on the screen using either the mouse or keyboard.

IN COACH JACK'S CLASSROOM WHEN PLAYING LETTERS BY NAME...

CLICK ON...	AND THIS HAPPENS...
Jack-in-the-box or blank chalkboard (Keyboard: press ? key)	Jack-in-the-box asks your child to find an alphabet block with the letter matching a particular letter name. If the child has just won a game, clicking on one of these objects starts a new game.
Alphabet block (Keyboard: press a letter key)	Jack-in-the-box pronounces the name of the letter displayed on the alphabet block. In the more advanced game, the chalkboard also shows a picture of a word starting with that letter and the coach pronounces the word.
Picture on chalkboard	Jack-in-the-box repeats the word on the board.

CLICK ON...	AND THIS HAPPENS...
Sitting toy soldier	Toy soldier stands up and letters are displayed in uppercase.
Standing toy soldier	Toy soldier sits down and letters are displayed in lowercase.
Popped-up jack-in-the-box on wall border	Try it!
Animation surprise	If you click or press a key while an animation surprise is in the room, the surprise moves more quickly across the room.
Anywhere while coach is introducing letters	Normally, at the beginning of a game played with a stack of alphabet blocks, the jack-in-the-box announces each letter name as the letter is placed on the alphabet block. Clicking the mouse causes all remaining blocks to fill with letters. In this case, the jack-in-the-box does not introduce letters by pronouncing letter names.
Light switch	The game ends; the jack-in-the-box says, "Good-bye!" and the child returns to the playroom.

GAME 3 - COACH BANANAS - IDENTIFY LETTERS BY SOUND

In this game, a stack of 26 blocks is in the classroom with Coach Bananas. To start the game, Bananas pronounces each letter sound as the corresponding letter is placed on one of the blocks. When all of the letters have been placed, Bananas turns and asks your child to find a specific letter by sound. To answer, the child chooses a letter on the screen using either the mouse or the keyboard.

Following is a description of what happens when you click on an object in the classroom.

IN COACH BANANAS' CLASSROOM WHEN PLAYING THE LETTERS BY SOUND GAME...

CLICK ON...	AND THIS HAPPENS...
Coach or blank chalkboard (Keyboard: ? key)	Bananas asks your child to find an alphabet block with the letter matching a particular sound.
Alphabet block (Keyboard: press a letter key)	Bananas pronounces the sound corresponding to the letter on the block. The chalkboard shows a picture of a word starting with that letter and Coach Bananas pronounces the word for the child.
Picture on chalkboard	Coach Bananas repeats the word on the board.
Sitting toy soldier	Toy soldier stands up and letters are displayed in uppercase.
Standing toy soldier	Toy soldier sits down and letters are displayed in lowercase.
Peeled banana	Try it!
Anywhere while Bananas is introducing letters	Normally, at the beginning of a game played with a stack of alphabet blocks, Coach Bananas pronounces the sound for each letter as it is placed on a block. If you click the mouse while the letters are being placed, all of the blocks fill with letters and Bananas does not pronounce the letter sounds.

CLICK ON...	AND THIS HAPPENS...
Animation surprise	If you click or press a key while an animation surprise is in the room, the surprise moves quickly across the room.
Light switch	The game ends; Bananas says, "Good-bye!" and the child returns to the playroom.

GAME 4 - COACH BANANAS - IDENTIFY WORDS BY SOUND

In the Words by Sound game, there are three chalkboards. As the game begins, a picture is drawn on each chalkboard as Bananas recites the word represented by the picture. Bananas then asks the child to find the word that begins with a specific letter sound. To answer, the child uses the mouse as a pointing device and clicks on the chalkboard with the matching word.

IN COACH BANANAS' CLASSROOM WHEN PLAYING WORDS BY SOUND...

CLICK ON...	AND THIS HAPPENS...
Coach Bananas (keyboard: ? key)	Bananas asks your child to find the word/picture that begins with a particular letter sound.
Chalkboard	Bananas will repeat the word that appears on the chalkboard.
Animation surprise	If you click or press a key while an animation surprise is in the room, the surprise moves more quickly across the room.

CLICK ON...	AND THIS HAPPENS...
Peeled banana	Try it!
Light switch	The game ends; Coach Bananas says, "Good-bye!" and the child returns to the playroom.

HOW TO STOP PLAYING

You can end the game and exit at any time. To stop playing while in the classroom, click on the light switch. You are returned to the playroom.

At the playroom, to exit Alphabet Blocks, click on the Stop sign. Or, if you have removed the Stop sign from the playroom, go to the Grown-up's options. At the Grown-up's window, click the Quit button.

KEEPING YOUR CHILD INTERESTED
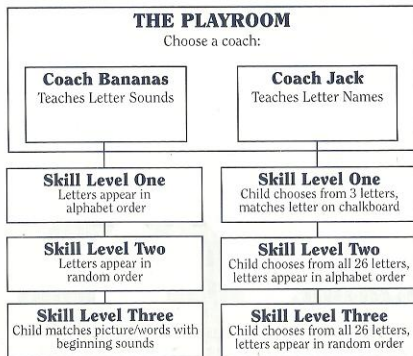## Learning Levels
◆ ◆ ◆

As your child learns new skills, Alphabet Blocks continues to challenge him or her by presenting more advanced skills. For example, after playing the game with the letters in alphabetical order, the coach will start placing letters in random order. In addition, you can customize Alphabet Blocks to have your child work on particular skills.

THE GAME PLAN

The following diagram shows the a general outline of skills taught in the Alphabet Blocks games. The games are played continuously; the child does not have to leave the classroom to start a new game. However, he or she can return to the playroom to play with a different coach. The games taught by the two coaches present two different types of learning in themselves: letter sounds and letter names.

THE PLAYROOM
Choose a coach:

Coach Bananas Teaches Letter Sounds	**Coach Jack** Teaches Letter Names
Skill Level One Letters appear in alphabet order	**Skill Level One** Child chooses from 3 letters, matches letter on chalkboard
Skill Level Two Letters appear in random order	**Skill Level Two** Child chooses from all 26 letters, letters appear in alphabet order
Skill Level Three Child matches picture/words with beginning sounds	**Skill Level Three** Child chooses from all 26 letters, letters appear in random order

SETTING LEARNING LEVELS

You can vary the skill levels and introduce your child to different aspects of the alphabet by changing the learning environment. For example, once the child learns block letters, you can set Alphabet Blocks to display letters in cursive for a new challenge.

To:	**Do this:**
Start this game at a different skill level	Click on the picture above the monkey or the jack-in-the-box in the playroom
Change the letter style to cursive	Set the Cursive option in Grown-up's options (see "Customizing Alphabet Blocks")
Teach only letter names; this removes Bananas from the playroom	Set the Letter Names option in Grown-up's options
Teach only letter sounds; this removes Jack from the	Set the Letter Sounds option in Grown-up's options
Grown-up's options playroom	
Skip skill level one and start the game at level two	Set the Start with Scrambled Letters option in Grown-up's options
Switch between upper case and lower case letters	Click on the toy soldier in the classroom

CUSTOMIZING
ALPHABET BLOCKS
Grown-up's choices
• • •

You can customize Alphabet Block's environment to best suit the needs of your child. To access these options, click any number on the numeric keypad located at the top right corner of the playroom. To set an option, click on the check box or button next to the option.

Child has access to: These options determine what the child will have access to from the playroom screen.

Letter Sounds. If you want your child to exclusively practice the alphabet by learning sounds associated with letters, mark this option. When the option is marked, only Coach Bananas appears in the playroom. Bananas teaches the alphabet by pronouncing letter sounds.

Letter Names. If you want your child to work on learning letter names only, mark this option. Only Coach Jack will appear in the playroom. Jack teaches the alphabet by saying the name of the letter. The child picks the letter after hearing the name.

Both. If this option is marked, both the monkey and the jack-in-the-box are in the playroom. Your child can choose which coach to play with and will learn letter sounds from the monkey and letter names from the jack-in-the-box.

Quit. Use this option to display or hide the Stop sign in the playroom. Normally, clicking on the Stop sign in the playroom exits Alphabet Blocks. To prevent your child from exiting and possibly playing with other files on the disk, clear the option to remove the Stop sign from the playroom. Once the Stop sign is removed, to exit Alphabet Blocks, go into Grown-up's options and choose the Quit button. If you want your child to be able to exit Alphabet Blocks (for example to play other games), then the option should be marked with an X.

Letter Style — Mark either Block or Cursive, depending on which alphabet style you want your child to learn. Initially, the style of the letters is block until you select cursive. The child is not automatically moved to cursive style letters; you decide when the child is ready to learn cursive, at which time you mark the Cursive option.

Pronunciation — The letter "z" is pronounced zee or zed depending upon culture. Set to the correct pronunciation in your area. The default pronunciation is zee.

Start with Scrambled Letters — If you mark this option, the coach places letters on the stack of alphabet blocks in random order only. Once your child can quickly locate letters because of familiarity with the order of the alphabet, you might want to start the game at a more challenging level.

Play Music — There might be times when you do not wish to listen to the music that accompanies the Alphabet Blocks game. To turn off the music, mark this option.

Set Security Code — This option prevents the child from accessing the Grown-up's choices. A young child would certainly find this screen puzzling and it would

interrupt the child's game. Or, you might wish to prevent a child from exiting Alphabet Blocks. If you set a security code, you must click the number combination of the code at the Grown-up's keypad in the playroom to access the options screen. To set a code, click up to four numbers. Choose a number that is easy to remember, such as your child's birth year and WRITE DOWN THE CODE. Without the code, you will be unable to access this screen.

For example, if the code is 1990, to access Grown-up's options from the playroom, you would enter 1990 at the numeric keypad.

Quit
To exit Alphabet Blocks, click the Quit button.

Defaults
Click this button to set the Grown-up's options to their default settings. These are the settings that appeared when you first installed Alphabet Blocks. Default settings are: access is allowed to both letter sounds and names, letter style is block, "z" is pronounced zee, the game begins at the first skill level, the music is on and there is no security code.

Cancel
This button exits the options screen back to the playroom without saving any of the changes to settings that you may have made.

OK
To exit the options screen to the playroom and save any changes to the settings that you may have made, click the OK button.

OTHER HOME ACTIVITIES

To reinforce the lessons taught in Alphabet Blocks and to work further with your child to develop reading abilities, here are some additional activities with which the two of you can have fun. Begin by finding a quiet place to sit down with your child.

1. **PRACTICING LETTER SOUNDS AND NAMES**

   If you have a set of alphabet blocks, put them in a pile. Take turns drawing letter blocks from the pile and have your child repeat the letter sound and then the letter name.

2. **LEARNING TO READ**

   Assist your child in creating a personal set of "blocks." With a pad of paper and a writing instrument appropriate to your child's age, print each letter on a single page of paper or 3x5 note card. As the child prints the letter, ask your child to repeat the letter sound or the letter name. The printing experience and the vocalization of alphabet sounds and names reinforce the total experience of learning the alphabet.

3. **DISTINGUISHING VOWELS AND CONSONANTS**

   To add to the activity above, print vowels on a different colored paper. For example, use blue paper for consonants and red paper for vowels. Again, repeat the letter sounds or names as your child creates his or her alphabet materials.

4. **CREATE THREE-LETTER WORDS**

   This game builds on the previous activities. Help your child build simple three-letter words with your alphabet pages. For example, start with a consonant (blue letter) such as B. Place a vowel (red letter) such as E next to the consonant. Ask your child to look

through the blue letters and choose a letter that will make a word. Try D. Continue the activity by replacing the vowel with another vowel. Try A. Now the child has made two words. The game can continue for a very long time as your child replaces a letter in any one of the three positions. Unless your child is five years or older, maintain the middle position as a vowel preceded and followed by a consonant.

5. **MAKING PICTURES FOR WORDS**

    The pictures that are drawn on chalkboards in Alphabet Blocks represent letters from the alphabet. Chalkboard pictures have three distinct elements. Both an uppercase and a lowercase version of the letter appear in the top-left corner of the chalkboard. In the lower-right corner of the chalkboard is a word which begins with the letter sound. In the middle of the chalkboard is a pictorial representation of the word, such as a box for B.

    Again, using paper and an appropriate writing instrument, your child can create chalkboard pictures. For example, your child could create a chalkboard picture using the word "bed" instead of "box" for the letter B. Your child can vary this activity by looking for pictures in magazines and cutting them out and pasting them onto the paper instead of drawing each picture. Be certain that your child prints the letters in both uppercase and lowercase in the upper-left corner and the word in the lower-right corner of the paper.

TECHNICAL HELP

◆ ◆ ◆

Technical assistance is only a telephone call away. Call (209) 683-8989 for convenient, person-to-person service or, if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type and the nature of the problem.

Send to:

> **Sierra On-Line**
> **P.O. Box 800**
> **Coarsegold, CA 93614-0800**
> **Attention: Technical Support**

NO RISK GUARANTEE

THE PROMISE: We want you to be happy with every Sierra product you purchase from us. Period. If for any reason you're unhappy with a product, return it within 30 days for an exchange or a full refund – EVEN IF YOU BOUGHT IT RETAIL! (Hardware ordered direct must be returned within 10 days.)

THE ONLY CATCH: You gotta tell us why you don't like it. Otherwise we'll never get better. Send it back to us and we promise we'll make things right. (If you bought it at a retail outlet, please send your original sales receipt.)

REPLACEMENT DISKETTES

Should you receive faulty or damaged disks, send the original disk #1 to:

U.S.	*EUROPE (U.K.)*
Sierra On-Line	**Sierra On-Line Limited**
Fulfillment	**Attention: Returns**
P.O. Box 485	**Unit 2, Technology Centre, Station Rd.**
Coarsegold, CA 93614	**Theale, Berkshire RG7 4AA,**
Attention: RETURNS	**United Kingdom**

Include a note stating your comuter type. We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $10.00 (£6.00) charge for diskettes.

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Report copyright violations to:

> Software Publishers Association
> 1730 M Street N.W., Suite 700
> Washington, DC 20036

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SOFTWARE PUBLISHERS ASSOCIATION–QUESTIONS AND ANSWERS

Q. Is it okay to copy your friend's software?

A. No, it's not okay to copy your friend's software. Software is protected by copyright law, which says that you can't make copies without the permission of the copyright holder. Copyright law is written this way to protect software programmers and publishers and the investment they've made in their products.

The creative teams that develop the software—programmers, writers, graphic artists, and others—also deserve fair compensation for their work. Without the protection given by our copyright laws, they would be unable to produce the entertainment, educational, and productivity software that adds so much to our daily lives.

Q. That makes sense, but what do I get out of purchasing my own software?

A. When you purchase authorized copies of software programs, you receive additional benefits, like user guides and tutorials, quick reference cards, the opportunity to purchase upgrades, and technical support from software companies. For most software programs, you can read about user benefits in the registration brochure found in the product box.

Q. What exactly does the law say about copying software?

A. The law says that it is illegal to make or distribute copies of copyrighted material, including software, without authorization. If you pirate software, you may face not only a civil suit, but also fines of up to $50,000 and jail terms of up to 5 years.

Q. So I'm never allowed to copy software for any reason?

A. No, you are allowed to make one backup copy if one wasn't included in the box with your original disk. Copyright law prohibits you from making additional copies of the software for any other reason without permission of the software company.

Q. What happens when I no longer want my software? Can I give my old programs to someone else to use?

A. If you have a legal copy of a software program, you can sell it or give it away. But if you do, be sure you pass on the documentation and backup disks, and remember—you may not keep a copy for yourself.

Q. Do these rules apply to bulletin boards and user groups? I always thought that the reason they got together was to share software.

A. Many bulletin boards and user groups offer participants shareware or public domain software, which is a perfectly acceptable practice. Some software companies also offer special demonstration versions of their products through bulletin boards and user groups. In some instances, these may be copied. In any event, it is the responsibility of the bulletin board operator or user group to respect copyright law and to encourage participants to do the same.

Q. What about schools and professional organizations?

A. The same copyright responsibilities that apply to individuals also apply to corporations, schools, and professional organizations. No one is exempt from the copyright law.

Q. I'll bet most of the people who copy software don't even know that they're breaking the law.

A. Because the software industry is relatively new and because copying software is so easy, many people are either unaware of the laws governing software use or choose to ignore them. It is the responsibility of each and every software user to understand and adhere to copyright law. If you are part of an organization, see what you can do to initiate a policy statement that everyone respects. Finally, as an individual, help spread the word that responsible computer users should be "software legal."

For more information on ways to stay "software legal," write to:

Software Publishers Association
1730 M Street N.W., Suite 700
Washington, DC 20036

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