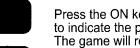


STARTING YOUR SPEAK & SPELL



Press the ON key to start your Speak & Spell! Four tones will play at startup to indicate the power is on. Speak & Spell starts on SPELL mode by default. The game will read out your current level, SPELL LEVEL A at the beginning.

You can also select your difficulty level at any time, by pressing the A, B, C, or D key -- A being the easiest level, D the most difficult.

Press OFF to shut the Speak & Spell unit off.

Press VOLUME to adjust the sound level.

SPELL MODE

To play SPELL mode, press SPELL/ON and then GO. The game will direct you to "Spell..." -- after the word is read out, use the letter keys to spell out the word. Once it is complete, press ENTER to have your spelling checked. You will get two chances to spell the word correctly, and afterwards the computer will read out the word again and the correct spelling.

If you make a mistake, you can press ERASE to backspace on the display and enter the correct letters.

Each round consists of 10 words, and your score will display after the round is complete. The console will read off how many were correct and how many were wrong.

Press REPLAY at any time to restart the round with the same set of words. If you want to keep playing with a new set of words, press GO again.

Press REPEAT to hear the last word played.

SRY IT MODE

Press SAY IT to begin SAY IT mode -- like in SPELL mode, you can choose your difficulty level. After choosing Level A. B. C. or D. press GO to begin. This activity is designed to provide practice in reading enunciating, and spelling words.

The game will have the word show on screen, and there will be a brief pause for you to "say it". Then the game will play the pronunciation after. A new word will show and follow the pattern. After the set is read out, you will be asked to spell the same set of words

LETTER MODE



Press the LETTER key to begin LETTER mode. A letter is randomly selected, then shown and pronounced. After the first letter is read, the child can enter

additional letters if they choose. This mode can help the child identify letters and reinforce the sounds of each letter.

SECRET CODE MODE



Press SECRET CODE to code or decode words and phrases. After typing in your word, press ENTER and the word will be scrambled into code. You can also enter coded words -- key in the letters, then press ENTER to decode.

MYSTERY WORD MODE



Press MYSTERY WORD to play the mystery word spelling game. A word from the Level C or D list is randomly selected, and blank spaces will appear on screen representing the amount of letters in the word. The child will have a total of 7 incorrect guesses before they need to complete the word.



CLUE

You can use the CLUE key to get one free letter to solve the mystery word.

WORD LIST

The vocabulary of the Speak & Spell ELA is divided into four levels of difficulty. Level A is the easiest and Level D is the most difficult. The word list for each level is included below.

LEVEL A	above angel answer calf	does earth echo extra	five for four guess	half health iron learn	nine ocean once one	oven pint pull range	says six ski sure	swap talk ten three	to touch two view	warm was wash word zero
LEVEL B	another beauty beige blood	bullet carry chalk child	danger early eight flood	floor front guide haste	heaven linger mirror other	priest ready rural school	seven squad squat sugar	today union watch water yield		
LEVEL C	already believe built bushel	comfort coming couple cousin	enough finger guard healthy	heavy instead laugh measure	mother niece outdoor period	plague police promise quiet	ranger relief remove search	shield should shovel someone	source statue terror trouble	welcome wolves woman wonder worth
LEVEL D	abscess ancient anything		corsage couldn't courage	dungeon earnest feather	jealous journey language	leisure lettuce machine	pierce pleasure plunger	quotient rhythm schedule	shoulder serious stomach	tomorrow

BATTERY INFORMATION

- Non-rechargeable batteries are not to be charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before being charged.
- The supply terminals are not to be short-circuited.

· Different types of batteries or new and used batteries are not to be mixed.

- · Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- · Dispose of batteries safely.
- · Do not dispose of batteries in fire. Batteries may explode or leak.

BATTERY INSTALLATION

Using a Phillips/crosshead screwdriver (not included), loosen the screws in the battery compartment cover (screws stay attached to cover.) Remove the cover. Insert 3 x 1.5V "AA" or LR6 size batteries. Alkaline batteries recommended. Replace cover and tighten screws.

FCC STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) the device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communication. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

In case of environmental electrostatic discharge, game may malfunction and lose memory/high score information. In this case, reset the game by turning off then on again, or press the reset button.

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WARNING! Not suitable for children under 3 years. Small Parts. Choking hazard. nes vary from the pictures on the packaging. Please retain this package for future reference

INSTRUCTIONS

