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.

SAY 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 enunciation, 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

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  does      five  half  nine  ocean  oven  says  swap  to
angel  earth  five  half  nine  oven  puts  range  sure  talk
call  extra  guess  health  iron  once  pull  ski  sure  wash
call  extra  guess  health  iron  once  pull  ski  sure  wash

LEVEL B
another  built  danger  floor  front  heavy  priest  seven  today
beauty  carry  early  easy  front  hunger  noisy  quick  union
beige  chalk  sight  guide  mirror  noisy  quick  school  union
blood  child  flood  haze  other  school  sugar  water

LEVEL C
already  comfort  enough  heavy  heavy  hospital  healthy  measure  period  quiet
believe  coming  enough  finger  laugh  outdoor  pattern  remove  shovel  terror
build  couple  guard  healthy  measure  period  quiet  search
brushed  bureau  courage  danger  easy  eldest  feather  Greater

LEVEL D
above  ancient  builder  cousin  anything  anything  courage  danger  eldest  feather
above  ancient  builder  cousin  anything  anything  courage  danger  eldest  feather
above  ancient  builder  cousin  anything  anything  courage  danger  eldest  feather
above  ancient  builder  cousin  anything  anything  courage  danger  eldest  feather
above  ancient  builder  cousin  anything  anything  courage  danger  eldest  feather
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.
- Exhaled 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 or 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 means:
- 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 electromagnetic 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.

Item #: 09624