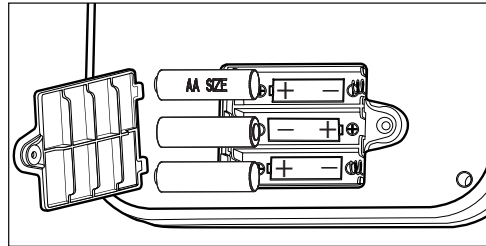


## BATTERY INFORMATION

- 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.



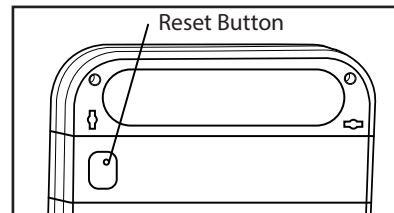
## FCC STATEMENT

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.

Item#  
**09624**



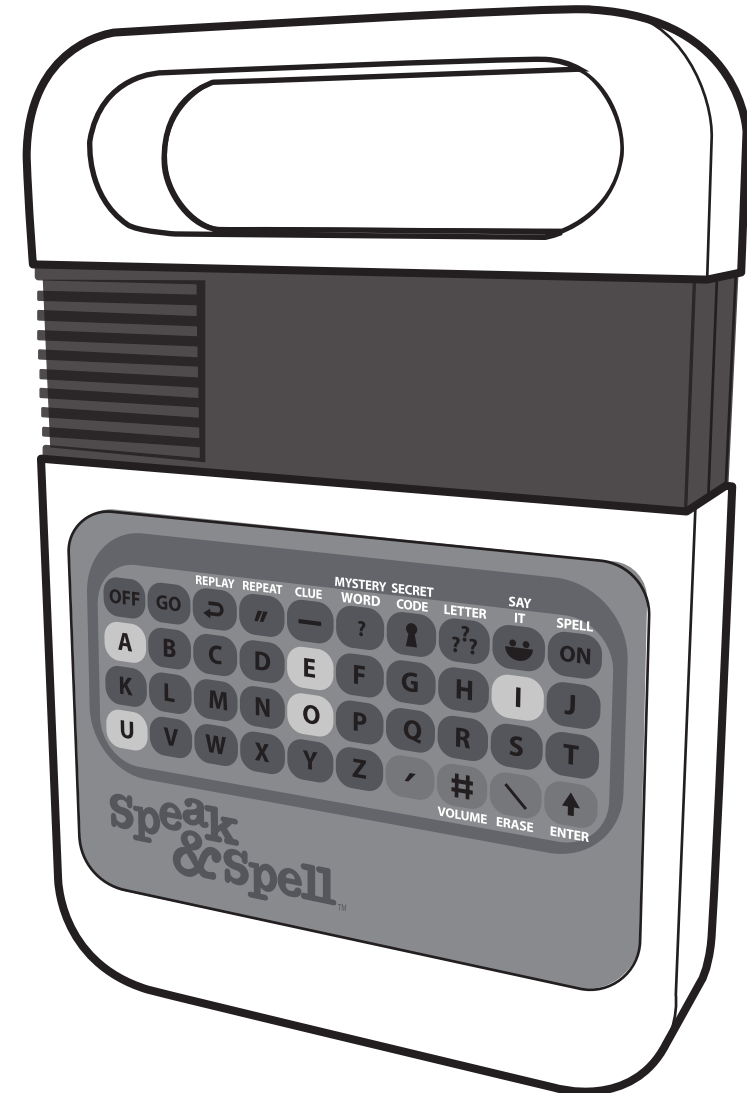
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Basic Fun, Inc.  
Boca Raton, Florida 33431, USA.  
TEL: 1-561-997-8901  
MADE IN CHINA  
CAN ICES-3(B)/NMB-3(B)

# Speak & Spell™

## INSTRUCTIONS



**WARNING! Not suitable for children under 3 years. Small Parts. Choking hazard.**  
The colors and decorations of products enclosed may sometimes vary from the pictures on the packaging. Please retain this package and instruction sheet for future reference.

**7+**

# 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.

VOLUME

Press VOLUME to adjust the sound level.

SPELL



## 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.



ENTER

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



ERASE

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.

REPLAY



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.

REPEAT



Press REPEAT to hear the last word played.

SAY IT



## 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 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



## 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



## 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



## 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



## 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	oven	says	swap	to	warm
angel	earth	for	health	ocean	pint	six	talk	touch	was
answer	echo	four	iron	once	pull	ski	ten	two	wash
calf	extra	guess	learn	one	range	sure	three	view	word zero

### LEVEL B

another	bullet	danger	floor	heaven	priest	seven	today
beauty	carry	early	front	linger	ready	squad	union
beige	chalk	eight	guide	mirror	rural	squat	watch
blood	child	flood	haste	other	school	sugar	water yield

### LEVEL C

already	comfort	enough	heavy	mother	plague	ranger	shield	source	welcome
believe	coming	finger	instead	niece	police	relief	should	statue	wolves
built	couple	guard	laugh	outdoor	promise	remove	shovel	terror	woman
bushel	cousin	healthy	measure	period	quiet	search	someone	trouble	wonder worth

### LEVEL D

abscess	bureau	corsage	dungeon	jealous	leisure	pierce	quotient	shoulder	surgeon
ancient	butcher	couldn't	earnest	journey	lettuce	pleasure	rhythm	serious	tomorrow
anything	caravan	courage	feather	language	machine	plunger	schedule	stomach	treasure
brother	circuit	discover	greater	laughter	minute	poultry	scissors	stranger	workman yacht