

**TEXAS INSTRUMENTS**

Owner's manual  
Gebrauchsanweisung  
Manuel d'utilisation  
Gebruiksaanwijzing  
Manuale d'istruzioni

# Speak & Spell

## ENGLISH

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### Basic Operations

SPELL

**ON** The **ON** key activates *Speak & Spell*. The four tones let you know the device is ON and working - the window will show "SPELL A". *Speak & Spell* has four levels of difficulty, selected by pressing **A**, **B**, **C**, or **D** when the window shows "SPELL A". "SPELL A" means that *Speak & Spell* is ready and will select words from the Level A list. Difficulty increases from Level A through Level D. (See "Word List").

**GO**

Press **GO** to begin. *Speak & Spell* says : "Spell — — —". You then press the letter keys to spell the word.

**ENTER**

When the spelling of the word is complete, you press the **ENTER** key to enter the spelling.

If the spelling is correct, *Speak & Spell* praises you and asks you to spell a new word. If the spelling is incorrect, you will be asked to try again. If the second attempt is incorrect, *Speak & Spell* will pronounce the word and show the correct spelling.

After each group of ten words, *Speak & Spell* shows the score in the window. The voice tells how many words were spelled correctly on the first try, and how many were wrong.

**REPLAY**

The **REPLAY** key instructs *Speak & Spell* to give you the same list of ten words again. (Pressing **REPLAY** starts a list of ten new words).

**REPEAT**

If you want to hear a word again, press **REPEAT**.

If you make a mistake or want to try again before entering a spelling, press **ERASE**.



Pressing the **SAY IT** key starts the *Say it, Spell it* activity. The window will show "Say It A". (Another level of difficulty can be selected by pressing **B**, **C**, or **D**). This activity is expressly designed to provide practice reading and enunciating a word, followed by spelling it.

Press **GO** to begin. A word will appear in the window and *Speak & Spell* will say "say it". After a short pause to say the word, *Speak & Spell* will pronounce the word. A new word will then appear.

After ten words have been pronounced, *Speak & Spell* will ask to spell the same ten words. The spelling operation and scoring are the same as in the spelling activity.



Press the **LETTER** key and *Speak & Spell* shows and pronounces a letter. Letters are randomly selected, and *Speak & Spell* will continue selecting letters each time **LETTER** is pressed (up to eight times). Press **ERASE** to clear the display for more letters.



Press the **SECRET CODE** key and *Speak & Spell* codes and decodes words and phrases. Simply key in a word, press **ENTER** and the word is coded. Key in a coded word, press **ENTER** and the word is decoded.



Press the **MYSTERY WORD** key and *Speak & Spell* will think of a word (from level C or D) and display a dash for each letter in the word. The player guesses a letter by pressing a letter key. If the letter guessed is one of the letters in the mystery word, tones will sound and it will appear in its correct position. If a letter guessed is not one of the letters in the mystery word, it will count as one incorrect guess. After seven incorrect letter guesses, *Speak & Spell* displays the word.



Used with the **MYSTERY WORD** game, the **CLUE** key can be pressed to get one letter of the mystery word and its position. Using the **CLUE** key counts as two incorrect guesses.



The **'** key is used to place an apostrophe in the window.



Additional word lists are being developed which will expand *Speak & Spell*'s vocabulary. These will be available in modules which fit into the back of your *Speak & Spell*.

Consult your dealer for information on module availability. When a module is in place, pressing **MODULE SELECT** will access the new word list. All the activities and games will then use words from the new module rather than the built-in word list. Pressing **MODULE SELECT** when a module is not in place, may cause *Speak & Spell* to work erratically. If this happens, press **OFF** - wait a moment - then press **GO** and continue.

One additional key deserves special attention. **OFF**

turns *Speak & Spell* OFF. Note that, to conserve batteries, *Speak & Spell* is designed to automatically turn itself off after approximately five minutes of non-use. However, considerable battery life savings can be realized if the device is turned off promptly after use.

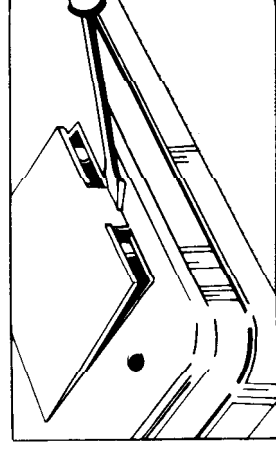
### Early Childhood Activities with *Speak & Spell*

*Speak & Spell* can also be used as a learning aid with younger children - with your supervision.

- **Make the Alphabet** : Press the **SECRET CODE** key. Press **A** and say "A" along with *Speak & Spell*. Then press **B** and say B. Continue through the letter H, which fills the window. Pressing the **ERASE** key clears the window and permits more letters to be entered.
- **The Spelling Basics** : Make *Speak & Spell* spell your name, mother's or father's name, your street name, a friend's name. Work to make up your own *Speak & Spell* activities!

## Battery Information

Four "C" size alkaline batteries are required. If another type of "C" size batteries are used, remove them immediately after they are discharged or when storing your *Speak & Spell* to prevent possible damage from leakage.



Remove the battery compartment door by prying gently with a small screwdriver, key, coin, or similar object. Follow the instructions on the floor of the battery compartment.

### **Low Battery Indication**

*Speak & Spell* will provide approximately 15 hours of actual use when using alkaline batteries. If you observe any of the following indications, the batteries should be replaced :

1. Erratic or dim display;
2. Erratic performance;
3. Imprecise word pronunciation, or unusual and unexpected sounds or tones;
4. Pressing the keys has no effect;
5. Unusual or inconsistent operation.

### **In Case Of Difficulty**

1. Check to make sure that *Speak & Spell* is on.
2. Check the low battery indications.
3. If display is blank and pressing the keys has no effect, remove all batteries and re-install. If operation is not restored, replace the batteries.
4. If the batteries are new and properly installed, review the operating instructions to be certain that operating steps are followed correctly.
5. Refer to page 2 "Module Select".

If none of the preceding procedures corrects the difficulty, please consult your supplier.

**Wordlist, page 30.**

## **One-Year Warranty**

**In case of breakdown or damage, please consult your local Texas Instruments retailer.**

1. The terms and conditions set out hereinunder shall not apply where you have purchased this unit directly from Texas Instruments Ltd. in which case the conditions of sale of Texas Instruments Ltd. shall apply.
2. This educational product (including charger if applicable) from Texas Instruments is warranted to the original purchaser for a period of one (1) year from the original purchase date - under normal use and service - against defective materials or workmanship. This warranty does not cover damage resulting from any battery leakage.  
This warranty is void if : the unit has been damaged by accident or unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.  
During the above one-year period, the unit or its defective parts will be repaired, adjusted and/or replaced with a reconditioned model of equivalent quality, ("RECONDITIONED") at manufacturer's option without charge to the purchaser when the unit is returned, by way of the dealer to Texas Instruments with proof-of-purchase date. **UNITS RETURNED WITHOUT PROOF-OF-PURCHASE DATE WILL BE REPAIRED AT THE SERVICE RATES IN EFFECT AT THE TIME OF RETURN.**  
In the event of replacement with a reconditioned model, the replacement unit will continue the warranty of the original product or 90 days, whichever is longer.

**THIS CONDITION 2 SHALL NOT AFFECT THE STATUTORY RIGHTS OF A CONSUMER AS DEFINED IN THE CONSUMER TRANSACTIONS (RESTRICTIONS ON STATEMENTS) ORDER 1976 (AS AMENDED):**

3. Save as expressly provided in Condition 2, Texas Instruments shall be under no liability of whatsoever kind, howsoever caused whether or not due to the negligence or wilful default of Texas Instruments or its servants or agents arising out of or in connection with this unit provided that nothing contained in this condition 3 shall exclude or restrict :  
(I) Any liability of Texas Instruments for death or personal injury resulting from the negligence of Texas Instruments or its servants or agents; or  
(II) Any liability of Texas Instruments for loss or damage arising from this unit proving defective while in consumer use (within the meaning of Sec. 5 (2) (A) Unfair Contract Terms Act. 1977) and resulting from the negligence of Texas Instruments or its servants or agents.

## Wordlist • Wörterliste • Liste des mots • Elenco delle parole • Woordenlijst

### Level A

1. About
2. Bring
3. Star
4. Happy
5. Sweet
6. Door
7. That
8. Ball
9. How
10. Mother
11. Much
12. Nine
13. Race
14. After
15. Brown
16. Town
17. Yellow
18. Winter
19. Park
20. Now
21. Open
22. Apple
23. Baby
24. Dinner
25. Green
26. House
27. Left
28. Today
29. They
30. Sunday
31. Seven
32. Ring
33. Five
34. Last
35. Story
36. Shop
37. Tie

### Level B

1. Birthday
2. Railway
3. Dead
4. Spring
5. High
6. What
7. Little
8. Word
9. Who
10. Closed
11. Pound
12. Queen
13. Says
14. Fireman
15. Money
16. October
17. Chair
18. Cowboy
19. Store
20. Teacher
21. Dance
22. Window
23. Like
24. Pitch
25. Player
26. Match
27. Needle
28. Team
29. Second
30. Said
31. Ruler
32. Every
33. Full
34. When
35. Work
36. Think
37. Wash

### Level C

1. Again
2. People
3. Chicken
4. Station
5. Electric
6. Thursday
7. Friend
8. Island
9. Tuesday
10. Knife
11. December
12. World
13. Striker
14. Castle
15. Fielder
16. Kitchen
17. Lorry
18. Prince
19. Near
20. Blood
21. Rocket
22. Could
23. Third
24. Knee
25. Light
26. Watch
27. Trainer
28. Swimming
29. Office
30. Broken
31. Doctor
32. Thousand
33. January
34. Toilet
35. Racing
36. Saturday
37. Heavy
38. Motor
39. Manager
40. Should
41. Knives

### Level D

1. Though
2. Mountain
3. Champion
4. Thief
5. Enough
6. Health
7. Library
8. Because
9. Palace
10. Creature
11. Weapon
12. Famous
13. Minute
14. Builder
15. Scissors
16. Autumn
17. Learn
18. Elephant
19. Guide
20. Young
21. Brought
22. Referee
23. Squash
24. Daughter
25. February
26. Laugh
27. Volcano
28. Machine
29. Awful
30. Complete
31. Wealthy
32. Country
33. Pleasant
34. Bought
35. Nature
36. Eagle
37. Rough
38. Equal
39. Squad
40. Colour
41. Butcher

# TEXAS INSTRUMENTS



Last Name  
**Familiennama**  
Nom  
**Cogname**  
Achternaam  
**Efternamn**  
Efternavn  
**Sukunimi**  
Ultimo nome  
**Apellidos**

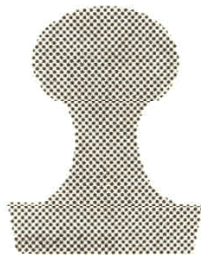
First Name  
**Vorname**  
Prénom  
**Nome**  
Voornaam  
**Fornamn**  
Fornavn  
**Etunimi**  
Primeiro nome  
**Nombre**

Address  
**Adresse**  
Indirizzo  
**Adres**  
Gatuadress  
**Osoite**  
Endereço  
**Dirección**

Town  
**Ort**  
Ville  
**Città**  
Stad  
**By**  
Kaupunki  
**Cidade/Vila**  
Ciudad

P. O. Code  
**Postleitzahl**  
Code Postal  
**Codice Postale**  
Postcode  
**Postnr.**  
Postnummero  
**Código postal**  
D. Postal

Country  
**Land**  
Pays  
**Paese**  
Maa  
**Pais**



Date, Datum, Data,  
**Päivämäärä, Dato, Fecha**