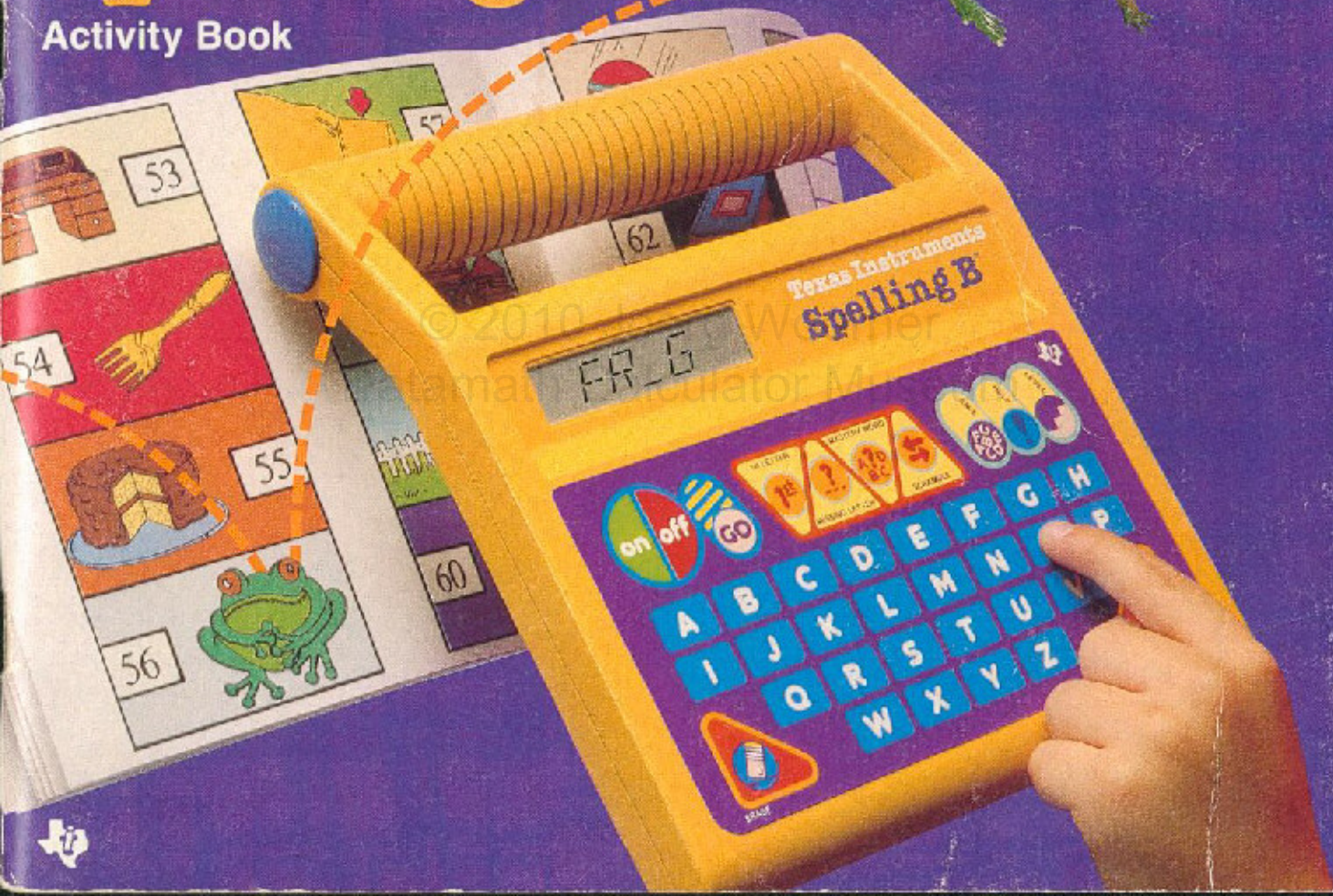


Texas Instruments Spelling B™

Activity Book











© 2010 Joerg Woerner
Datamath Calculator Museum

Spelling B is a trademark of Texas Instruments Incorporated
Copyright © 1986 by Texas Instruments Incorporated


Spelling B Fun



Playing the Spelling B Games		2
 Spell It		4
 First Letter		6
 Missing Letter		8
 Mystery Word		10
 Scramble	© 2010 Joerg Woerner	12
 Spelling B Pictures	© 2010 Joerg Woerner Math Calculator Museum	14
Dear Parent:		46
Installing Batteries		50
Service Information		51
One-Year Limited Warranty		see inside back cover

Playing the Spelling B Games

Selecting the Activity

Press . The word **ON** appears in the display. This tells you that your **Spelling B** is working and is ready to play the **Spell It** game.



If you want to play one of the other games, select one of the following keys.

When you make your selection, the symbol of the game appears in the display.



Selecting the Level

When you select an activity, a number may appear on the left side of the display. If a **1** is displayed, you will be given words from level 1. These are the easiest words.


To get harder words, press the  **Level** key once for level 2, and again for level 3. Press  **Level** again to get back to level 1.

Three levels of difficulty are available for **Spell It**, **First Letter Missing Letter**, and **Mystery Word**. You may select a different level only after pressing the activity key for one of these activities.

123




Starting the Game


Press  to begin playing the game. Follow the directions for the specific game you selected.



Special Keys to Help You


The Erase Key





If you make a mistake and want to erase the last letter you put in the display, press the  **Erase** key. Press it as many times as needed.

You can use the  **Erase** key in the **Spell It**, **First Letter**, and **Scramble** games.





The Help Key


When you need help with a word, press the  **Help** key.

You can use the  **Help** key in the **Spell It**, **First Letter**, and **Scramble** games. When you press the  **Help** key, the next letter appears in the display. If you use the  **Help** key to spell the word correctly, **RIGHT** appears in the display after you press the  **Enter** key, but the word is not counted as correct in your final score.







Each time you use the  **Help** key in the **Mystery Word** or **Missing Letter** game, the display shows you one of the missing letters and where it goes. Each time you use the  **Help** key counts as 2 tries.

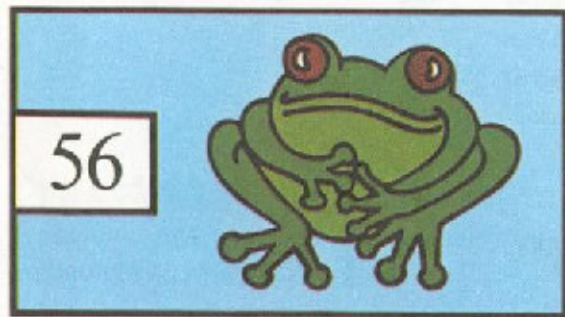
When You Finish Playing

When you finish playing, press the  **Off** key. This helps save the batteries. If you don't press any of the keys for about four minutes, **Spelling B** turns itself off.



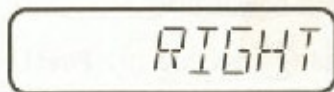
Spell It

1. Press . You'll see ON in the display. This tells you that you are ready to play the **Spell It** game. If you want to change the level, press .
2. Press  to start. The number in the display tells you which picture to find in the book. For example, the display might look like this:
3. Find the picture in the book. If the number in the display was 56, you would look for:
4. Spell the name of the picture. Press the letter keys one at a time to spell the word.
5. Press the  **Enter** key when you are ready to check your spelling.



Checking Your Spelling

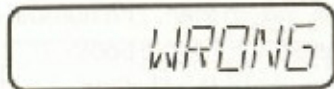
If you are right, the display looks like this:



Then you'll see a new number in the display.

Find that picture in the book, and spell it.

If you misspell the word, the display looks like this:



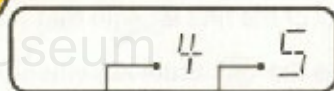
Then the same number appears.

If you misspell the word the second time, **WRONG** appears in the display again and the word is spelled for you. Then a new number appears for the next word.

Getting Your Score

After five words, the display shows your score in numbers.

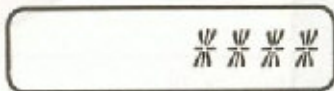
For example:




The number of words you got right on the first try.

The number of words you tried.

Then a star appears for each word you spelled correctly on the first try.



Starting a New Game






To play **Spell It** again, press the  key.

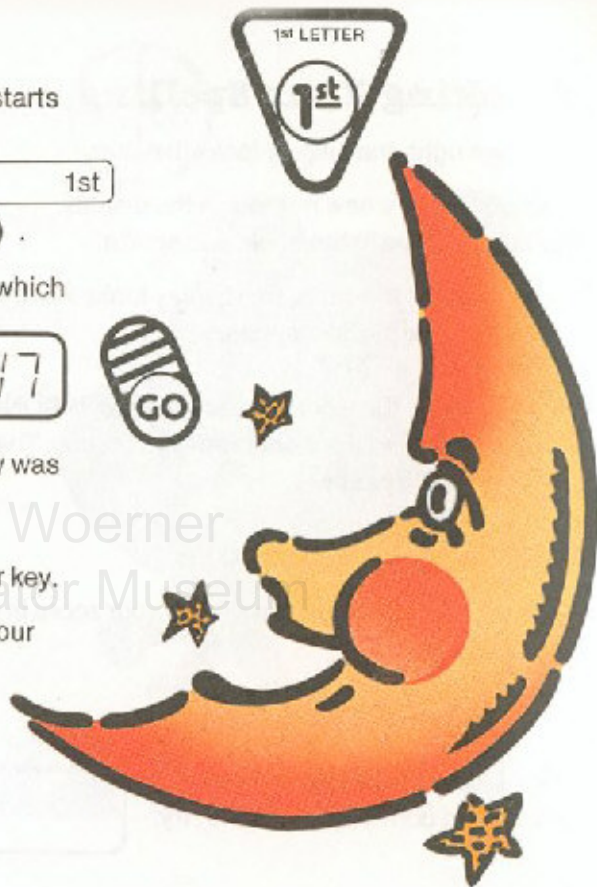
To start a different game, press the game key you want.



First Letter

In the **First Letter** game, you must think of the letter a word starts with. Here's how to play.

1. Press  and the  **First Letter** key. You'll see 1st in the display. If you want to change the level, press .
2. Press  to start. The number in the display tells you which picture to find in the book. For example, the display might look like this:
3. Find the picture in the book. If the number in the display was 17, you would look for:
4. Think of the first letter in that word, and press that letter key.
5. Press the  **Enter** key when you are ready to check your answer.



Checking Your Answer

If you are right, the display shows you the whole word and tells you that you are right.



Then you'll see a new number in the display. Find that picture in the book.

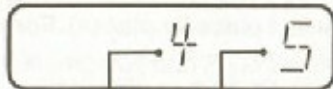
If you miss the letter, the display looks like this:
Then the same number appears.



If you miss the letter the second time, **WRONG** appears in the display again and the word is spelled for you. Then a new number appears for the next word.

Getting Your Score

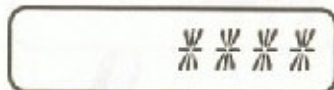
After five words, the display shows your score in numbers. For example:



The number of letters you got right on the first try.

The number of letters you tried.

Then a star appears for each letter you got right on the first try.







Starting a New Game

To play **First Letter** again, press the **GO** key.
To start a different game, press the game key you want.



Missing Letter

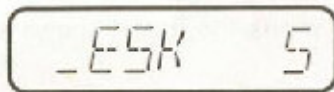
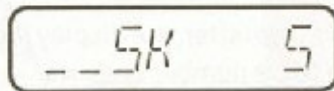
In the **Missing Letter** game, part of a word appears in the display. You try to guess the missing letters!

1. Press  and the  **Missing Letter** key. You'll see --- in the display. If you want to change the level, press .
2. Press  to start. The display shows part of a word. Dashes show you how many letters are missing. For example, the display might look like this:
3. Try to figure out one of the missing letters and press that key.

The number at the right of the display decreases each time you make an incorrect guess.

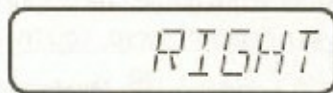
If the key you press is a missing letter, the letter lights up in its correct place (or places). For example, if the mystery word contained an E, and you pressed the E key, the display would look like this:

If you are wrong, the letter won't appear in the display. You can make up to five wrong tries.



Determining Who Wins

If you find all of the missing letters with less than five incorrect guesses, the display looks like this:



If you make five incorrect guesses, the display shows this message:



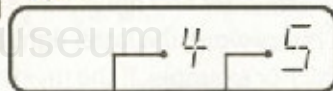
Then you get another chance to guess the missing letters.

If you still can't find the missing letters, the display shows **WRONG** again and spells the word for you.

Then a new word with missing letters appears.

Getting Your Score

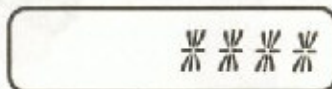
After five words, the display shows your score in numbers. For example:



The number of words you got right on the first try.

The number of words you tried.

Then a star appears for each word you got right on the first try.



Starting a New Game

To get another group of five words, press the **GO** key.
To start a different game, press the game key you want.



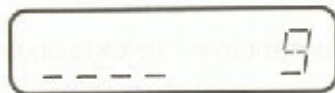
Mystery Word

In the **Mystery Word** game, the display shows you how many letters are in a "secret" word. You try to guess it!



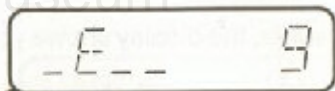
1. Press and the **Mystery Word** key. You'll see in the display. If you want to change the level, press .

2. Press to start. The display shows a dash for each letter in the mystery word. For example, the display might look like this:



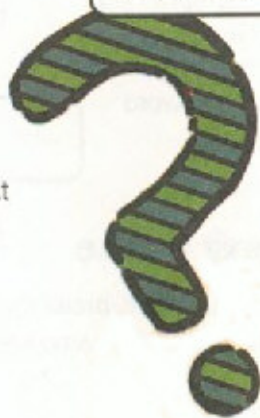
The number at the right of the display decreases each time you make an incorrect guess.

3. Guess any letter and press that key. If the letter you press is in the mystery word, the letter lights up in its correct place (or places). For example, if the mystery word contained an E, and you pressed the **E** key, the display would look like this:



4. If the letter is not in the word, it won't appear in the display. You can make up to 9 wrong guesses.
5. Try to guess another letter in the mystery word and press that key. Keep on going.

Hint: All words have vowels (A, E, I, O, U and sometimes Y). You might try some of these letters first.

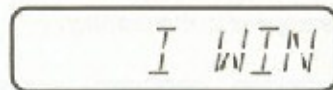


Determining Who Wins

If you find the mystery word with less than nine incorrect guesses, the display flashes this message:



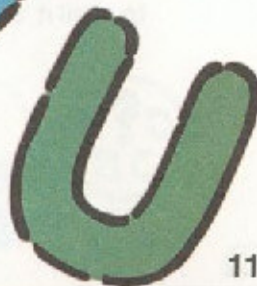
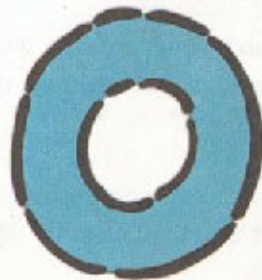
If you make nine incorrect guesses, the display flashes this message:



Starting a New Game



To get another word, press the **GO** key.

To start a different game, press the game key you want.





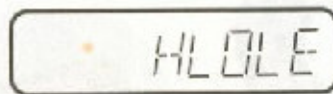
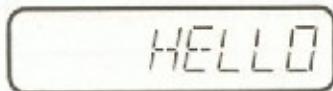
Scramble

Scramble is a game for two people. One person enters a word. The word is then scrambled and the other person unscrambles it.

1. Press  and the  **Scramble** key. You'll see **SCRAMBLE** in the display.
2. Think of any word (from 3 to 7 letters) and press the letter keys to spell it. When you press the letters to spell the word, the letters appear in the display.

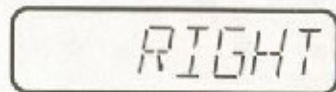


3. Press the **Save** key. This puts your word into the memory, and **SCRAMBLE** shows in the display again. **You can store up to five words at a time.**
4. The second player presses . The word is scrambled and then displayed. For example, the HELLO letters you entered might look like:
5. The second player figures out the word, presses the letter keys to spell it, and then presses  **Enter**.



Checking Your Answer

If it is the right word, the display looks like this:



Then, if there is another word in the memory, you'll see a new scrambled word appear in the display.

If it is the wrong word, the display looks like this:

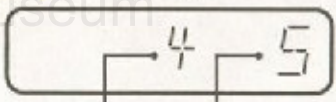


The scrambled letters reappear in the display, so that you can try again to unscramble the letters correctly.

If your guess is wrong again, the display shows the correct word and goes on to the next scrambled word.

Getting Your Score

After all the words are unscrambled, the display shows your score in numbers. For example:

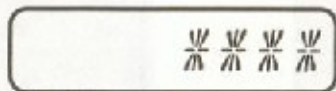


Then a star appears for each word you unscrambled correctly on the first try.



The number of words you got right on the first try.

The number of words you tried.



Starting a New Game

To play **Scramble** with the same words again, press the **GO** key. To enter a new set of words, press the **S** **Scramble** key. To start a different game, press the game key you want.



© 2010 Joerg Woerner
Datamath Calculator Museum

Printed in U.S.A.



BPC
1062083-0201