

TEXAS INSTRUMENTS



Learning to use

Super Speak&Spell™ educational product

A parent's instruction and operation guide.



Important product
instructions for you
and your child.

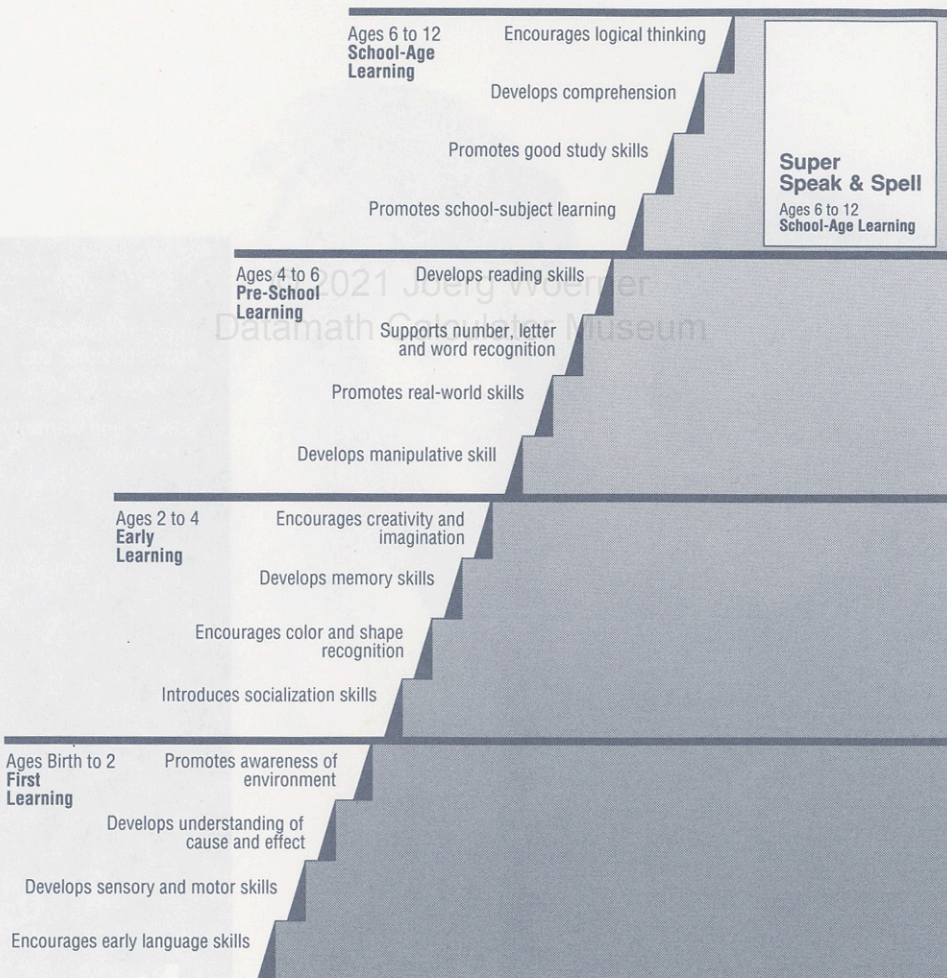
Service and warranty
information.





Where is your child on the Learning Path?™

The Texas Instruments Learning Path System has been developed to address the learning needs of children. Every product, designed with the help of experts, fits the development needs of a specific learning phase. These products allow the child to prepare for and ultimately do better in school.



TEXAS INSTRUMENTS

LEARNING PATH

TM



Learning to use

Super Speak & Spell™ educational product

The Texas Instruments Super Speak & Spell™ educational product is designed to help children from ages 6 through 12 develop and reinforce vocabulary, spelling, and memory skills.

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Datamath Calculator Museum

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communication

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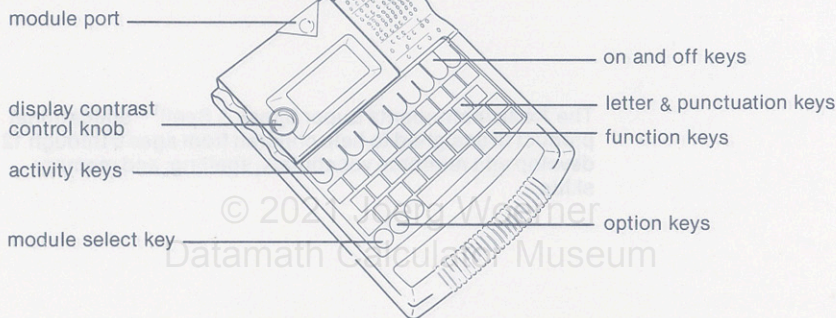
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The Super Speak & Spell™ Product

Thank you for buying the Super Speak & Spell educational product. This entertaining and challenging electronic toy helps develop important skills in vocabulary and spelling.

A Product That's Both Educational and Fun!

The Super Speak & Spell™ product offers vocabulary and spelling activities designed with the help of learning specialists. Super Speak & Spell's game-like activities, musical sound effects, and speech make learning fun.



On and Off Keys—Turn the product on and off.

Activity Keys—Let you select the activity to be played. You can select an activity at any time.

Letter and Punctuation Keys—Let you type letters and words.

Function Keys—Allow you to enter a word or letter, repeat a word or instruction, ask for help with an activity, or erase the last letter pressed.

Display Contrast Control Knob—Adjusts the display contrast to the necessary level of brightness.

Module Port—Allows you to insert a new vocabulary module (sold separately).

Module Select Key—Switches between the built-in vocabulary and the vocabulary contained in a module (if one is inserted).

Option Keys—Let you select the level of challenge and the number of players for an activity.

The Super Speak & Spell Activities

Eight built-in activities give you many hours of enjoyment, challenge, and learning.

Spelling Activities

Activity	Concepts
Spell It	Helps you learn basic spelling skills, just as you do in school.
Drop It	Helps you see how new words are made by adding prefixes and suffixes.
Memory	Helps with letter recognition and visual memory skills.
Mystery	Helps you understand letter patterns in words, and helps develop visual memory.

Vocabulary Activities

Activity	Concepts
Mix Up	Presents word patterns and the relationships between letter sounds and spelling.
Same As	Gives you practice with homophones (words that sound alike, but are spelled differently).
A.C.E.	(Abbreviations, Contractions, Endings) Helps you learn how to make abbreviations and contractions and how to add endings to words.
Race	Helps you with fast recall, accurate spelling, and touch-typing skills.

Learning Fun That Grows with You

Super Speak & Spell also grows with you. In addition to the vocabulary that comes built into the unit, expansion modules (sold separately) provide new vocabulary words for greater challenge.

Getting Started

As soon as you have installed batteries, you are ready to select an activity. Just follow the spoken and displayed instructions to play the activity.

Installing Batteries

The Super Speak & Spell unit requires four AA alkaline batteries (not included). The battery compartment is located on the back of the unit.

1. To remove the battery-compartment cover, press it down gently and slide it in the direction of the arrow.
2. Insert the batteries as shown in the diagram inside the battery compartment. Then slide the cover back into place.

Super Speak & Spell may turn on when you insert the last battery. If so, press **on** to clear the unit, and then select an activity.

If you forget to turn the unit off, it shuts off automatically if not used for about two minutes. This Automatic Power Down (APD™) feature helps batteries last longer.

Selecting an Activity

To select an activity, press **on**. When the display shows WHICH GAME?, press the activity key. A tune plays, and the display shows the name of the activity and the level of challenge. Then the activity begins.

Entering a Message

After pressing **on**, but before selecting an activity, you can type a message up to 40 characters long. (Use the **enter** key to enter a space.) Press the **repeat** key to see the message replayed in the display. To clear a message and enter another one, press **help**.

Using a Module

At any time during play, you can switch between the built-in vocabulary words and the words in an expansion module (if one is installed). When you press **module**, the display shows the name of a color that matches the module, such as YELLOW MODULE. Super Speak & Spell then says the name of the module and switches to the words in the module.

To return to the built-in vocabulary from a module, press **module** again. The display shows MY WORDS.

Selecting an Option

You can select the level of challenge and the number of players for most activities.

Pressing **level** selects the level of challenge (1 is easiest; 3 is most difficult). Each time you press the key, the level advances by one until you reach the top level. Pressing **level** again returns to level 1. The display shows the level you select.

Pressing **players** selects the number of players. When you press the key, the display shows the number of players selected (one or two players).

If no options are selected, an activity begins for one player at level 1. You can change the level and number of players any time during play.

Capitalizing a Letter

You can capitalize a letter just as you would on a typewriter. Hold down the **shift** key and press the letter to be capitalized. To be correctly spelled, a proper name must begin with a capital letter.

Erasing Letters

Before pressing **enter**, you can use the **erase** key to erase one or more letters of the word you are typing. Each time you press **erase**, the character at the right-hand end of the display is erased. If you keep pressing **erase**, you can erase the whole word.

Rewards and Encouragement

Super Speak & Spell uses sound effects and speech to reward correct answers. In most activities, you can try again if you give an incorrect answer.

- If you enter the correct word or letter, you hear a reward tune or a reward word or phrase.
- If you enter an incorrect word or letter, you hear either an attention-getting sound or a spoken word. Then the voice says "Try again." (In some activities, you have only one try.)
- If your second try is still incorrect, the sound is played again, and the correct response is displayed. In some activities, the voice also pronounces and spells the word correctly.

The Super Speak & Spell Keys

The following chart gives a quick overview of each Super Speak & Spell key. You can use the chart as a reference after you are familiar with the activities.

Keys	Functions
spell it	Selects the Spell It activity.
drop it	Selects the Drop It activity.
memory	Selects the Memory activity.
mystery	Selects the Mystery activity.
mix up	Selects the Mix Up activity.
same as	Selects the Same As activity (words that sound alike).
a.c.e.	Selects the A.C.E. (abbreviations, contractions, and endings) activity.
race	Selects the Race activity.
A – Z . (period) ' (apostrophe)	Display the characters you type.
shift	Capitalizes the letter you type.
module	Switches between the built-in vocabulary and the vocabulary in the expansion module (if one is installed).
level	Selects the level of challenge for all activities.
players	Switches between a one-player or two-player game.
enter	Enters the word you typed.
repeat	Repeats the last spoken letter, word, or instruction.
help	Gives a missing letter as a clue to the word being spelled. You can use help more than once, but it counts against your score.
erase	Erases the last letter or punctuation mark you typed. (You can only use erase before you press enter .)

Spell It

This activity has three levels of challenge. It can be played by one or two players. The object is to spell as many words correctly as you can.

Playing Spell It

To select Spell It, press **on** and then press **spell it**.

- To change the level of challenge, press **level**.
 - To change the number of players, press **players**.
1. When the voice says, "Please spell (word)," press the letter keys to spell the word.
 - If you press an incorrect letter, press **erase**. Then press the correct letter.
 - To hear the word again, press **repeat**.
 - To see one letter in the word, press **help**.
 2. When you are ready, press **enter** to check the spelling.
 - If the word is correct, the display shows the word, and the voice gives you a reward phrase.
 - If the word is not correct, the voice gives you an error message and asks you to try again. The display shows the letters that are correct, with hyphens indicating the incorrect letters. If the word is incorrect on the second try, the word is pronounced and displayed briefly.
 3. If this is a one-player game, you are ready to spell a new word. If this is a two-player game, it is now Player Two's turn to spell a word. Then Player One spells again, and so on.

After you spell five words, Super Speak & Spell shows your score and then reviews any words you missed. After you spell 20 words, the display shows your "super score." If your score is higher than the last high score, you can enter your initials as a "Super Speller." You'll see the initials of the top two scorers and the number of words spelled correctly every time you press the **spell it** key.

If you want to erase the super scores, press **erase** when they are displayed.

Drop It

This activity has three levels of challenge. It can be played by one or two players. The object is to identify a missing letter or group of letters in a word and “drop” it into the blank spaces in the displayed word.

Playing Drop It

To select Drop It, press **on** and then press **drop it**.

- To change the level of challenge, press **level**.
- To change the number of players, press **players**.

The Super Speak & Spell voice says, “Please spell (word)” in levels 1 and 2, or “Guess my word” in level 3.

The display shows a clue word with missing letters. Above the clue word, a row of single letters, prefixes, or suffixes marches across the display.

1. When the correct letter or letters are displayed above a missing-letter space, press **enter**.

The letters drop into the blank spaces in the clue word.

- If the letters are correct, the display shows the word, and a reward tune plays.
 - If the letters are not correct, they return to the top line. Try again.
 - If the letters are still not correct on the second try, the display shows the whole word for several seconds. Then the voice spells the word.
2. • If this is a one-player game, you are ready to start a new word.
 - If this is a two-player game, it is now Player Two's turn. Then Player One plays again, and so on.

Continue playing as long as you want. When you are finished, press **off** or another activity key.

Memory

This activity has three levels of challenge. It can be played by one or two players. The object is to repeat a sequence of letters presented by Super Speak & Spell. The sequence starts with one letter and builds one letter at a time until you miss twice.

Playing Memory

To select Memory, press **on** and then press **memory**.

- To change the level of challenge, press **level**.
- To change the number of players, press **players**.

The level determines how many letters are in the sequence you must repeat.

- Level 1—You must repeat four letters to win.
- Level 2—You must repeat eight letters to win.
- Level 3—You must repeat sixteen letters to win.

1. At all levels, the game starts by displaying one letter. Find the same letter on the keyboard and press it.

- If the letter is correct, a musical tune plays, and you can try more letters.
 - If the letter is not correct, an error tone sounds, the voice says, "Try again," and the original letter appears in the display again.
 - If your second try is still not correct, Super Speak & Spell reviews the correct letter. Then the activity starts over.
2. The display shows the original letter, followed by a new letter. Press the keys for these two letters in the correct order.
3. Keep following the sequence of letters shown in the display as long as you can or until you miss twice.
4. If this is a one-player game, you are ready to start a new sequence. If this is a two-player game, it is now Player Two's turn. Then Player One plays again, and so on.

When you are through playing, press **off** or another activity key.

Mystery

This activity has three levels of challenge. It can be played by one or two players. The object is to spell a word correctly and then guess letters in a secret word. The first player to guess the secret word is the winner.

Playing Mystery

To select Mystery, press **on** and then press **mystery**.

- To change the level of challenge, press **level**.
 - To change the number of players, press **players**.
1. When the voice says, "Please spell (word)," press the letter keys to spell the word, just as you do in the Spell It activity. (Don't forget the **erase**, **repeat**, and **help** keys.)
 2. When you finish spelling the word, press **enter**.
 - If the word is not correct, you can try again.
 - If the word is still incorrect on the second try, it is pronounced and displayed briefly. Then a new word appears.
 3. If the word is correct, the display shows a row of underlines, one for each letter in the secret word. The voice says "Guess my word." Press a letter key to start guessing the secret word. (Pressing **help** while guessing the mystery word counts as two guesses.)
 - If the letter is in the secret word, that letter appears in its correct place in the word. Keep guessing letters until you spell the whole word or you press a letter that is not in the word.
 - If the letter is not in the secret word, an error tone sounds and the missed letter appears in the top line of the display. Next, the voice asks you to spell another word. Then you get to guess more letters in the secret word (up to eight incorrect guesses).
 4. If this is a one-player game, you are ready to start a new word. If this is a two-player game, it is now Player Two's turn to play.

Continue playing as long as you want. When you are finished, press **off** or another activity key.

Mix Up

This activity has three levels of challenge. It can be played by one or two players. The object is to correctly spell the word whose letters are displayed in scrambled order.

Playing Mix Up

To select Mix Up, press **on** and then press **mix up**.

- To change the level of challenge, press **level**.
- To change the number of players, press **players**.

The letters of the word are mixed up and shown at the top of the display. (These letters may spell more than one word, but Super Speak & Spell is looking for a specific word.)

1. When Super Speak & Spell says, "Guess my word," press the letter keys to spell the word.

- If you press an incorrect letter, press **erase**.

Then press the correct letter. (If you press a letter that is not in the word, an error tone sounds.)

- To see the first letter in the word, press **help**. (The **help** key can only be used on the first letter.)

2. When you finish spelling the word, press **enter**.

- If the word is correct, a musical tune plays, and the display shows a new scrambled word.
- If the word is not correct, an error tone sounds, and the display shows any letters that are correct. The voice asks you to try again.
- If the word is still not correct on the second try, the display shows the whole word, and the voice pronounces and spells it.

3. If this is a one-player game, you are ready to start a new word. If this is a two-player game, it is now Player Two's turn to play.

Continue playing as long as you want. When you are finished, press **off** or another activity key.

Same As

This activity has only one level of challenge. It can be played by one or two players. The object is to spell a word that sounds like the word in the display. (Some sound-alike words may not be in the Super Speak & Spell vocabulary.)

Playing Same As

To select Same As, press **on** and then press **same as**. To change the number of players, press **players**.

The display shows a word. The Super Speak & Spell voice pronounces the word and then asks you to spell a word that sounds the same but is spelled differently.

1. Press the letter keys to spell a word that sounds like the word in the display.
 - If you press an incorrect letter, press **erase**. Then press the correct letter.
 - To hear the word again, press **repeat**.
 - To see one letter in the word, press **help**. (There may be more than one way to spell a word that sounds like the displayed word. The **help** key only shows one spelling.)
2. When you finish spelling the word, press **enter**.
 - If the word is correct, a reward phrase sounds. Then the display shows a new word.
 - If the word is not correct, an error phrase sounds, and the voice asks you to try again.
 - If your second try is still incorrect, the display shows the sound-alike word on the top line, and the voice spells it.
3.
 - If this is a one-player game, the display shows a new word. Spell a word that sounds like the one in the display.
 - If this is a two-player game, it is now Player Two's turn to play.

Continue playing as long as you want. When you are finished, press **off** or another activity key.

Note: Expansion modules may not have words for this activity. If not, this activity will always use the built-in vocabulary words.

A.C.E. (Abbreviations, Contractions, Endings)

This activity has only one level of challenge. It can be played by one or two players. The object is to change the word or phrase in the display by adding an ending, entering its plural or abbreviation, or making a contraction.

Playing A.C.E.

To select A.C.E., press **on** and then press **a.c.e.**. To change the number of players, press **players**.

The display shows a word or phrase, and the voice gives one of the following commands:

- Add ED
- Add ING
- Contract
- Abbreviate
- Pluralize

1. Depending on which command is given, press the letter keys that spell the word with its new ending or abbreviation or the contraction of the phrase. (Don't forget capital letters, periods, and apostrophes.)

- If you press an incorrect letter, press **erase**. Then press the correct letter.

- To see one letter in the word, press **help**.

2. When you finish spelling the word, press **enter**.

- If the word is correct, the voice says a reward phrase, and the display shows a new word.
- If the word is not correct, an error message sounds. Try again.
- If your answer is still incorrect on the second try, the display shows the correct answer, and the voice spells it.

3. If this is a one-player game, you are ready to start a new word. If this is a two-player game, it is now Player Two's turn to play.

Continue playing as long as you want. When you are finished, press **off** or another activity key.

Note: Expansion modules may not have words for this activity. If not, this activity will always use the built-in vocabulary words.

Race

This activity has three levels of challenge. It can be played by one or two players. The object is to spell a word faster than the Super Speak & Spell unit spells it.

Playing Race

To select Race, press **on** and then press **race**.

- To change the level of challenge, press **level**.
- To change the number of players, press **players**.

At level 1 or 2, the voice says, "Please spell (word)." A ticking sound starts, and the letters of the word begin appearing in the display one at a time. (The letters appear faster at levels 2 and 3.)

At level 3, the voice says, "Guess my word." The ticking sound starts, and the letters of the word begin appearing one at a time.

1. Press the letter keys quickly to spell the word before Super Speak & Spell finishes spelling it.
 - If you press an incorrect letter, press **erase**. Then press the correct letter.
 - To hear the word again, press **repeat** (levels 1 and 2 only).
2. When you finish the word, press **enter**.
 - If the word is correct, a musical tune plays, and the activity starts over with a new word.
 - If the word is not correct, an error message sounds, and the voice spells the word.
 - If Super Speak & Spell finishes the word before you do, an attention word sounds, and the display shows the word on the top line.
3. If this is a one-player game, you are ready to start a new word. If this is a two-player game, it is now Player Two's turn to play.

Continue playing as long as you want. When you are finished, press **off** or another activity key.

Service Information

If you have problems with the Super Speak & Spell unit or questions about service, the information on these pages can help you get the assistance you need.

In Case of Difficulty

- If the Super Speak & Spell unit makes no sound when you press **on** or produces garbled, hard-to-understand sounds, make sure the batteries are new and are installed according to the illustration inside the battery compartment.
- If the display appears to be blank, the contrast may be set too low. Try increasing the display contrast. Then check the batteries.

For Service and General Information

If you have questions about service or the general use of your Super Speak & Spell educational product, please call Consumer Relations at **1-806-747-1882**.

Please note that this is a toll call, and collect calls are not accepted.

You may also write to the following address:

Texas Instruments Incorporated
Consumer Relations
P.O. Box 53
Lubbock, Texas 79408

Please contact Consumer Relations

- **Before** returning the product for service.
- For general information about using the product

Express Service

Texas Instruments offers an express service option for fast return delivery. Please call Consumer Relations for information.

Service Information (Continued)

Returning Your Product for Service

A defective product will be either repaired or replaced with the same or comparable reconditioned model (at TI's option) when it is returned, postage prepaid, to a Texas Instruments Service Facility.

Texas Instruments cannot assume responsibility for loss or damage during incoming shipment. For your protection, carefully package the product for shipment and insure it with the carrier. Be sure to enclose the following items in the package:

- Your full return address
- Any accessories related to the problem
- A note describing the problem you experienced
- A copy of your sales receipt or other proof of purchase to determine warranty status

Please ship the product postage prepaid; C.O.D. shipments cannot be accepted.

In-Warranty Service

For a product covered under the warranty period, no charge is made for service.

Out-of-Warranty Service

A flat-rate charge by model is made for out-of-warranty service. To obtain the service charge for a particular model, call Consumer Relations at 1-806-747-1882 **before** returning the product for service. (We cannot hold products in the Service Facility while providing charge information.)

Texas Instruments Service Facilities

**U.S. Residents
(U.S. Postal Service)**
Texas Instruments
P.O. Box 2500
Lubbock, Texas 79408

**U.S. Residents
(other carriers)**
Texas Instruments
2305 N. University
Lubbock, Texas 79408

Canadian Residents Only

Texas Instruments
41 Shelley Road
Richmond Hill, Ontario L4C 5G4

One-Year Limited Warranty

This Texas Instruments one-year limited warranty extends to the original consumer purchaser of this educational product and/or software module.

Warranty Duration

This educational product and/or software module is warranted to the original consumer purchaser for a period of one (1) year from the original purchase date.

Warranty Coverage

This product and/or software module is warranted against defective materials or workmanship. **This warranty is void if the product or module has been damaged by accident, unreasonable use, neglect, improper service, or other causes not arising out of defects in material or workmanship.**

Warranty Disclaimers

Any implied warranties arising out of this sale, including but not limited to the implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the above one-year period. **Texas Instruments shall not be liable for loss of use of the product or module or other incidental or consequential costs, expenses, or damages incurred by the consumer or any other user.**

Legal Remedies

Some states do not allow the exclusion or limitations of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

Warranty Performance

During the above one-year warranty period, a defective TI product or module will be either repaired or replaced with a reconditioned comparable model (at TI's option) when the product or module is returned, postage prepaid, to a Texas Instruments Service Facility.

The repaired or replacement product or module will be in warranty for the remainder of the original warranty period or for six months, whichever is longer. Other than the postage requirement, no charge will be made for such repair or replacement.

Texas Instruments strongly recommends that you insure the product for value prior to mailing.

FCC Information Concerning Radio Frequency Interference

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 with radio communications. 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, you can 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/television technician for help.

Caution: Any changes or modifications to this equipment not expressly approved by Texas Instruments may void your authority to operate the equipment.

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