

TEXAS INSTRUMENTS

LEARNING PATH

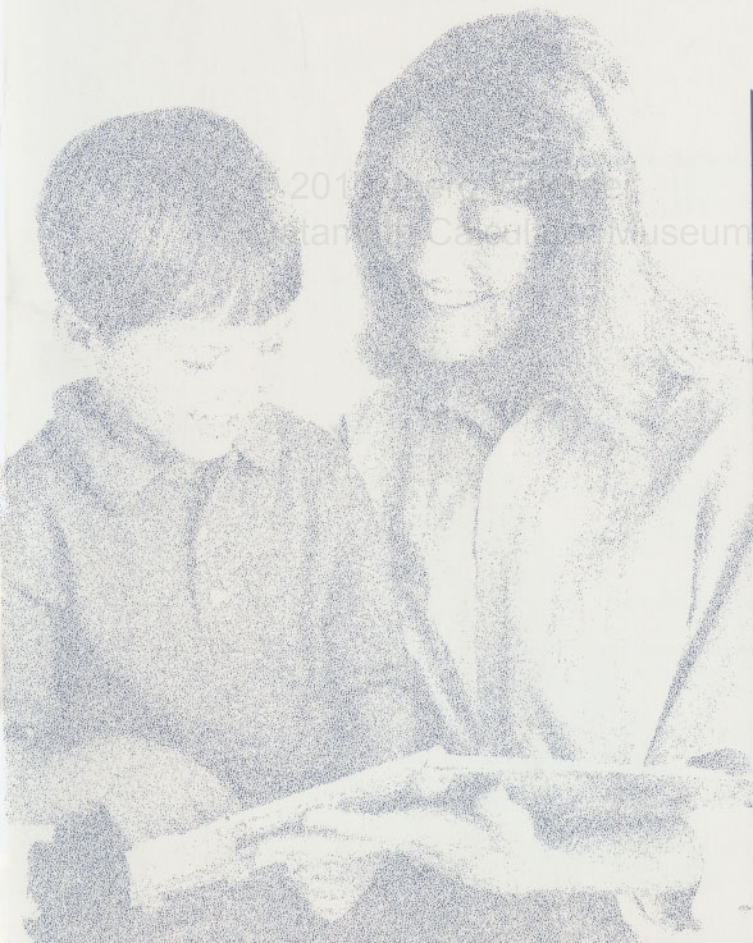


Learning to use

Talking Master Mouse™

Computer educational product

A parent's instruction and operation guide.



Important product
instructions for you
and your child.

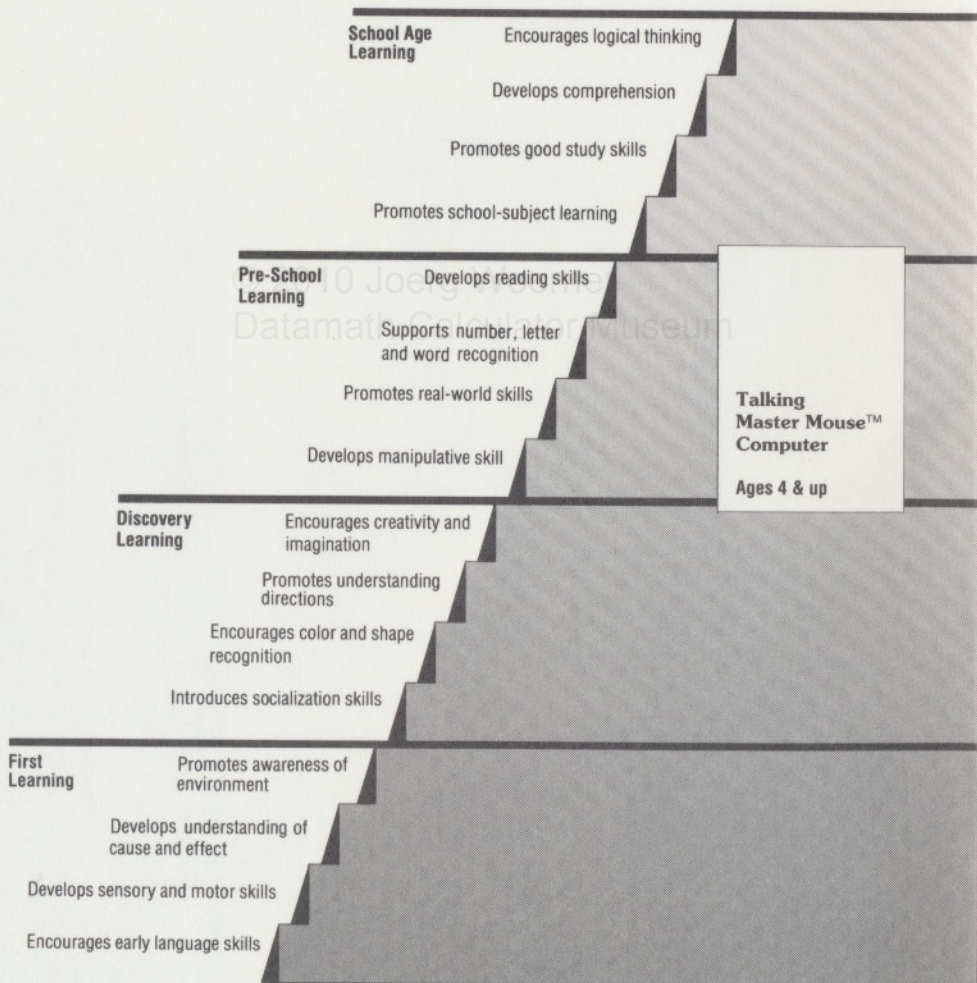
Service and warranty
information.





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™



Learning to use

Talking Master Mouse™ Computer

educational product

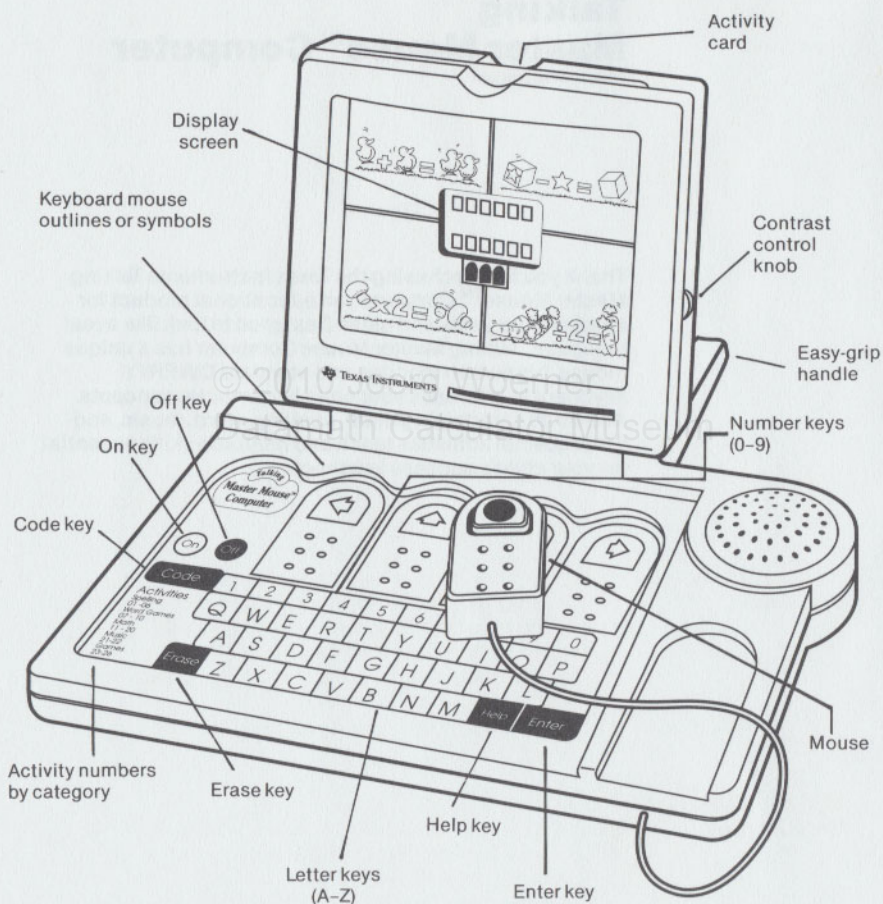
Thank you for purchasing the Texas Instruments Talking Master Mouse™ Computer, an educational product for children four years and older. Designed to look like a real computer, Talking Master Mouse Computer has a unique mouse, big screen monitor, and standard QWERTY keyboard to introduce your child to computer concepts. And its 26 entertaining math, spelling, word, music, and other special activities teach and reinforce skills essential for your child's success in school.

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Talking Master Mouse™ Computer

Before starting the activities, help your child get acquainted with Talking Master Mouse Computer by looking at the illustration below and locating the parts. Notice that there is a slot under the base of Talking Master Mouse Computer for storing the activity cards.



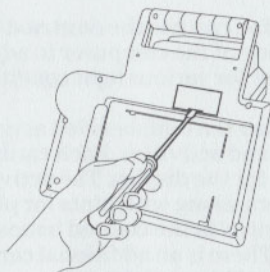
Note: The battery compartment is located inside the base of the unit.

Battery Information

Talking Master Mouse Computer requires four AA alkaline batteries (not included). The battery compartment is located underneath the unit inside its base.

Installing the Batteries

1. To open the battery compartment, insert a screwdriver (or any tool suitable for prying) into the slot. Pry the cover up with a slight twisting motion.



2. Install fresh batteries according to the diagram (+/-) inside the battery compartment.
3. Replace the battery compartment cover and press it until it clicks into position. It should be flush with the case when properly closed.

Battery Safety Guidelines

- A parent should always replace batteries.
- Properly dispose of used batteries immediately.
- Follow polarity diagrams (+/-) carefully.
- Do not incinerate used batteries.
- Do not mix new and used or alkaline and non-alkaline batteries.
- Do not place non-rechargeable batteries in a battery charger.

When to Change the Batteries

- Change the batteries when:
- The speech or sound effects become distorted.
 - The unit speaks but nothing is displayed. (Adjust the contrast before changing batteries.)
 - Pressing **On** does not cause the product to speak.

Automatic Power Down (APD™)

After a brief period off inactivity, the APD™ feature automatically turns the computer off to prolong battery life. Just before power down, the computer voice says, "So long."

About Talking Master Mouse™ Computer

The Talking Master Mouse Computer activity cards and Liquid Crystal Display (LCD) combine with the sound effects to simulate the screen and sounds of a real computer. It has both a keyboard and a mouse for selecting options and entering responses.

The Voice, Sound Effects, and Screen

The friendly voice and sound effects, along with directions on the screen and pictures on the activity cards, provide easy-to-follow instructions.

Note: You can use the **contrast control knob** on the right side of the computer to adjust the display contrast for various light conditions.

The Activity Cards

There are ten double-sided activity cards with 26 games and activities. Each card has an opening in the center for the display. The activity names and numbers, along with hints for playing each activity, are printed in the colored bands across the tops of the cards. There is an additional card that has hints for playing all the activities.

Some cards have two or more similar activities. For example, 01 (Next Letter), 02 (Beginning Letter), and 03 (Missing Vowel) are on the same card. If a card has more than one activity, type the two-digit activity number for the specific activity you want to play. See "Starting the Games and Activities" on page 8.

Taking Care of the Computer

- Prevent food and beverage spills on the computer and the activity cards.
- **Do not submerge** the computer or activity cards in water. To clean them, wipe them with a **barely damp**, soft cloth.
- Do not throw, kick, sit on, or stand on the computer.
- Do not push sharp objects through the speaker openings.
- Do not use pencils or other sharp objects to press the keys.
- Do not pull on or pick up the computer by the mouse cord.

Note: If the cord becomes detached from the mouse, you can reattach it. Turn the mouse over, use a screwdriver to remove the mouse cover, reinsert the cord, and replace the cover.

Playing the Games and Activities

Depending on the activity, you enter answers using either the keys or mouse. In the table below, a check under “Keys” means you type the answer. A check under “Mouse” means you use the mouse to select the answer.

Using the Keys and Mouse to Play the Games and Activities

In some activities, you select the level of challenge or a picture from the card using the mouse, but you enter the answer using the keys. In some activities, you select a picture from the card using the keys, but you select the answer with the mouse. This table refers only to how the answer is selected and recorded. In some cases, you must also press **Enter** after using the keys or mouse to enter or select the answer.

Category	Code	Name	Erase	Help	Keys	Mouse	Enter
Spelling	01	Next Letter				✓	
	02	Beginning Letter				✓	
	03	Missing Vowel				✓	
	04	Code Words	✓		✓		✓
	05	Things at Home	✓	✓	✓		✓
	06	Animal Spell	✓	✓	✓		✓
Word Games	07	Crosswords	✓	✓	✓		✓
	08	Word Guess			✓		
	09	Scrambled Words	✓	✓	✓		✓
	10	Hidden Words	✓		✓		✓
Math	11	Counting	✓		✓		✓
	12	Sequencing I	✓	✓	✓		✓
	13	Sequencing II	✓	✓	✓		✓
	14	Right or Left?				✓	
	15	Addition	✓		✓		✓
	16	Subtraction	✓		✓		✓
	17	Multiplication	✓		✓		✓
	18	Division	✓		✓		✓
	19	Money				✓	✓
	20	Time				✓	
Music	21	Music I			✓		✓
	22	Music II			✓		✓
Games	23	Phone	✓		✓		✓
	24	Follow Me				✓	
	25	Guess My Number			✓		✓
	26	Pattern Match				✓	✓

Using the Computer Keys

The table on this page shows the Talking Master Mouse Computer keys and their functions. Refer to the table on page 5 for information about which keys work with which games and activities.

The Computer Keyboard

Key	Function
On	Turns the computer on.
Off	Turns the computer off.
Enter	Tells the computer to check a response. The computer voice and sound effects tell you whether or not your answer is correct. Enter also lets you select a picture from the activity card.
Code	Lets you enter an activity number when you want to switch to a new activity.
Erase	Erases the last letter or number entered for some activities. Also lets you erase the first digit of an activity number.
Help	Gives you help for some activities.
A-Z	Enters the letters A - Z in activities where the letter keys are accepted.
0-9	Enters the numbers 0 through 9 in activities where number keys are accepted.

Using the Keys to Select a Picture from the Card

To play some activities, you choose a picture from the card using the keys. For example, in Activity 19 (Money), the card has 12 items lettered A-L. To choose an item, type its letter.

Using the Keys to Select the Answer

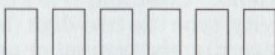
Activity 09 (Scrambled Words) is one of the activities in which you select the answer using the keys. When you see the scrambled letters, unscramble them and type the word using the keys A-Z.

Using the Computer Mouse

The mouse is used to select a picture from the card, the level of challenge, and answers. To use the mouse, remove it from its storage spot, place it on the appropriate mouse outline or symbol on the keyboard and press.

Using the Mouse to Select a Picture from the Card

You choose a picture from the card using the mouse to play some activities. For example, Activity 05 (Things at Home) has 12 pictures of objects found at home. When you choose this activity, 12 boxes appear in the display. Each box represents a picture on the card.



There are four large mouse outlines or symbols on the keyboard above the number keys. Each symbol has a directional arrow. To select a picture, place the mouse on the symbol with the appropriate arrow and press repeatedly until the cursor is on the box that represents the picture you want to select. Press **Enter**.

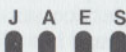
Using the Mouse to Select the Level of Challenge

When you select activities 15 and 16—Addition and Subtraction, **1 2 3** appears on the screen. Place the mouse on the appropriate color mouse symbol and press to select the level—yellow = 1, red = 2, blue = 3. To change the level of challenge, press **Code** and type the activity number.

Using the Mouse to Select the Answer

Some cards have up to four small color-coded mouse symbols below the opening for the display. When you select Activity 03 (Missing Vowel), for example, four letters appear on the screen exactly above the four symbols on the card. The positions and colors of the card mouse symbols match those of the keyboard mouse symbols.

C _ T



Place the mouse on the keyboard symbol that matches the card symbol under the answer you want to select and press the mouse.

Getting Started

There are two ways to select options and enter answers—keys and mouse. In this manual, when you must answer using the keys, you are instructed to “type.” When you must answer with the mouse, you are instructed to “use the mouse.”

Starting the Games and Activities

1. Choose an activity card and insert it into the slot so the colored band is at the top and the display shows through the card opening.
2. Press **On**. After the “start-up” sound, the computer says, “Hello!” **CODE** and ?? are displayed. To select an activity, type the two-digit (including the leading zero) activity number printed on the card next to the activity name.

To change to a new activity, insert a new card, and press **Code**. You hear, “Please press the activity number.” You see **CODE** and ??. Type the activity number including the leading zero, if there is one.

Notes about Entering Responses

When you answer correctly, the computer praises you or makes a positive sound effect. A sound effect also tells you when your answer is incorrect.

Many of the games and activities allow you two opportunities to answer correctly. If your second answer is incorrect, the computer displays the correct answer and a new puzzle or problem.

Word Guess allows you six chances to find the correct word. Follow Me and Pattern Match are not structured to allow more than one attempt. Hidden Words and Guess My Number allow you as many tries as you wish.

Scoring

For Next Letter, Beginning Letter, and Missing Vowel, your score is displayed after each set of five correct answers up to a score of 95. For Hidden Words, your score increments once for each acceptable word.

Using the “Quick Start Hints”

Directions for playing are provided beginning on the next page. To help you get acquainted with the activities quickly, each card has playing hints. Review the hints before inserting the card. Also included is a “Quick Start Hints” card that lists step-by-step pointers for each game and activity.

Spelling Activities

Activities 01–06 teach and reinforce spelling skills.

01 Next Letter

Three letters in alphabetical sequence (A B C __) followed by a flashing cursor appear on the top line. Four letters (G D F V) appear on the bottom line. Place the mouse on the mouse symbol underneath the next letter in the sequence (D) and press.

A B C __

G D F V

02 Beginning Letter

A flashing cursor followed by two or more letters (__ U S) appears. A list of letters (A B R J) also appears. Use the mouse to select the beginning letter (B) and make a word (BUS).

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Datamath Calculator Museum

03 Missing Vowel

Up to three letters and a blank appear (R __ N). Look for the missing vowel in the list of four letters (I U C J). Use the mouse to select the missing vowel (U) and make a word (RUN).

R __ N

I U C J

04 Code Words

Twelve boxes appear representing the pictures on the card. Using the mouse, press the mouse symbol with the appropriate directional arrow repeatedly. When the cursor is on the box that represents the word you want to spell, press **Enter**. Blank spaces show the number of letters in the word. Referring to the symbols in the “secret code” on the card, type the corresponding letters. When you have filled in all the blanks, press **Enter**.

05 Things at Home and 06 Animal Spell

As in Code Words, use the mouse and the **Enter** key to select the picture of the word you want to spell. Then type all the letters in the word and press **Enter**.

Word Games

Activities 07–10 are familiar games and puzzles involving words.

07 Crosswords

Twelve boxes appear representing the crossword puzzles on the card. Using the mouse, move the cursor to the puzzle you want to solve and press **Enter**. The puzzle pattern appears with a flashing cursor on the first space of the word to be identified. Look at the card, find the picture of the word, and type the word. When you finish, press **Enter**. Then the flashing cursor moves to a space in another word in the puzzle. (After two incorrect tries, the computer gives you the word.) Repeat the steps to complete the puzzle.

08 Word Guess

Blanks appear representing a word. Type a letter that might be in the word. If it is in the word, the letter appears in the correct position. If not, a solid box (representing the whole apple) appears. You get six chances. When the sixth box (representing the apple core) appears, you have used all your chances. The computer fills the remaining blanks.

09 Scrambled Words

A scrambled word appears. Blanks appear with the flashing cursor on the first blank. Unscramble the letters to make a real word by typing them in the correct order. Press **Enter**.

Note: If you type a real word, but the computer does not accept it, try again until you find the word the computer is thinking of.

10 Hidden Words

Six blanks appear indicating that there may be up to six letters in the word. The flashing cursor rests on the first blank. Look at the card, find a hidden word, and type it. Press **Enter**. If the word is hidden in the puzzle, your score appears in the display. If you repeat a word, the computer accepts it, but your score does not change. These are the words the computer will accept:

am	dot	how	jar	no	queen	sun
an	egg	if	key	oar	rob	tea
bug	era	in	leg	oh	rug	ten
but	girl	is	log	owl	saw	tree
cow	gum	it	me	or	snake	we
do	he	jam	my	pie	spider	

Note: The words are hidden left to right, top to bottom, and diagonally from upper left to lower right.

Math Activities

Activities 11–20 teach and reinforce mathematics concepts and skills.

11 Counting

Two solid boxes appear representing the pictures of two of the dominoes on the card. A + (plus sign) appears in the display telling you to add the dots on the two dominoes together. A blank(s) with a flashing cursor represents the answer. Use the number keys to type the sum. Press **Enter** to check the answer.

12 and 13 Sequencing I and II

Twelve boxes appear representing the 12 sets of objects on the card. Use the mouse to move the cursor to the box representing the set of objects you want to sequence. Press **Enter** to select it. An illustration appears telling you how to sequence this set of objects:



(highest to lowest)



(lowest to highest)

Look at the set of objects you selected on the card. Each of the four objects in the set is lettered (A B C D). Type these letters in the order that shows the requested sequence. For example, if object D comes first in the requested sequence, type D. If object C comes next, type C. Continue until the requested sequence is complete. Press **Enter**.

14 Right or Left?

A letter representing one of the items on the card appears. Using the mouse, press the ◀ (left) or ▶ (right) mouse symbol to indicate whether the item is appropriate for your left or right.

General Directions for Addition, Subtraction, Multiplication, and Division

1 2 3 appears on the bottom line of the display representing the levels of challenge for activities 15 and 16. Use the mouse to press yellow for level 1, red for level 2, or blue for level 3.

A problem appears. Solve the problem and type the answer from left to right. Press **Enter**.

(continued)

Math Activities (Continued)

15 Addition	Add	$\begin{array}{r} 12 \\ +10 \\ \hline \end{array}$
16 Subtraction	Subtract	$\begin{array}{r} 32 \\ -14 \\ \hline \end{array}$
17 Multiplication	Multiply	$\begin{array}{r} 3 \\ \times 2 \\ \hline \end{array}$
18 Division	Divide	$\begin{array}{r} 6 \\ \div 3 \\ \hline \end{array}$

Note: There is only one level of challenge for activities 17 and 18.

19 Money

The flashing cursor appears. Choose the item on the card you want to “purchase” and type its letter (A–L). The “price” appears. Use the mouse to select the coins needed to purchase the item:

.05	yellow mouse symbol
.10	red mouse symbol
.25	blue mouse symbol
.50	green mouse symbol

When you have selected all the coins needed to pay for the item, press **Enter** to check the total.

Note: The maximum purchase amount is 95¢. If you select coins whose total exceeds the displayed price or \$.95, the flashing cursor appears. You can then select the item and try again, or you can select a new item.

20 Time

A “time” (6:00) and four letters (B E C K) appear. Each letter corresponds to a picture of an activity and a clock showing a time appropriate for that activity. Find the picture that represents the displayed time and use the mouse to select its letter.

Music Activities and Other Games

Activities 21 and 22 allow you to play the tunes shown on the cards or type the numbers for up to nine notes to make up your own tunes. Activities 23 – 26 involve sequencing and recognizing patterns and numbers.

21 and 22 Music I and II

A short tune plays and a flashing cursor appears. Type the numbers (1–8) that represent the notes of any tune shown on the card. Press **Enter** to play the tune. Make up your own tune by entering up to nine numbers (1–8). Then play it back by pressing **Enter**. See the inside back cover of this manual for the names of the songs.

23 Phone

Type the phone number of the animal you wish to hear. Press **Enter** after the last digit of the phone number. The phone rings, and you hear the animal's sound.

24 Follow Me

An arrow (left ←, right →, up ↑, or down ↓) appears, and you hear a musical note. Using the mouse, press the mouse symbol with the same arrow. Then you see the same arrow and hear the same note again, followed by a new arrow and a new note. One at a time and in the same order, press the mouse symbols with the same arrows as those displayed. This continues until you select an incorrect arrow or make 12 consecutive correct selections.

25 Guess My Number

1 – 99 appears in the display. To guess the “secret” number, reduce the range by typing a number between 1 and 99 (for example, 25). Press **Enter**. A new range appears (for example, 25 – 99). Continue typing numbers within the displayed ranges until you find the number. Typing a number outside the range causes the range to expand and prolongs the search.

26 Pattern Match

Use the mouse to move the cursor to the box representing the pattern you want to match. Press **Enter**. The pattern is displayed momentarily, and then the flashing cursor appears. Using the mouse, move the cursor to any position in the selected pattern and press **Enter**.

- If the position is valid, a solid box appears.
- If the position is not valid, the pattern disappears. You can then select the pattern and try again or select a new pattern.

Continue moving the cursor and pressing **Enter** until the selected pattern is completed.

Service Information

If you have questions about service or the general use of this product, please call Consumer Relations at **1-800-TI-CARES** (1-800-842-2737). You may also write to the address below.

For Service and General Information

Please contact Consumer Relations **before** returning the product for service and for general information.

Texas Instruments Incorporated
Consumer Relations
P.O. Box 53
Lubbock, TX 79408-0053

Returning Your Product for Service

During the one-year warranty period, 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 and daytime phone number, a note describing the problem you experienced, and 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 **before** returning the product. (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, TX 79408-2500

U.S. Residents (other carriers)
Texas Instruments
2305 N. University
Lubbock, TX 79408-3508

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.

Warranty Duration

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

Warranty Coverage

This product is warranted against defective materials or workmanship. **This warranty is void if the product 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 other incidental or consequential costs, expenses, or damages incurred by the consumer or any other user.

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.

Legal Remedies

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

The repaired or replacement product 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

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.

FCC Information Concerning Radio Frequency Interference

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.

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 Communications.

Songs



21

Music I

The Farmer in the Dell

Three Blind Mice



Mary Had a Little Lamb

This Old Man



The Alphabet Song

Row, Row, Row Your Boat

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22

Music II

Baa, Baa Black Sheep

Are You Sleeping?

London Bridge



Ring Around the Rosie



Pop Goes the Weasel

Here We Go Round the Mulberry Bush

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