

TIGER ED.™

For ages 6 - 12
Model 9-104-1

SPEAK & SPELL® SPELLING

Instruction Manual



**TIGER ELECTRONICS
INC.®**

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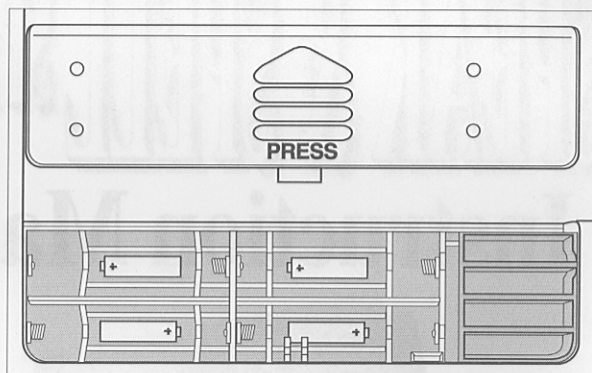
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PRINTED IN HONG KONG

GETTING STARTED

Installing Batteries

Speak & Spell Spelling requires four "AA" 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.

Speak & Spell Spelling 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 off the unit, it shuts off automatically if not used for about two minutes. This helps batteries last longer.

CAUTION

To avoid battery leakage :

1. Be sure to insert the batteries correctly and follow the toy and battery manufacturer's instructions.
2. Do not mix old and new batteries. Do not mix alkaline, standard or rechargeable batteries.
3. Always remove exhausted or dead batteries from the product.

POWER SUPPLY :

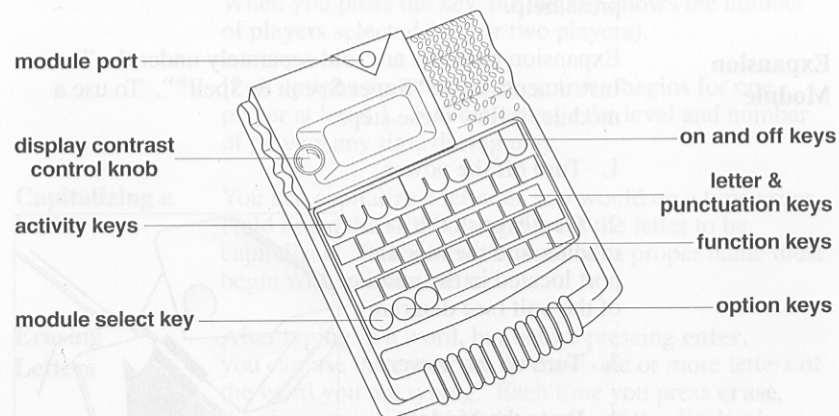
BATTERIES : 4 AA SIZE BATTERIES REQUIRED
ALKALINE BATTERIES RECOMMENDED
DO NOT USE RECHARGEABLE BATTERIES

KEY FUNCTIONS

Speak & Spell® Spelling educational product is designed to help children develop and reinforce vocabulary, spelling, and memory skills.

This entertaining and challenging product is both educational and fun!

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



- On Key** - Turn on the product.
- Off Key** - Turn off the product.
- 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.
- Option Keys** - Let you select the level of challenge and the number of players for an activity.
- 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).

Selecting an Activity

To select an activity, press the **on** key. When the display shows WHICH GAME?, press an 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

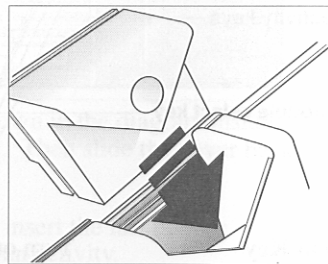
After pressing **on**, but before selecting an activity, you can type a message up to 40 characters long. (Use the **enter** key to enter a space.)

Press the **repeat** key to see the message replayed in the display. To clear a message and enter another one, press **help**.

Expansion Module

Expansion modules are sold separately under the Texas Instruments name "Super Speak & Spell®". To use a module, follow these steps:

1. Turn off the power.
2. Gently push the module into the module port located in the middle of the unit (see diagram).
3. Turn on the power.
4. Press the Module Select Key located in the bottom left corner of the unit.



Note: Please refer to the instruction manual that is included with your expansion module for more detailed instructions.

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. Speak & Spell Spelling then says the name of the module and switches to the words in the module.

To return to the built-in vocabulary, 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 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

After typing in a word, but 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 on the right-hand side of the display is erased. If you keep pressing **erase**, you can erase the whole word.

Rewards and Encouragement

Speak & Spell Spelling 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, 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.

ACTIVITY SUMMARY

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

Spelling Activities

Activity	Concepts
Spell It	Helps you learn basic spelling skills.
Drop It	Helps you see how words are spelled by adding prefixes, suffixes and letters.
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 letters, sounds and spelling.
Same As	Gives you practice with homophones (words that sound alike, but are spelled differently).
A.C.E.	(Abbreviations, Contractions, Endngs) 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

Speak & Spell Spelling 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.



SPELLING ACTIVITY DESCRIPTIONS:

The object is to spell as many words correctly as you can. To select Spell It, press **on** and then press **Spell It**.

When the voice says, "Please spell (word)," press the letter keys to spell the word. 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.

After you spell five words, Speak & Spell Spelling 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. When you are finished playing, press **off** or another activity key.



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.

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

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

In all levels, the display shows a clue word with missing letters. Above the clue word, a row of single letters, prefixes, or suffixes scroll across the display.

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 not correct on the second try, the display shows the whole word for several seconds. Then the voice spells the word.

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



The object is to repeat a sequence of letters displayed by Speak & Spell Spelling. The sequence starts with one letter and builds one letter at a time until you miss twice.

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

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.

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 two letters will appear on the screen. Repeat the sequence of letters shown in the display as long as you can or until you miss twice. 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 not correct, Speak & Spell Spelling reviews the correct letter. Then the activity starts over.

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



The object is to spell a word correctly and then guess letters in a secret word.

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

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 to use the **erase**, **repeat**, and **help** keys if you need them.)

When you finish spelling the word, press **enter**. If the word is not correct, you can try again. If the word is incorrect on the second try, it is pronounced and displayed briefly. Then a new word appears.

If the word is correct, the display shows a row of underlines at the bottom of the screen, 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).

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

VOCABULARY ACTIVITY

DESCRIPTIONS:



The object is to correctly spell the word that is displayed in scrambled order.

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

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 Speak & Spell Spelling is looking for a specific word.)

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

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 not correct on the second try, the display shows the whole word, and the voice pronounces and spells it.

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



The object is to spell a word that sounds like the word in the display. (Some sound-alike words may not be in the Speak & Spell Spelling vocabulary.)

To select Same As, press **on** and then press **same as**.

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

Press the letter keys to spell a word that sounds like the word in the display. (There may be more than one way to spell a word that sounds like the displayed word. The **help** key only shows one letter.)

When you finish spelling the word, press **enter**. If the word is correct, a reward phrase sounds.

The display will show a new word. If the word is not correct, an error tone sounds, and the voice asks you to try again. If your second try is incorrect, the display shows the sound-alike word on the top line, and the voice spells it.

When you are finished playing, 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.



The object is to change the word or phrase in the display by adding an ending, entering its plural form, abbreviation, or making a contraction.

To select A.C.E., press **on** and then press **A.C.E.**

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

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

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

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 incorrect on the second try, the display shows the correct answer, and the voice spells it.

When you are finished playing, 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.



The object is to spell a word faster than the Speak & Spell Spelling unit spells it.

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

In level 1 and 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 in level 2). Press the letter keys quickly to spell the word before Speak & Spell Spelling finishes spelling it. When you finish the word, press **enter**.

In level 3, the voice says, "Guess my word." The ticking sound starts, and the letters of the word begin appearing one at a time. Press the letter keys quickly to spell the word before Speak & Spell Spelling finishes spelling it. 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 Speak & Spell Spelling finishes the word before you do, an attention word sounds, and the display shows the word on the top line.

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

INFORMATION TO THE USER

This device complies with part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) This device must accept any interference received, including interference that may cause undersired operation.

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 communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not 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.

CAUTION: Any changes or modifications not expressly approved by the grantee of this device could void the user's authority to operate the equipment.

TROUBLESHOOTING

In the event of any screen malfunction, check the following:

1. Change batteries
 - 4 "AA" or LR6 size batteries required
 - Alkaline batteries recommended
2. Check the battery compartment cover to make certain it is secure.

CARE INSTRUCTION



Clean Speak & Spell® Spelling with a soft, damp cloth.

Please do not put the Speak & Spell® Spelling in direct sunlight or near any source of heat.

Please remove the batteries if you won't be using the Speak & Spell® Spelling for a long period of time.



Do not use any chemical solvents to clean Speak & Spell® Spelling.

Don't spill anything on the Speak & Spell® Spelling.

For indoor use only.

Do not immerse in water.

90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase. During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase. Product returned to TEI without original receipt or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$20.00. Make check or money order payable to Tiger Electronics, Inc. TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway,
Vernon Hills, Illinois 60061 U.S.A.

1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

