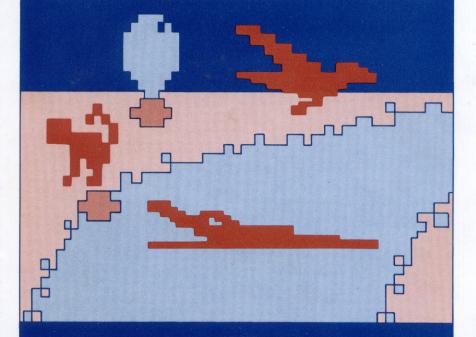
MATTEL ELECTRONICS®

INTELLIVISION Intelligent Television

SPELLING CHALLENGE



CASSETTE INSTRUCTIONS

FOR COLOR TV VIEWING ONLY

INTERIOR Intelligent Television

SPELLING

CHALLENGE

CHALLENGE

CORRECTION

On page 2 of the instructions, under TAKE A CHALLENGE... Step #2 should read: Press RETURN.

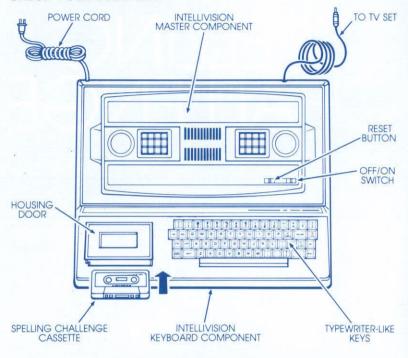
There is no ENTER key on the Intellivision keyboard.

Remember, press <u>RETURN</u> every time you finish typing an answer or an instruction to the computer.

CASSETTE INSTRUCTIONS

GET READY FOR THE CHALLENGE...

CHECK YOUR EQUIPMENT



Be sure Master Component and Keyboard Component are properly connected. **Both** are required to use **any** INTELLIVISION cassette program. (Consult your Keyboard Component Owner's Book if you have any equipment question.)

Be sure combined Master and Keyboard Component system is connected to the TV set and plugged in. Check to see that TV set is plugged in and properly adjusted.



TURN TV & MASTER COMPONENT ON

1 Turn your TV set on.

2 Turn Master Component OFF/ON switch ON and press RESET. MONITOR frame will appear on screen. NOTE: This is the ONLY time you should press RESET with cassette in use.

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For index, type "I", then RETURN.

See Keyboard Component
Owner's Book for explanation of Monitor Index.

INSERT SPELLING CHALLENGE CASSETTE



- 1 Type letter E (for EJECT) and press RETURN. Cassette housing door will open.
- **2** Insert cassette with title facing UP (cassette is recorded on one side only). Close housing door.
- **3** Type letter T (for TAPE) and press RETURN. Tape will automatically rewind to the beginning. Screen shows "Rewinding" message.
- **4** "Loading" message appears, followed in a few seconds by the SPELLING CHALLENGE program title.



5 Adjust TV sound level when you hear the audio signal. Then adjust the thumbwheel volume controls on the left side of the Keyboard Component. The program will prompt you to adjust levels for pre-recorded and home-recorded tracks.

6 Be sure the microphone is plugged into the jack, located next to the volume controls.

7 When sound level adjustments are done, the program will offer this Menu of choices:

Mattel Electronics SPELLING CHALLENGE

- 1. Home Spelling List
- 2. Spelling List 2: Animal Sounds
- 3. Spelling List 3: Sounds Like...
- 4. Spelling List 4: Spell It Right!
- 5. Spelling List 5: Toughies
- 6. Spelling List 6: Words In Space
- 7. Edit Home Spelling List
- 8. Exit from this program

Choice:

TAKE THE CHALLENGE...

- 1 Press any number from 1 to 6 (Select #1, ONLY if you've already added your own list to the program the following section shows you how).
- 2 Press ENTER.



3 You see this:



And you'll hear sound-effects clues (if you choose List 2 or 3) or words being read (if you choose List 1, 4, 5 or 6). You'll also see a sentence with a missing word.

- **4** When you hear the bell, type the missing word. Press RETURN.
- **5** If you spell the word right, a coconut falls out of the tree. If you're wrong, the computer shows you the word and waits for you to type it to help you remember the right spelling. TO STOP ANY TIME, PRESS ESC. YOU'LL "ESCAPE" TO THE MENU.
- **6** Keep going all the way through the list. When you've spelled all the words correctly, the computer shuffles the word sequence and goes through the list again, with different visual results. When you have a third try at the list, you'll probably get every word right!
- 7 When you've gotten rid of all the coconuts, press ESC to try another list or 8 to end the program.
- 8 Press RETURN.
 WAIT UNTIL THE CASSETTE STOPS REWINDING BEFORE YOU PRESS RESET OR TURN OFF THE COMPUTER!



CREATE A NEW CHALLENGE...

- 1 When you see the Menu of choices, press 7, then RETURN.
- **2** You can now start to CREATE YOUR OWN LIST, up to 20 words (maximum length: 16 letters). Type each word, then press RETURN. Use DEL to Delete any unwanted letters,
- **3** When you have typed all your words, press CTRL and R at the same time. Be sure the microphone switch is ON. The computer will display each word in the list you typed. When you hear the bell and see "Recording" on the screen, read the word aloud into the microphone.

Just speak in a natural voice. To check your recording, type 1. You'll hear a playback. If you want to re-record, press 2. Pronounce the word again when you hear the bell.

Continue recording all the words in your list. Press 3 when you are satisfied with the word you recorded. When you

complete the list and press

3 for the final word, the
display screen will turn blue
and you'll see the messages:

Saving list... Recording Data...

When the computer finishes recording it returns you to the Menu, and you can decide what you want to do next. If you wish, you can now select the Home Spelling List and have the program user go through those words with the same graphic effects that are seen with Lists 2 through 6.

4 To ERASE YOUR ENTIRE LIST, select #7 from the Menu. When the list appears on the screen, press CTRL and L at the same time.

The screen turns red and the computer asks:

Are you sure?

If the answer is "yes", type the letter "Y" and RETURN. The list will be completely erased.

If you change your mind about erasing the list, type "N" and RETURN. The computer displays the list stored in its memory.



5 To CHANGE SOME WORDS, select #7 from the Menu. Press RETURN to move the cursor to the word you want to remove or replace. If the new word is shorter than the old one, press CTRL and D to Delete, then type the new word. If the new word is at least as long as the old one, you can just type it in and it will print over the unwanted letters. IMPORTANT: TO KEEP THE TAPE UPDATED WITH YOUR NEWLY EDITED WORDS, YOU MUST PRESS CTRL AND R AT THE SAME TIME, THEN RECORD THE CHANGES OR ADDITIONS.

Now you can return to the menu (by pressing ESC), and have your edited list available whenever Choice #1 is selected.

NOTE: WHEN YOU ARE IN THE PROCESS OF CREATING A HOME SPELLING LIST, IF YOU PRESS ESC BEFORE THE WORDS ARE SAVED, THE WORDS WILL NOT BE STORED ON THE TAPE. THE COMPUTER WILL ASK, "ARE YOU SURE?" IF YOUR ANSWER IS "YES", TYPE Y AND PRESS RETURN; OTHERWISE TYPE N AND RETURN TO RECORD YOUR NEW WORDS.

SUMMARY OF EDIT COMMANDS:

CTRL and R — Records words you have typed CTRL and D — Deletes word at cursor location CTRL and L — Deletes entire list

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Repair Center

5000 W. 147th Street Hawthorne, California 90250

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.



INTELLIVISION® Intelligent Television



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