## TriplePlay *Plus!*

Welcome to TriplePlay *Plus!*, from Syracuse Language Systems!   This Help Utility describes the games and features of TriplePlay *Plus!*   This On-Line Help is available from anywhere within the TriplePlay *Plus!* application by pressing the F1 function key on your keyboard.

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## About the Playing With Language Series...

When you first learned to speak your native language, you didn't have a translator, or lessons, or have to memorize vocabulary.   So how did you learn?   First, you learned because you had to in order to communicate, so you were motivated to learn.   Second, you learned because you were in a world in which everyone (or almost everyone) spoke the language, so you knew how the language should sound.   Third, and perhaps most importantly, you learned by playing with the language - making sounds and words, rhymes, songs, and lots of "mistakes."   While continually expanding your language skills, you discovered that language learning was fun!

The Playing with Language series approach uses these elements of natural language learning: the motivation to learn generated by a need to communicate, the opportunity to hear - repetitively and in a communicative context - how the language should sound, and fun as the context for learning.   The Playing with Language series combines these elements using the power of multimedia computer technology.   Titles in the series teach language skills through highly interactive multimedia games, puzzles and stories, rather than through lessons and memorization exercises.

In the Playing with Language series approach, the joy of discovery replaces the tedium of instruction.

Playing with Language's stories and games are intrinsically motivating. Stories are intertwined with games, challenges, and surprises, and each game is designed so that learning means winning.

Playing with Language series titles use native speakers of the new language, so you'll be immediately comfortable with how the language should sound and, in turn, with correct pronunciation.   The digitally recorded voices used on each CD offer crystal clear examples of the language, which you can hear as often as you like.

Playing with Language titles let you play with the language, in an atmosphere of positive reinforcement and praise for correct responses, and gentle guidance for mistakes.

The result? A fun, effective way to learn a new language!

## Playing With Language for adults...

Language-learning experts agree that in the first stage of learning a new language it is best to learn by hearing clearly spoken examples, without having to interpret a written version of the language.   However, adults - unlike children - may not be accustomed to learning a new language without the use of printed words (orthography).   Adults are more familiar with language classes in which orthography is introduced from the very beginning.   Traditionally, orthography has been used because textbooks can't talk!   But now the multimedia CD can serve as a "talking textbook" that gives the beginning learner the true sound of the language.

It is also important to recognize that young children and adults do not learn in precisely the same way.   To bridge the gap between the entirely auditory way that young children naturally acquire language and the more analytical way that adults are comfortable learning, *TriplePlay Plus!* introduces a unique word separation feature at

Language Level III.   In this new method, words in a sentence are separated visually for the learner, as in normal written language, but each word is represented by its actual spoken form, and not by printed symbols or letters which must be pronounced.   In this way, TriplePlay *Plus!* takes a learner to the point at which he or she is ready to cross over to reading, without sacrificing the proven ability of the communicative approach to maximize comprehension and improve pronunciation.

The result is a language learning approach that lets you emulate the natural way you learned your first language.

## About Syracuse Language Systems...

Syracuse Language Systems is a software development company dedicated to multimedia language education.   The company's roots go back to 1985, when an interdisciplinary research group at Syracuse University began the project for Technology Mediated Early Language Learning (TEMELL).   In 1990, after five years of study, three of the original TEMELL team educators founded Syracuse Language Systems.

This gives Syracuse Language Systems the unique ability to produce fun and effective language-learning products based on years of research.

# Getting Started with TriplePlay *Plus!*

TriplePlay *Plus!* has been created with beginning and intermediate language learners in mind, from age nine to adult.   If you're interested in expanding your new-language vocabulary, enhancing classroom learning or brushing up on previously learned language skills, you can progress subject-by-subject and level-by-level with TriplePlay *Plus!*.

If you want to focus on a specific subject (like food or travel), TriplePlay *Plus!* is organized so you can select the subject category of interest every time you play a game.   Whatever your learning style, you'll enjoy the flexibility of TriplePlay *Plus!*.

**Cursor Arrow:**
The cursor arrow on the screen is moved by moving the mouse.   When the cursor arrow is replaced by a smile, a frown, or an hourglass, the mouse cannot be triggered or "clicked on."   You can move the cursor when it has the form of a smile, frown or hourglass, but you must wait until the arrow returns to use the "Click On" feature.

**Click On:**
Using the mouse, position the cursor arrow on a desired location and press and release the mouse button.   Be sure the mouse remains in the same position when you press and release, since it is the release that is the "trigger."
When the cursor arrow is positioned on an "active" item or area on the screen, that item or area will be framed or "highlighted" by an outlined box.   You cannot click on an item unless the cursor arrow is positioned so that the outlined box appears.   If you click on a screen area that is not active, you will hear a short bell sound.

**Tool Bar:**
When you are using a Practice/Explore or Game screen, a tool bar will appear on the left side of the screen.   Keys that may be on the tool bar, from top to bottom, include STOP, OPTIONS (these will vary with the game selected), SKILL, DEGREE, HEAR, SEE, CHECK, GO.   Game scores, where used, will also appear on the tool bar.   Tool bar options for each game are described in the detailed game description in this help utility.

**Keys:**
Rectangular shaped "buttons" on the screen, that can be clicked on to perform a specific function, are referred to as keys.   The function is usually represented on the key by a picture or icon.   Keys are located on the tool bar and on "visual" help windows.

**Drag-Drop:**
The Drag-Drop feature is used in Memory Mania, Square Off!, Jigsaw Puzzle, Sketch Artist, How Much Is It?, and in Conversation (Level lll) games.   In each of these games, there are items that can be moved (dragged) to certain other locations and left in the new location (dropped) by use of the mouse.   Using the mouse, position the cursor arrow on the item to be dragged and press the mouse button without releasing.   While holding the mouse button down, move the mouse to a new location.   You will see the item moving on the screen. When you have positioned the mouse at or very near the desired location, release the mouse button.
To see the Drag-Drop process illustrated, click on the Drag-Drop Help  key that appears on the tool bar whenever the Drag-Drop feature is used in a game.

**Visual Dictionary:**

The Visual Dictionary is a   two-dimensional array of pictures of objects that you can scroll through by clicking on <span style="color:green">ARROW</span>  keys on the tool bar.   The pictures relate to the subject category chosen (food, places, etc.).   Three Level I Games use the Visual Dictionary: Concentration, Memory Mania and BINGO.   On the Main Menu, keys for these games will include a picture of a dictionary.   In these games, the user can choose from the Visual Dictionary the set of 25 items used in the game.   If you move between Concentration, BINGO, and Memory Mania, while remaining in the same subject category, the set of 25 items on the screen will remain the same, until you use the ARROW keys to change.

## Choosing A Subject Category

Click on one of the six subject keys located below the Mode keys on the Main Menu screen.

Subject categories, from left to right, are:

**Food**
**Numbers**
**Home and Office**
**Places and Transportation**
**People**
**Activities**

On the Main Menu screen, the keys for games related to the subject you've selected will become active, as indicated by a key change from gray to colored.

To View the six Subject Categories, Click Here.

## Selecting A Game

Before you can choose a game, you must first select a Subject Category to "focus" in. Click on one of the six subject keys located below the Modekeys on the Main Menu screen.

Subject categories, from left to right, are:
**Food**
**Numbers**
**Home and Office**
**Places and Transportation**
**People**
**Activities**
On the Main Menu screen, the keys for games related to the subject you've selected will become active, as indicated by a key change from gray to colored.   To View the six Subject Categories, Click Here.

Once you have selected a Subject, click on one of the active GAME keys.
Game keys are arranged in three language levels, and in choosing a game, you're also choosing a language level.

After a short wait, you'll see the initial screen or Practice/Explore screen of the game you've selected.

**Playing A Game:**
Click on active areas of the Practice/Explore screen for pre-play practice.

All games except Square Off! and four of the Language Level II games have practice or exploratory modes that you can use before starting the game.

To return to the Main Menu screen from any game screen, click on the STOP key at the upper left corner of the screen until you see the Main Menu Screen.

To exit TriplePlay *Plus!* from the Main Menu screen, click on the STOP key again.

Level I Comprehension Games

Level II Comprehension Games

Level lll Comprehension Games

Automatic Speech Recognition Games

Reading Games

## Playing A Game

When you've reached the initial screen of the game you've selected, you can:

**Practice/Explore:**
In most TriplePlay *Plus!* games, you'll have the opportunity to explore the world and words introduced with that game before you begin to play the game.   You may also be able to use the practice/explore feature after you exit a game but before returning to the Main Menu screen.   (Clicking on the STOP key during a game or after completing a game returns you to the Practice/Explore screen.)

> In games with a practice/explore feature, the initial or pre-play game screen has "active" areas that you can click on for learning.   Although such practice is often a good idea, it's never required.   If you do not wish to practice, or practice is not an option of the game you have selected, begin with "Set Game Options".

> To practice, position the cursor arrow on any active area on the Practice/Explore screen and click on it to hear a word, phrase, or sentence spoken in the new language.

> **Note**: For games that do not offer a practice/explore feature, if you click on screen images, the GO key on the tool bar will flash, indicating that pre-game practice is not an option and the program is waiting for you to start the game.

**Set Game Options:**
Many games have options which can be set before you begin to play.   Options can include vocabulary selection using the Visual Dictionary (ARROW  keys), number of players (PLAYER key), the skill degree (SKILL key) and others.   The available options for each game will appear on the game's tool bar and will be described in the detailed game description found in this manual.

> In games that offer tool bar options, the option on the tool bar in the uppermost position is the initial or default setting.   The default option will be indicated by a highlight box.

> To select a different option, click on the appropriate OPTION key on the tool bar.

> The selected option will be indicated by a highlight box.

> In games that offer multiple skill degrees, the initial or default setting is SKILL DEGREE I. To select a different skill degree, click on the SKILL key.

**To Begin Play**:
Click on the GO key to begin a game.

**To Repeat A Game:**
After you have completed a game, a "replay" arrow will appear on the GO key.   You can play the same game again without having to return to the Main Menu screen.   In most games, a "replay" will have a different (randomly selected)   vocabulary set or scene.   Click on the GO key to play the same game again.

**To Return to the Initial Game Screen or Practice/Explore Screen:**
Click on the STOP key until the initial game screen appears.   (This will take either one, two or three clicks, depending on the current game screen.)

**To Return to the Main Menu:**
Click on the STOP key. (Two or three clicks, depending on the current game screen.)

**More About Games and Levels...**

When you choose a game, you'll also be choosing a language level, since the game keys are arranged by language level. Within each subject category, TriplePlay *Plus!* offers three distinct levels of linguistic complexity, so you can select the subject category and level of learning that's right for you. If you're an absolute beginner, you'll probably want to start with Level I games. But you don't have to master the language at one level before trying a game at a higher level. No matter where you are in the games, if you're having fun you are undoubtedly learning.

## About Games and Levels

When you choose a game, you'll also be choosing a language level, since the game keys are arranged by language level. Within each subject category, TriplePlay offers three distinct levels of linguistic complexity, so you can select the subject category and level of learning that's right for you. If you're an absolute beginner, you'll probably want to start with Level I games. But you don't have to master the language at one level before trying a game at a higher level. No matter where you are in the games, if you're having fun you are undoubtedly learning.

In Level I games, you'll learn nouns, verbs, and simple phrases through many different game formats.   Practice/Explore screens are available in all Level I games except in Square Off!, to teach and to reinforce the learning, and to help you to train your ear and to perfect your   pronunciation.

In Level II games, you'll build on the vocabulary learned in Level I, as you learn words to describe and talk about the objects and actions learned in Level I.   In Level II, the linguistic complexity also increases, since the language used in the games is in the form of complete phrases and sentences in the new language.

In Level lll Games, you'll integrate and extend Level I and Level II skills, as you learn to understand and speak the parts in realistic dialogs and conversations that include many important everyday expressions   A colorful comic strip format is used to put each conversation in a natural visual context that guides your understanding.   You'll be able to hear the conversations repeated at a natural rate of speech or spoken slowly, and even hear them word by word, using TriplePlay *Plus!*'s unique word separation feature.   "Visual" on-line help is offered to teach new words and expressions and to teach verb conjugations, where applicable.   Plus, at Level III, you'll be able to record your own voice and compare it to the native speaker's.

Level I Comprehension Games

Level ll Comprehension Games

Level lll Comprehension Games

# CONCENTRATION /Comprehension Mode

A Visual Dictionary game. In this version of the popular visual-memory game, you will see several items.   After you have studied the items and their arrangement and practiced the vocabulary, the items will be covered and you will be asked to find them from memory.

*Teaches:* nouns and noun phrases.

**To Practice:**
Click on any square on the Visual Dictionary screen to hear the word for the item in the square. ARROW  keys   on the tool bar allow you to scroll forward or backward, either one column or one screen (5 columns) at a time, to see other entries in the Visual Dictionary.   The 25 items in the Visual Dictionary on the screen at the time you click on the GO key will comprise the vocabulary set to be used in the game.   To change a game's word set, use the ARROW keys on the tool bar.

**To Set Options:**
Click on the GO key on the Visual Dictionary screen tool bar.   The game screen will appear.

**Note**: In Concentration, the game screen can also be used for practice.

Click on the SKILL key to change the skill degree, if desired.

Skill Degree I - The game is played using 6 boxes.
Skill Degree II - The game is played using 9 boxes.
**Note**: To play the same game with a different Visual Dictionary vocabulary set (while remaining in the same subject category, such as "food" or "people"): Click on the STOP key to return to the Visual Dictionary screen from the game screen.   Use the ARROW keys to change the word set that appears on the screen and is used in the game. Return to the game by clicking on the GO key.

**To Play:**
Click on the GO key after you have studied the arrangement of the items on the screen.

Click on the box which you believe to contain the item named.

The game continues until you have found all of the items named by the computer.

**Tip**: Concentration can be played by two or more people, either competitively or cooperatively.   To play competitively: one player continues playing until an error is made.   The player finding the most items wins.   To play cooperatively: Each player is responsible for remembering part of the screen (one column or one row) and each choice is a joint decision.

To hear an instruction repeated, click on the HEAR key.

# MEMORY MANIA /Comprehension Mode

In this game you will rearrange items in an order designated by the computer.

*Teaches:* nouns and noun phrases.

**To Practice:**
Click on any square on the Visual Dictionary screen and you'll hear the word for the item in that square. ARROW keys on the tool bar allow you to scroll forward or backward, one column or one screen (5 columns) at a time, to see other entries in the Visual Dictionary.   The 25 items in the Visual Dictionary on the screen at the time you click on the GO key will comprise the vocabulary set to be used in the game.   To change a game's word set, use the ARROW keys on the tool bar.

**To Set Options:**
Click on the GO key on the Visual Dictionary screen tool bar.

Click on the SKILL key to change the skill degree, if desired.
Skill Degree I - The game is played using 3 items.
Skill Degree II - The game is played using 4 items.
Skill Degree III - The game is played using 5 items.
Skill Degree IV - The game is played using 5 items.   The computer will give the designated order before the items appear on the screen.

**Note**: To play the same game with a different Visual Dictionary vocabulary set (while remaining in the same subject category, such as "food" or "people"), Click on the STOP key to return to the Visual Dictionary screen from the game screen.   Use the ARROW keys to change the word set that appears on the screen and is used in the game. Return to the game by clicking on the GO key.

**To Play:**
Click on the GO key.   Three rows of boxes will appear.

Drag-Drop items from the boxes in the first row to the boxes in the second row, in the order in which you hear them spoken.

**Note**: A Drag-Drop Help  key   will appear on the tool bar.   Click on the Drag-Drop Help key for a visual depiction of the game's Drag-Drop feature.   To return to the game, click on the STOP key located on the Drag-Drop Help screen.

The game continues until all items have been moved to the second row of boxes and you are ready to check your answer.

**Tip**: You may change your answer anytime before you click on the CHECK key.   To check your answer, click on the CHECK key. The items will appear in the correct order in the third row of boxes.

# BINGO /Comprehension Mode

A Visual Dictionary game.   In this version of the popular board game, you will identify items on the BINGO board as they are called out randomly.   A circle will be placed over each correctly identified item.   Complete a horizontal, vertical or diagonal string of circles and you've won!   As in the board game, the center box is "free," as indicated by the circle placed on it at the start of the game.

*Teaches:* nouns and noun phrases.

**To Practice:**
Click on any square on the Visual Dictionary screen and you'll hear the word for the item in that square.

ARROW  keys on the tool bar allow you to scroll forward or backward, one column or one screen (5 columns) at a time, to see other entries in the Visual Dictionary.   The 25 items in the Visual Dictionary on the screen at the time you click on the GO key will comprise the vocabulary set to be used in the game.   To change a game's word set, use the ARROW keys on the tool bar.

**To Set Options:**
Click on the GO key on the Visual Dictionary screen tool bar.   Click on the SKILL key to change the skill degree, if desired.

Skill Degree I - There is no penalty for an incorrect answer.

Skill Degree II - If your answer is incorrect, an "X" is placed over the correct answer, preventing you from using it in a completed row.

**Tip**: By selectively making errors at Skill Degree II, you may be able to reach BINGO in two or even three directions simultaneously.

**Note**: To play the same game with a different Visual Dictionary vocabulary set (while remaining in the same subject category, such as "food" or "people") Click on the STOP key to return to the Visual Dictionary screen from the game screen.   Use the ARROW keys to change the word set that appears on the screen and is used in the game. Return to the game by clicking on the GO key.

**To Play:**
Click on the GO key.   You will see a BINGO board on the game screen.
Click on the square for each item named by the computer.

The game continues until circles cover a row of squares. BINGO!

To hear a named item repeated, click on the HEAR key.

# SQUARE OFF! /Comprehension Mode

The object of this familiar strategy game is to complete more squares than your opponent by correctly identifying items appearing on the screen. Your opponent can be another player or the computer, depending on the option selected.

*Teaches:* nouns and noun phrases; reviews vocabulary learned in Concentration, Memory Mania and BINGO.

**To Practice:**
The practice/explore feature is not available in Square Off! Use the Visual Dictionary found in Concentration, Memory Mania, or BINGO for practice if desired.

**To Set Options:**
Click on the Player v. Computer key to play against the computer.

Click on the Player v. Player key to play against another person. The option you have chosen will remain highlighted during the game.

Click on the SKILL key to change the skill degree, if desired.

Skill Degree I - The computer is a beginner in skill.
Skill Degree II - The computer is an intermediate in skill.
Skill Degree III - The computer is now an expert player. Watch out!
**Note**: Skill degree applies to the Player v. Computer option only.

**To Play:**
Click on the GO key . The screen grid will fill with items randomly chosen from the Visual Dictionary for the current subject category.

You and your opponent (another player or the computer, depending on the option you selected) alternate turns.

When it is your turn:

Click on a square to locate an item named by the computer. Following every correct answer, a horizontal and a vertical line will appear on the tool bar. You will hear an instruction to drag-drop a line to any open side of a square.

Drag-Drop either a horizontal or vertical line to an open side of any square.

**Note**: A Drag-Drop Help  key   will appear on the tool bar. Click on the Drag-Drop Help key if you want a visual depiction of the game's Drag-Drop feature. To return to the game, click on the STOP key located on the Drag-Drop Help screen.

If you do not answer a question correctly on your first try, you are given two more chances to find the correct square. After three incorrect tries, the correct square for the item is indicated by a blue arrow. Following your third try you will get a turn to Drag-Drop a line.

Drag-Drop either a horizontal or vertical line to an open side of any square. When you or you opponent (either the computer or another player) completes a square, an "x" is placed in that square (red for your opponent, blue for you). Completing a square

increases a player's score, shown in the appropriate box above the PLAYER key, and earns the player another turn to place a line on an open side of a square.

**Note**: In the Player vs. Computer option, in the computer's turn, the computer will automatically add a line to a square, without having to find an item.   Look for the red line indicating the location the computer chose.

**Note 2**: Each correctly chosen item will be replaced with another randomly selected item from the Visual Dictionary.   Items not correctly identified will remain on the game board.

**Tip**: When you have dragged a line close enough to an open side of a square, it will snap into place when you release the mouse button.   However, if you do not drag it close enough, the line will "jump" back to the tool bar and you must drag it again.

The game continues until all the squares are completed.

To hear an item repeated, click on the <span style="color:green">HEAR</span>key.

# MATCH UP! /Comprehension Mode

In this spatial memory game you will match cards located in the room to make card pairs.

Teaches nouns and prepositional phrases.

**To Practice:**
Click on any card on the screen to hear the location of the card described.

**To Set Options:**
There are no player-selected options in this game.

**To Play:**
Click on the GO key .

Cards will be turned face up - briefly - to reveal numbers and then returned to the face-down position.

Click on the location of a card named by the computer. If correct, the card will turn over to reveal a number.

Click on the location of a second card, to make a pair. If correct, the card will turn over to reveal a matching number.   A pair of cards will appear on the tool bar for each correct answer.

If you make an incorrect choice for the first card in a pair, try again! If you make an incorrect choice for the matching card, the correct card will turn over briefly, the computer will win that pair of cards, and the computer's card score on the tool bar will increase.

The game continues until all the cards are paired.

To hear a question again, click on the HEAR key.

# CITY MAP /Comprehension Mode

You will find city locations by name or by following directions.

*Teaches:* locations (nouns of place) and the grammar of asking for and giving directions to specific locations.

**To Practice:**
The <span style="color:green">LOCATIONS</span> option is the initial (default) setting.

Click on any picture and hear the city location named.

Click on the <span style="color:green">DIRECTIONS</span> key to practice directions.

The green <span style="color:green">FIGURE</span> option is the initial (default) setting when you select the DIRECTIONS option.

Click on green circle markers or on the arrows on the screen to hear the direction or location named by the computer.   Screen points will be identified by relative directions: left, right and straight ahead.   Click on the squares near each of the figure's hands to identify left and right.

Click on the <span style="color:green">COMPASS</span> key on the tool bar and directions will be identified by compass orientation.

Click on green circle markers or on the arrows on the screen to hear the direction or location named by the computer. Screen points will be identified by compass points: North, South, East, and West. Click on compass points to learn words for North, South, East and West.

**Note**: Relative directions are given according to the figure's orientation (i.e., "Left" and "Right" refer to the driver's left and right hands, not yours!).

**To Set Options:**
Click on the <span style="color:green">LOCATIONS</span> key.
or
Click on the <span style="color:green">DIRECTIONS</span> key.

In the LOCATIONS option there is no choice of skill degree.

In the DIRECTIONS option:

Click on the <span style="color:green">SKILL</span> key to change the skill degree if desired.

Skill Degree I - Directions are given one at a time.
Skill Degree II - Directions are given as a set.

**To Play:**
Click on the <span style="color:green">GO</span> key .

In the LOCATIONS option:
Nine boxes will appear on the screen, each containing a city location or site.
Click on one of the boxes to find a location named by the computer.   If your answer is

not correct, try again, until you find the correct box.
The game continues until you have correctly located nine city sites.
To hear an instruction repeated, click on the HEAR key.

In the DIRECTIONS option:
A street map will appear on the screen.   Each city block on the map will contain
markers: a pink square in the middle of each block and green circles in the street on
each side of the block.   On the game screen, you will see a blue car waiting to be
moved and you will hear a set of directions.

In Skill Degree I:
Click on a circle or square marker to move the car in the direction named by the
computer.   If you are correct, the car will advance to the new position, and you will hear
the next direction.   If you do not move to the correct position, try again.
Click on a marker for each successive direction given.   The final instruction will direct
you to a city block.

**Note:** If the instruction is to "turn around," click on the car.

The game continues until all nine city blocks have been replaced by pictures of city
locations.

To hear an instruction repeated, click on the HEARkey.

In Skill Degree II:   You will hear a complete set of directions.   Click on the appropriate
square marker for the final destination, based on the complete set of directions given.

**Note**: In Skill Degree II, be sure to click on only the final destination and not on
intermediate points named by the computer.

The game continues until all nine city blocks have been replaced by city sites.

To hear an instruction repeated, click on the HEAR key.

# WORLD MAP /Comprehension Mode

In this game you will find countries and regions in areas of the world related to the new language.

*Teaches:* proper nouns, geography.

**To Practice:**
The uppermost REGION key on the tool bar is the initial (default) setting.
To change regions, click on a REGION key on the tool bar.   Pins will appear on the countries of the selected region.

Click on any pin on the Practice/Explore screen to hear a country identified.

**To Set Options:**
Click on a REGION key to select a different region, if desired (this option applies if you select Skill Degree I).

Click on the SKILL key to change the skill degree if desired.

Skill Degree I - The game is played using one region.
Skill Degree II - The game is played using all regions and countries.
**To Play:**
Click on the GO key .

Click on the blue pin in the country or region named by the computer.   If you are correct, the pin will turn red.   If you are not correct, try again!

The game continues until all the pins are red.

To hear an instruction repeated, click on the HEAR key.

# SKETCH ARTIST /Comprehension Mode

In this game you will try to "draw" a face from memory.

*Teaches:* nouns, pronouns, and adjectives related to parts of the face.

**To Practice:**
Click on hair length and color, eye and skin colors, and facial features shown on right side of the screen.

**To Set Options:**
There are no player-selected options for this game.

**To Play:**
Click on the GO key.   A picture of a person will appear briefly on the screen for you to study, followed by a blank face for you to complete.

Click on boxes to select hair length and color, and skin and eye color, as instructed by the computer.

Drag-Drop the facial features and hair to the appropriate location on the blank face.

**Note**: A Drag-Drop Help  key will appear on the tool bar.   Click on the Drag-Drop Help key for a visual depiction of the game's Drag-Drop feature.   To return to the game, click on the STOP key located on the Drag-Drop Help screen.

When you have completed the face, the original will reappear on the screen so you can compare the two.   A score gauge will appear on the tool bar to indicate the number of features correctly selected. "10" is a perfect score.

To hear an instruction repeated, click on the HEAR key.

# JIGSAW PUZZLE /Comprehension Mode

In this game you will be asked to find and place puzzle pieces, one at a time.

*Teaches:* parts of the face and body.

**To Practice:**
Click on any highlighted area of the puzzle picture when the cursor arrow is positioned on it.

**To Set Options**:
There are no player-selected options for this game.

**To Play:**
Click on the GO key.   The puzzle will break into pieces.

Drag-Drop a puzzle piece, named by the computer, to the appropriate place in the unfinished puzzle.   If you are correct, the piece will snap into place.   If you are not correct, the piece will "jump" back to its previous location on the side of the screen and you can try again.

**Note**: A Drag Drag-Drop Help  key will appear on the tool bar.   Click on the Drag-Drop Help key for a visual depiction of the game's Drag-Drop feature.   To return to the game, click on the STOP key located on the Drag-Drop Help screen.

The game continues until all the puzzle pieces are in place.

To hear an instruction repeated, click on the HEAR key.

# FAMILY TREE /Comprehension Mode

In this game, you will identify the members of an extended family, shown in silhouette in a family tree chart, and their interrelationships.

*Teaches:* names of family relationships, possessive pronouns.

**To Practice:**
Click on a shaded figure to hear his or her name.
Click on other figures to hear their relationship to the named (shaded) figure.

To select a different named figure, click on the FIGURE key on the tool bar, and then click on a shaded figure.

**To Set Options:**
Click on the SKILL key to change the skill degree, if desired.
Skill Degree I - The family tree includes the immediate family: mother, father and children.

Skill Degree II - The family tree includes the immediate family plus parents' sisters and brothers and their children.

Skill Degree III - The family tree includes the extended family with grandparents.

**To Play:**
Click on the GO key.   A family tree will appear. One of the figures will be identified by name and circled.

Click on the circled figure's relative, named by the computer.   If correct, you will be asked to find another relative. With each correct answer, one figure on the tool bar score card is removed. If incorrect, try again.

The game continues until all of the figures on the score card are removed.

To hear an instruction repeated, click on the HEAR key.

# JUMP! /Comprehension Mode

In this game, find people in activities described by the computer.

*Teaches:* a number of prepositional phrases related to jumping, as well as how activities occurring in the present and the past can be differentiated grammatically.

**To Practice:**
Click on any of the screen boxes to hear the verb used in context.   (Practice is available at all skill degrees.)


**To Set Options:**
Click on the SKILL key to change the skill degree, if desired.
Skill Degree I - Verbs are in the present progressive tense.
Skill Degree II - Verbs are in the simple past tense.
Skill Degree III - Verbs are in both past and present tenses and must be differentiated.
**To Play:**
Click on the GO key.
Click on the appropriate box to locate the person named by the computer.   The game continues until all the people have been identified.

To hear an instruction repeated, click on the HEAR key.

## AT PLAY /Comprehension Mode

A play scene in which you find children engaged in activities at the park.

*Teaches:* some common action verbs.

**To Practice:**
Click on any box to hear the activity described.

**To Set Options:**
There are no player-selected options for this game.

**To Play:**
Click on the GO key to begin the game.   You will be asked to identify children performing different activities.

Click on a child. If you are correct, the child will board a sailboat.   If you are not correct, try again!

The game continues until all of the children are aboard and the boat sails away.

To hear an instruction repeated, click on the HEAR key.

# AT WORK /Comprehension Mode

Select one of four occupations or activities, see facets of the selected occupation or activity described, and play a matching game.

*Teaches:* verbs, pronouns, and interrogatives.

**To Practice:**
Click on any scene square on the Practice/Explore screen to hear the name of the occupation or activity.
Click on a SCENE key on the tool bar.

Click on any picture within the scene to hear the activity described.

**To Set Options:**
If you haven't already selected a scene from Practice, above, click on a SCENE key on the tool bar.

**Note**: To choose a different scene, click on the STOP key to return to the tool bar, and click on a SCENE key.

**To Play:**
Click on the GO key.

Click on the appropriate scene to answer the question asked by the computer.   If you are correct, the scene will be highlighted. If you are not correct, try again!

The game continues until all the scenes are identified.

To hear an instruction repeated, click on the HEAR key.

# AT HOME /Comprehension Mode

In this game, you will be asked to find people engaged in home-related activities in an apartment building.

*Teaches:* verbs and pronouns.

**To Practice:**
Click on any of the apartment windows to hear the activity described. (Practice is available at all skill degrees.)

**To Set Options:**
Click on the SKILL key to change the skill degree, if desired.

Skill Degree I - The six apartment windows remain open during the game.

Skill Degree II - The apartment windows are open but the window shades are pulled down when you begin play.

**To Play:**
Click on the GO key.

In Skill Degree I: You will see an apartment building with the window shades up.

Click on the appropriate window to locate the person engaged in the activity described by the computer.   If you are correct, the light in the apartment window will go out and you will see only a shadow of the person. If you are not correct, try again.

In Skill Degree II: You will see an apartment building in which the window shades are pulled down when the game begins.

Click on the appropriate window shade to find the person engaged in the activity described by the computer.   If you are correct, the shades will open and remain open. If you are not correct, the shade selected will open long enough to show and tell what is behind it, and close again.   Try again until you find the correct window.   The game continues until all of the people described have been matched to the correct windows.

To hear a question repeated, click on the HEAR key.

# BINGO /Speech Recognition Mode

For help in playing the ASR version of BINGO, use the general game directions describing the Comprehension Version BINGO.   If you are already familiar with the Comprehension Version of BINGO, read on.   To learn the basics, click here.

**To Practice**:
Practice Screen Tool Bar Keys

**STOP** key - Click on this key to return to the main menu.

**MICROPHONE ON/OFF** key **-** When you begin a game, the microphone is preset in the "on" position.   Click on this toggle switch to turn the microphone off.

A green arrow pointing to the MICROPHONE ON/OFF key reminds you that the microphone is off.   When ready to begin using the microphone again, click on this key again.   With some microphones, a switch on the microphone can also be used to turn the microphone on and off.)

**To Set Options for ASR games:**
Select a level of play before advancing from the practice screen to the game.

The TWO-CHOICES option gives you a set of two words, phrases, or sentences from which you must select the correct one to answer a game question.

The FOUR-CHOICES option allows you to respond before hearing the set of words, phrases, or sentences you can choose from.   The number of possible choices is also increased to four.   This is the more difficult option.

Click on any item (or conversation balloon in the Level III Comic Strips) on the practice screen. You will hear the word, phrase, or sentence spoken.   A green microphone icon will appear on the game screen. Repeat the word you have just heard.   **Do not begin to speak before the microphone icon appears!**

If you are correct, you will get a positive response from the computer.   The green microphone will then reappear. You can repeat the word again or click on another item to practice.

If   the response of the computer indicates that your answer is not correct, wait for the green microphone icon to reappear and try again.

Click on either of the play options described above to select a level of play.

If you do not select a play option, the TWO-CHOICES option will be the one used.

Click on the GO key to start the game.

**To Play:**
Game Screen Tool Bar Keys

**STOP** key - Click on this key to exit to the practice screen at any time.
**HEAR CHOICES** key - Click on this key to hear all of the response choices or individual choices repeated.
**GIVE UP** key- Click on this key if you wish to hear the correct response and advance the game.
**REPEAT** key - Click on this key to hear the question repeated.

*If you selected* **TWO-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   You will be asked to say the item name from two choices supplied. To hear the question again, click on the REPEAT.   To hear the word choices again, click on the HEAR CHOICES key.
When the green microphone icon appears, give your answer by speaking into the microphone.

*If you selected*   **FOUR-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   The computer will ask you a question but will not automatically give you response choices.   However, you can hear the possible choices after the question is asked (but not before) by clicking on the HEAR CHOICES key.
When the green microphone icon appears, give your answer by speaking into the microphone.

If your answer is correct, the game will advance, and you will be asked a new question or given more information.

If your answer is an incorrect choice from the possible answers supplied, try again after the   green microphone icon reappears.

If you gave an answer that was not close enough in sound to *any* of the choices supplied, you will hear an error tone.   After the green microphone icon reappears, you can either click on the HEAR CHOICES or REPEAT keys to hear the choices or the question again, or you can give up and advance the game by clicking on the GIVE UP key on the tool bar.

# CITY MAP /Speech Recognition Mode

For help in playing the ASR version of City Map, use the general game directions describing the Comprehension Mode version of City Map.   If you are already familiar with the Comprehension Mode version of City Map, read on.   To learn the basics, Click Here.

**To Practice:**
Practice Screen Tool Bar Keys

**STOP** key - Click on this key to return to the main menu.

**MICROPHONE ON/OFF** key - When you begin a game, the microphone is preset in the "on" position.   Click on this toggle switch to turn the microphone off.

A green arrow pointing to the MICROPHONE ON/OFF key reminds you that the microphone is off.   When ready to begin using the microphone again, click on this key again.   (With some microphones, a switch on the microphone can also be used to turn the microphone on and off.)

**To Set Options for ASR games:**
Select a level of play before advancing from the practice screen to the game.

The TWO-CHOICES option gives you a set of two words, phrases, or sentences from which you must select the correct one to answer a game question.
The FOUR-CHOICES option allows you to respond before hearing the set of words, phrases, or sentences you can choose from.   The number of possible choices is also increased to four.   This is the more difficult option.

Click on any item (or conversation balloon in the Level III Comic Strips) on the practice screen.   You will hear the word, phrase, or sentence spoken.
A green microphone icon will appear on the game screen.   Repeat the word you have just heard.  **Do not begin to speak before the microphone icon appears!**

If you are correct, you will get a positive response from the computer.   The green microphone will then reappear.   You can repeat the word again or click on another item to practice.

If the response of the computer indicates that your answer is not correct, wait for the green microphone icon to reappear and try again.

Click on either of the play options described above to select a level of play.

If you do not select a play option, the TWO-CHOICES option will be the one used.
Click on the GO key to start the game.

**To Play:**
Game Screen Tool Bar Keys

**STOP** key - Click on this key to exit to the practice screen at any time.
**HEAR CHOICES** key - Click on this key to hear all of the response choices or individual choices repeated.
**GIVE UP** key- Click on this key if you wish to hear the correct response and advance the game.
**REPEAT** key - Click on this key to hear the question repeated.

*If you selected* **TWO-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   You will be asked to say the item name from two choices supplied.   To hear the question again, click on the REPEAT key.   To hear the word choices again, click on the HEAR CHOICES key.
When the green microphone icon appears, give your answer by speaking into the microphone.

*f you selected*   **FOUR-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   The computer will ask you a question but will not automatically give you response choices.   However, you can hear the possible choices after the question is asked (but not before) by clicking on the HEAR CHOICES key.
When the green microphone icon appears, give your answer by speaking into the microphone.

If your answer is correct, the game will advance, and you will be asked a new question or given more information.

If your answer is an incorrect choice from the possible answers supplied, try again after the   green microphone icon reappears.

If you gave an answer that was not close enough in sound to *any* of the choices supplied, you will hear an error tone.   After the green microphone icon reappears, you can either click on the HEAR CHOICES or REPEAT keys to hear the choices or the question again, or you can give up and advance the game by clicking on the GIVE UP key on the tool bar.

## WORLD MAP /Speech Recognition Mode

For help in playing the ASR version of World Map, use the general game directions describing the Comprehension Mode version of World Map.   If you are already familiar with the Comprehension Mode version of World Map, read on.   To learn the basics, click here.

**To Set Options for ASR games:**

Select a level of play:
The TWO-CHOICES option gives you a set of two words, phrases, or sentences from which you must select the correct one to answer a game question.
The FOUR-CHOICES option allows you to respond before hearing the set of words, phrases, or sentences you can choose from.   The number of possible choices is also increased to four.   This is the more difficult option.

Click on any item (or conversation balloon in the Level III Comic Strips) on the practice screen.   You will hear the word, phrase, or sentence spoken.   A green microphone icon will appear on the game screen. Repeat the word you have just heard. **Do not begin to speak before the microphone icon appears!**

If you are correct, you will get a positive response from the computer.   The green microphone will then reappear.   You can repeat the word again or click on another item to practice.

If   the response of the computer indicates that your answer is not correct, wait for the green microphone icon to reappear and try again.
Click on either of the play options described above to select a level of play.

If you do not select a play option, the TWO-CHOICES option will be the one used.

Click on the GO key to start the game.

**To Play:**
Game Screen Tool Bar Keys

**STOP** key - Click on this key to exit to the practice screen at any time.
**HEAR CHOICES** key - Click on this key to hear all of the response choices or individual choices repeated.
**GIVE UP** key - Click on this key if you wish to hear the correct response and advance the game.
**REPEAT** key - Click on this key to hear the question repeated.

***If you selected* TWO-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   You will be asked to say the item name

from two choices supplied.   To hear the question again, click on the REPEAT key.   To hear the word choices again, click on the HEAR CHOICES key.

When the green microphone icon appears, give your answer by speaking into the microphone.

***If you selected*** **FOUR-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   The computer will ask you a question but will not automatically give you response choices.   However, you can hear the possible choices after the question is asked (but not before) by clicking on the HEAR CHOICES key.

When the green microphone icon appears, give your answer by speaking into the microphone.

If your answer is correct, the game will advance, and you will be asked a new question or given more information.

If your answer is an incorrect choice from the possible answers supplied, try again after the   green microphone icon reappears.

If you gave an answer that was not close enough in sound to *any* of the choices supplied, you will hear an error tone.   After the green microphone icon reappears, you can either click on the HEAR CHOICES or REPEAT keys to hear the choices or the question again, or you can give up and advance the game by clicking on the GIVE UP key on the tool bar.

## SKETCH ARTIST /Speech Recognition Mode


For help in playing the ASR version of Sketch Artist, use the general game directions describing the Comprehension Mode version of Sketch Artist.   If you are already familiar with the Comprehension Mode version of Sketch Artist, read on.   To learn the basics, Click Here.

**To Play:**
Game Screen Tool Bar Keys

**STOP** key - Click on this key to exit to the practice screen at any time.
**HEAR CHOICES** key - Click on this key to hear all of the response choices or individual choices repeated.
**GIVE UP** key - Click on this key if you wish to hear the correct response and advance the game.
**REPEAT** key - Click on this key to hear the question repeated.
When the green microphone icon appears in the arrow, give your answer by speaking into the microphone.

If your answer is correct, the game will advance, and you will be asked a new question or given more information.

If your answer is an incorrect choice from the possible answers supplied, try again after the   green microphone icon reappears.

If you gave an answer that was not close enough in sound to *any* of the choices supplied, you will hear an error tone.   After the green microphone icon reappears, you can either click on the HEAR CHOICES or REPEAT keys to hear the choices or the question again, or you can give up and advance the game by clicking on the GIVE UP key on the tool bar.

# JIGSAW PUZZLE /Speech Recognition Mode

For help in playing the ASR version of Jigsaw Puzzle, use the general game directions describing the Comprehension Mode version of Jigsaw Puzzle.   If you are already familiar with the Comprehension Mode version of Jigsaw Puzzle, read on.   To learn the basics, Click Here.

**To Practice:**
Practice Screen Tool Bar Keys

**STOP** key - Click on this key to return to the main menu.

**MICROPHONE ON/OFF** key **-** When you begin a game, the microphone is preset in the "on" position.   Click on this toggle switch to turn the microphone off.

A green arrow pointing to the MICROPHONE ON/OFF key reminds you that the microphone is off.   When ready to begin using the microphone again, click on this key again.   (With some microphones, a switch on the microphone can also be used to turn the microphone on and off.)

**To Set Options for ASR games:**
Select a level of play before advancing from the practice screen to the game.

The TWO-CHOICES option gives you a set of two words, phrases, or sentences from which you must select the correct one to answer a game question.
The FOUR-CHOICES option allows you to respond before hearing the set of words, phrases, or sentences you can choose from.   The number of possible choices is also increased to four.   This is the more difficult option.

Click on any item (or conversation balloon in the Level III Comic Strips) on the practice screen. You will hear the word, phrase, or sentence spoken.   A green microphone icon will appear on the game screen. Repeat the word you have just heard.   **Do not begin to speak before the microphone icon appears!**

If you are correct, you will get a positive response from the computer.   The green microphone will then reappear.   You can repeat the word again or click on another item to practice.

If   the response of the computer indicates that your answer is not correct, wait for the green microphone icon to reappear and try again.

Click on either of the play options described above to select a level of play.

If you do not select a play option, the TWO-CHOICES option will be the one used.

Click on the GO key to start the game.

**To Play:**
Game Screen Tool Bar Keys

**STOP** key - Click on this key to exit to the practice screen at any time.
**HEAR CHOICES** key - Click on this key to hear all of the response choices or individual choices repeated.
**GIVE UP** key - Click on this key if you wish to hear the correct response and advance the game.
**REPEAT** key - Click on this key to hear the question repeated.

*If you selected* **TWO-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   You will be asked to say the item name from two choices supplied.   To hear the question again, click on the REPEAT key.   To hear the word choices again, click on the HEAR CHOICES key.   When the green microphone icon appears, give your answer by speaking into the microphone.

*If you selected*   **FOUR-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   The computer will ask you a question but will not automatically give you response choices.   However, you can hear the possible choices after the question is asked (but not before) by clicking on the HEAR CHOICES key.   When the green microphone icon appears, give your answer by speaking into the microphone.

If your answer is correct, the game will advance, and you will be asked a new question or given more information.

If your answer is an incorrect choice from the possible answers supplied, try again after the   green microphone icon reappears.

If you gave an answer that was not close enough in sound to *any* of the choices supplied, you will hear an error tone.   After the green microphone icon reappears, you can either click on the HEAR CHOICES or REPEAT keys to hear the choices or the question again, or you can give up and advance the game by clicking on the GIVE UP key on the tool bar.

# FAMILY TREE /Speech Recognition Mode

For help in playing the ASR version of Family Tree, use the general game directions describing the Comprehension Mode version of Family Tree.   If you are already familiar with the Comprehension Mode version of Family Tree, read on.   To learn the basics, Click Here.

**To Practice:**
Practice Screen Tool Bar Keys

**STOP** key - Click on this key to return to the main menu.

**MICROPHONE ON/OFF** key - When you begin a game, the microphone is preset in the "on" position.   Click on this toggle switch to turn the microphone off.

A green arrow pointing to the MICROPHONE ON/OFF key reminds you that the microphone is off.   When ready to begin using the microphone again, click on this key again.   (With some microphones, a switch on the microphone can also be used to turn the microphone on and off.)

**To Set Options for ASR games:**
Select a level of play before advancing from the practice screen to the game.

The TWO-CHOICES option gives you a set of two words, phrases, or sentences from which you must select the correct one to answer a game question.
The FOUR-CHOICES option allows you to respond before hearing the set of words, phrases, or sentences you can choose from.   The number of possible choices is also increased to four.   This is the more difficult option.

Click on any item (or conversation balloon in the Level III Comic Strips) on the practice screen. You will hear the word, phrase, or sentence spoken.   A green microphone icon will appear on the game screen. Repeat the word you have just heard.   **Do not begin to speak before the microphone icon appears!**

If you are correct, you will get a positive response from the computer.   The green microphone will then reappear.   You can repeat the word again or click on another item to practice.

If   the response of the computer indicates that your answer is not correct, wait for the green microphone icon to reappear and try again.

Click on either of the play options described above to select a level of play.

If you do not select a play option, the TWO-CHOICES option will be the one used.

Click on the GO key to start the game.

**To Play:**
Game Screen Tool Bar Keys

**STOP** key - Click on this key to exit to the practice screen at any time.
**HEAR CHOICES** key - Click on this key to hear all of the response choices or individual choices repeated.
**GIVE UP** key - Click on this key if you wish to hear the correct response and advance the game.
**REPEAT** key - Click on this key to hear the question repeated.

***If you selected* TWO-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   You will be asked to say the item name from two choices supplied.   To hear the question again, click on the REPEAT key.   To hear the word choices again, click on the HEAR CHOICES key.   When the green microphone icon appears, give your answer by speaking into the microphone.

***If you selected*  FOUR-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   The computer will ask you a question but will not automatically give you response choices.   However, you can hear the possible choices after the question is asked (but not before) by clicking on the HEAR CHOICES key.   When the green microphone icon appears, give your answer by speaking into the microphone.

If your answer is correct, the game will advance, and you will be asked a new question or given more information.

If your answer is an incorrect choice from the possible answers supplied, try again after the   green microphone icon reappears.

If you gave an answer that was not close enough in sound to *any* of the choices supplied, you will hear an error tone.   After the green microphone icon reappears, you can either click on the HEAR CHOICES or REPEAT keys to hear the choices or the question again, or you can give up and advance the game by clicking on the GIVE UP key on the tool bar.

# AT PLAY /Speech Recognition Mode

For help in playing the ASR version of At Play, use the general game directions describing the Comprehension Mode version of At Play.   If you are already familiar with the Comprehension Mode version of At Play, read on.   To learn the basics, Click Here.

**To Practice:**
Practice Screen Tool Bar Keys

**STOP** key - Click on this key to return to the main menu.

**MICROPHONE ON/OFF** key **-** When you begin a game, the microphone is preset in the "on" position.   Click on this toggle switch to turn the microphone off.

A green arrow pointing to the MICROPHONE ON/OFF key reminds you that the microphone is off.   When ready to begin using the microphone again, click on this key again.   (With some microphones, a switch on the microphone can also be used to turn the microphone on and off.)

**To Set Options for ASR games:**
Select a level of play before advancing from the practice screen to the game.

The TWO-CHOICES option gives you a set of two words, phrases, or sentences from which you must select the correct one to answer a game question.
The FOUR-CHOICES option allows you to respond before hearing the set of words, phrases, or sentences you can choose from.   The number of possible choices is also increased to four.   This is the more difficult option.

Click on any item (or conversation balloon in the Level III Comic Strips) on the practice screen. You will hear the word, phrase, or sentence spoken.   A green microphone icon will appear on the game screen. Repeat the word you have just heard.   **Do not begin to speak before the microphone icon appears!**

If you are correct, you will get a positive response from the computer.   The green microphone will then reappear.   You can repeat the word again or click on another item to practice.

If   the response of the computer indicates that your answer is not correct, wait for the green microphone icon to reappear and try again.

Click on either of the play options described above to select a level of play.

If you do not select a play option, the TWO-CHOICES option will be the one used.

Click on the GO key to start the game.

**To Play:**
<u>Game Screen Tool Bar Keys</u>

**STOP** key - Click on this key to exit to the practice screen at any time.
**HEAR CHOICES** key - Click on this key to hear all of the response choices or individual choices repeated.
**GIVE UP** key - Click on this key if you wish to hear the correct response and advance the game.
**REPEAT** key - Click on this key to hear the question repeated.

***If you selected* TWO-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   You will be asked to say the item name from two choices supplied.   To hear the question again, click on the REPEAT key.   To hear the word choices again, click on the HEAR CHOICES key.   When the green microphone icon appears, give your answer by speaking into the microphone.

***If you selected*  FOUR-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   The computer will ask you a question but will not automatically give you response choices.   However, you can hear the possible choices after the question is asked (but not before) by clicking on the HEAR CHOICES key.   When the green microphone icon appears, give your answer by speaking into the microphone.

If your answer is correct, the game will advance, and you will be asked a new question or given more information.

If your answer is an incorrect choice from the possible answers supplied, try again after the   green microphone icon reappears.

If you gave an answer that was not close enough in sound to *any* of the choices supplied, you will hear an error tone.   After the green microphone icon reappears, you can either click on the HEAR CHOICES or REPEAT keys to hear the choices or the question again, or you can give up and advance the game by clicking on the GIVE UP key on the tool bar.

# AT HOME /Speech Recognition Mode

For help in playing the ASR version of At Home, use the general game directions describing the Comprehension Mode version of At Home.   If you are already familiar with the Comprehension Mode version of At Home, read on.   To learn the basics, Click Here.

**To Practice:**
Practice Screen Tool Bar Keys

**STOP** key - Click on this key to return to the main menu.

**MICROPHONE ON/OFF** key - When you begin a game, the microphone is preset in the "on" position.   Click on this toggle switch to turn the microphone off.

A green arrow pointing to the MICROPHONE ON/OFF key reminds you that the microphone is off.   When ready to begin using the microphone again, click on this key again.   (With some microphones, a switch on the microphone can also be used to turn the microphone on and off.)

**To Set Options for ASR games:**
Select a level of play before advancing from the practice screen to the game.

The TWO-CHOICES option gives you a set of two words, phrases, or sentences from which you must select the correct one to answer a game question.
The FOUR-CHOICES option allows you to respond before hearing the set of words, phrases, or sentences you can choose from.   The number of possible choices is also increased to four.   This is the more difficult option.

Click on any item (or conversation balloon in the Level III Comic Strips) on the practice screen. You will hear the word, phrase, or sentence spoken.   A green microphone icon will appear on the game screen. Repeat the word you have just heard.   **Do not begin to speak before the microphone icon appears!**

If you are correct, you will get a positive response from the computer.   The green microphone will then reappear.   You can repeat the word again or click on another item to practice.

If   the response of the computer indicates that your answer is not correct, wait for the green microphone icon to reappear and try again.

Click on either of the play options described above to select a level of play.

If you do not select a play option, the TWO-CHOICES option will be the one used.

Click on the GO key to start the game.

**To Play:**
Game Screen Tool Bar Keys

**STOP** key - Click on this key to exit to the practice screen at any time.
**HEAR CHOICES** key - Click on this key to hear all of the response choices or individual choices repeated.
**GIVE UP** key - Click on this key if you wish to hear the correct response and advance the game.
**REPEAT** key - Click on this key to hear the question repeated.

*If you selected* **TWO-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   You will be asked to say the item name from two choices supplied.   To hear the question again, click on the REPEAT key.   To hear the word choices again, click on the HEAR CHOICES key.   When the green microphone icon appears, give your answer by speaking into the microphone.

*If you selected*   **FOUR-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   The computer will ask you a question but will not automatically give you response choices.   However, you can hear the possible choices after the question is asked (but not before) by clicking on the HEAR CHOICES key.   When the green microphone icon appears, give your answer by speaking into the microphone.

If your answer is correct, the game will advance, and you will be asked a new question or given more information.

If your answer is an incorrect choice from the possible answers supplied, try again after the   green microphone icon reappears.

If you gave an answer that was not close enough in sound to *any* of the choices supplied, you will hear an error tone.   After the green microphone icon reappears, you can either click on the HEAR CHOICES or REPEAT keys to hear the choices or the question again, or you can give up and advance the game by clicking on the GIVE UP key on the tool bar.

## WHAT FOOD IS IT? /Speech Recognition Mode

For help in playing the ASR version of What Food Is It?, use the general game directions describing the Comprehension Mode version of What Food Is It?   If you are already familiar with the Comprehension Mode version of What Food Is It?, read on. To learn the basics, Click Here.

**To Set Options for ASR games:**
Select a level of play:
The TWO-CHOICES option gives you a set of two words, phrases, or sentences from which you must select the correct one to answer a game question.
The FOUR-CHOICES option allows you to respond before hearing the set of words, phrases, or sentences you can choose from.   The number of possible choices is also increased to four.   This is the more difficult option.

Click on any item (or conversation balloon in the Level III Comic Strips) on the practice screen.   You will hear the word, phrase, or sentence spoken.   A green microphone icon will appear on the game screen.   Repeat the word you have just heard.   **Do not begin to speak before the microphone icon appears!**

If you are correct, you will get a positive response from the computer.   The green microphone will then reappear.   You can repeat the word again or click on another item to practice.

If   the response of the computer indicates that your answer is not correct, wait for the green microphone icon to reappear and try again.
Click on either of the play options described above to select a level of play.

If you do not select a play option, the TWO-CHOICES option will be the one used.

Click on the GO key to start the game.

**To Play:**
Game Screen Tool Bar Keys

**STOP** key - Click on this key to exit to the practice screen at any time.
**HEAR CHOICES** key - Click on this key to hear all of the response choices or individual choices repeated.
**GIVE UP** key - Click on this key if you wish to hear the correct response and advance the game.
**REPEAT** key - Click on this key to hear the question repeated.

*If you selected* TWO-CHOICES as the play option: A yellow Question Arrow on the game screen will point to an item or object.   You will be asked to say the item name from two choices supplied.   To hear the question again, click on the REPEAT key.   To

hear the word choices again, click on the HEAR CHOICES key.   When the green microphone icon appears, give your answer by speaking into the microphone.

*If you selected*   **FOUR-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   The computer will ask you a question but will not automatically give you response choices.   However, you can hear the possible choices after the question is asked (but not before) by clicking on the HEAR CHOICES key.
When the green microphone icon appears, give your answer by speaking into the microphone.

**Note:** In Level II games, the microphone icon will not point to an item and will not appear until after you have heard the question.

If your answer is correct, the game will advance, and you will be asked a new question or given more information.

If your answer is an incorrect choice from the possible answers supplied, try again after the   green microphone icon reappears.

If you gave an answer that was not close enough in sound to *any* of the choices supplied, you will hear an error tone.   After the green microphone icon reappears, you can either click on the HEAR CHOICES or REPEAT keys to hear the choices or the question again, or you can give up and advance the game by clicking on the GIVE UP key on the tool bar.

# WHAT IS IT? /Speech Recognition Mode

For help in playing the ASR version of What Is It?, use the general game directions describing the Comprehension Mode version of What Is It?.   If you are already familiar with the Comprehension Mode version of What Is It?, read on.   To learn the basics, Click Here.

**To Set Options for ASR games:**
Select a level of play:
The TWO-CHOICES option gives you a set of two words, phrases, or sentences from which you must select the correct one to answer a game question.
The FOUR-CHOICES option allows you to respond before hearing the set of words, phrases, or sentences you can choose from.   The number of possible choices is also increased to four.   This is the more difficult option.

Click on any item (or conversation balloon in the Level III Comic Strips) on the practice screen.   You will hear the word, phrase, or sentence spoken.   A green microphone icon will appear on the game screen.   Repeat the word you have just heard.   **Do not begin to speak before the microphone icon appears!**

If you are correct, you will get a positive response from the computer.   The green microphone will then reappear.   You can repeat the word again or click on another item to practice.

If   the response of the computer indicates that your answer is not correct, wait for the green microphone icon to reappear and try again.
Click on either of the play options described above to select a level of play.

If you do not select a play option, the TWO-CHOICES option will be the one used.

Click on the GO key to start the game.

**To Play:**
Game Screen Tool Bar Keys

**STOP** key - Click on this key to exit to the practice screen at any time.
**HEAR CHOICES** key - Click on this key to hear all of the response choices or individual choices repeated.
**GIVE UP** key - Click on this key if you wish to hear the correct response and advance the game.
**REPEAT** key - Click on this key to hear the question repeated.

*If you selected* TWO-CHOICES as the play option: A yellow Question Arrow on the game screen will point to an item or object.   You will be asked to say the item name from two choices supplied.   To hear the question again, click on the REPEAT key.   To

hear the word choices again, click on the HEAR CHOICES key.   When the green microphone icon appears, give your answer by speaking into the microphone.

*If you selected*   **FOUR-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   The computer will ask you a question but will not automatically give you response choices.   However, you can hear the possible choices after the question is asked (but not before) by clicking on the HEAR CHOICES key.
When the green microphone icon appears, give your answer by speaking into the microphone.

**Note:** In Level II games, the microphone icon will not point to an item and will not appear until after you have heard the question.

If your answer is correct, the game will advance, and you will be asked a new question or given more information.

If your answer is an incorrect choice from the possible answers supplied, try again after the   green microphone icon reappears.

If you gave an answer that was not close enough in sound to *any* of the choices supplied, you will hear an error tone.   After the green microphone icon reappears, you can either click on the HEAR CHOICES or REPEAT keys to hear the choices or the question again, or you can give up and advance the game by clicking on the GIVE UP key on the tool bar.

## WHERE IS IT? /Speech Recognition Mode

For help in playing the ASR version of Where Is It?, use the general game directions describing the Comprehension Mode version of Where Is It?.   If you are already familiar with the Comprehension Mode version of Where Is It?, read on.   To learn the basics, Click Here.

**To Practice:**
Practice Screen Tool Bar Keys

**STOP** key - Click on this key to return to the main menu.

**MICROPHONE ON/OFF** key - When you begin a game, the microphone is preset in the "on" position.   Click on this toggle switch to turn the microphone off.

A green arrow pointing to the MICROPHONE ON/OFF key reminds you that the microphone is off.   When ready to begin using the microphone again, click on this key again. (With some microphones, a switch on the microphone can also be used to turn the microphone on and off.)

**To Set Options for ASR games:**
Select a level of play:

The TWO-CHOICES option gives you a set of two words, phrases, or sentences from which you must select the correct one to answer a game question.

The FOUR-CHOICES option allows you to respond before hearing the set of words, phrases, or sentences you can choose from.   The number of possible choices is also increased to four.   This is the more difficult option.

Click on any item (or conversation balloon in the Level III Comic Strips) on the practice screen.   You will hear the word, phrase, or sentence spoken.   A green microphone icon will appear on the game screen.   Repeat the word you have just heard.   **Do not begin to speak before the microphone icon appears!**

If you are correct, you will get a positive response from the computer.   The green microphone will then reappear.   You can repeat the word again or click on another item to practice.

If   the response of the computer indicates that your answer is not correct, wait for the green microphone icon to reappear and try again.
Click on either of the play options described above to select a level of play.

If you do not select a play option, the TWO-CHOICES option will be the one used.

Click on the GO key to start the game.

**To Play:**
Game Screen Tool Bar Keys

**STOP** key - Click on this key to exit to the practice screen at any time.
**HEAR CHOICES** key - Click on this key to hear all of the response choices or individual choices repeated.
**GIVE UP** key - Click on this key if you wish to hear the correct response and advance the game.
**REPEAT** key - Click on this key to hear the question repeated.

*If you selected* **TWO-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   You will be asked to say the item name from two choices supplied.   To hear the question again, click on the REPEAT key.   To hear the word choices again, click on the HEAR CHOICES key.   When the green microphone icon appears, give your answer by speaking into the microphone.

*If you selected*   **FOUR-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   The computer will ask you a question but will not automatically give you response choices.   However, you can hear the possible choices after the question is asked (but not before) by clicking on the HEAR CHOICES key.
When the green microphone icon appears, give your answer by speaking into the microphone.

**Note:** In Level II games, the microphone icon will not point to an item and will not appear until after you have heard the question.

If your answer is correct, the game will advance, and you will be asked a new question or given more information.

If your answer is an incorrect choice from the possible answers supplied, try again after the   green microphone icon reappears.

If you gave an answer that was not close enough in sound to *any* of the choices supplied, you will hear an error tone.   After the green microphone icon reappears, you can either click on the HEAR CHOICES or REPEAT keys to hear the choices or the question again, or you can give up and advance the game by clicking on the GIVE UP key on the tool bar.

# WHEN IS IT? /Speech Recognition Mode

For help in playing the ASR version of When Is It?, use the general game directions describing the Comprehension Mode version of When Is It?.   If you are already familiar with the Comprehension Mode version of When Is It?, read on.   To learn the basics, Click Here.

**To Practice:**
Practice Screen Tool Bar Keys

**STOP** key - Click on this key to return to the main menu.

**MICROPHONE ON/OFF** key - When you begin a game, the microphone is preset in the "on" position.   Click on this toggle switch to turn the microphone off.

A green arrow pointing to the MICROPHONE ON/OFF key reminds you that the microphone is off.   When ready to begin using the microphone again, click on this key again.   (With some microphones, a switch on the microphone can also be used to turn the microphone on and off.)

**To Set Options for ASR games:**
Select a level of play:
The TWO-CHOICES option gives you a set of two words, phrases, or sentences from which you must select the correct one to answer a game question.
The FOUR-CHOICES option allows you to respond before hearing the set of words, phrases, or sentences you can choose from.   The number of possible choices is also increased to four.   This is the more difficult option.

Click on any item (or conversation balloon in the Level III Comic Strips) on the practice screen.   You will hear the word, phrase, or sentence spoken.   A green microphone icon will appear on the game screen.   Repeat the word you have just heard.   **Do not begin to speak before the microphone icon appears!**

If you are correct, you will get a positive response from the computer.   The green microphone will then reappear.   You can repeat the word again or click on another item to practice.

If   the response of the computer indicates that your answer is not correct, wait for the green microphone icon to reappear and try again.
Click on either of the play options described above to select a level of play.

If you do not select a play option, the TWO-CHOICES option will be the one used.

Click on the GO key to start the game.

**To Play:**
Game Screen Tool Bar Keys

**STOP** key - Click on this key to exit to the practice screen at any time.
**HEAR CHOICES** key - Click on this key to hear all of the response choices or individual choices repeated.
**GIVE UP** key - Click on this key if you wish to hear the correct response and advance the game.
**REPEAT** key Click on this key to hear the question repeated.

*If you selected* **TWO-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   You will be asked to say the item name from two choices supplied.   To hear the question again, click on the REPEAT key.   To hear the word choices again, click on the HEAR CHOICES key.   When the green microphone icon appears, give your answer by speaking into the microphone.

*If you selected*   **FOUR-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   The computer will ask you a question but will not automatically give you response choices.   However, you can hear the possible choices after the question is asked (but not before) by clicking on the HEAR CHOICES key.
When the green microphone icon appears, give your answer by speaking into the microphone.

**Note:** In Level II games, the microphone icon will not point to an item and will not appear until after you have heard the question.

If your answer is correct, the game will advance, and you will be asked a new question or given more information.

If your answer is an incorrect choice from the possible answers supplied, try again after the   green microphone icon reappears.

If you gave an answer that was not close enough in sound to *any* of the choices supplied, you will hear an error tone.   After the green microphone icon reappears, you can either click on the HEAR CHOICES or REPEAT keys to hear the choices or the question again, or you can give up and advance the game by clicking on the GIVE UP key on the tool bar.

## LEVEL III GAMES /Speech Recognition Mode

Comic Strip games at Level III allow you to participate in the conversation between the characters.   In each frame of the comic strip, listen to the phrase that is spoken.   If you are unfamiliar with the Level III comic strip conversations, and you would like to review the basics of the "comic strips", Click Here.
If your reply is correct and is spoken well, you will get a positive signal from the computer and the game will automatically advance to the next phrase.

If your reply is an incorrect choice or is not pronounced well, try again when the green microphone icon reappears.

**To Practice:**
You can listen to the dialogs, either:
Continuously, spoken at normal speed
Continuously, spoken slowly
Balloon by Balloon, spoken slowly
Word by word
To review the Comprehension Mode help for practice instruction, Click Here.   The Speech Recognition Mode also allows you to speak the sentence or sentences represented by any Balloon, and to have your pronunciation checked by the computer.

Check the MICROPHONE ON/OFF key to make sure that the microphone is on.   (And the on/off switch on the microphone if there is one!)

Click on the Dialog Bubble of interest.   You will hear the sentence or sentences spoken at that point in the conversation.

When the green microphone icon appears in the arrow, repeat the sentence or sentences that you have heard.

If you are correct, you will get a positive response from the computer.   The green microphone will then reappear.   You can repeat the word again or click on another item to practice.

If the response of the computer indicates that your answer is not correct, wait for the green microphone icon to reappear and try again.

**To Set Options for ASR games:**
Select a level of play:
The TWO-CHOICES option gives you a set of two sentences from which you must select the correct one to answer a game question.
The FOUR-CHOICES option allows you to respond before hearing the set of sentences you can choose from.   The number of possible choices is also increased to four.   This is the more difficult option.

**To Play:**
Click on the GO key.   You will hear the first dialog part spoken.   (That Dialog Bubble is marked with a red burst.)   Check the MICROPHONE ON/OFF key to make sure that the microphone is on.

When the green microphone icon appears give the reply phrase that would be made by the other person in the frame.

If your reply is correct and is spoken well, you will get a positive signal from the computer.   You will then hear the correct reply spoken and the game will automatically advance to the next frame.

If your reply is an incorrect choice or is not pronounced well, you can try again when the green microphone icon reappears.

At any time, you can hear the correct reply phrase modeled by clicking on the TWO-CHOICES or FOUR-CHOICES icon (depending on which option you have chosen) in the tool bar.   However, you have to differentiate the correct reply from the incorrect choice or choices.

A GIVE UP key allows you to proceed to the next frame without speaking the reply phrase to the satisfaction of the computer.

# MEMORY MANIA /Reading Mode

**To Practice and Play:**

For help in playing the reading-mode version Memory Mania, use the general game directions describing the Comprehension version Memory Mania.   In the reading version of this game, you will be using the written words as you attempt to arrange a set of words in the order spoken.

To view help on the Comprehension version of Memory Mania, <u>Click Here</u>.

# BINGO /Reading Mode

## To Practice and Play:

For help in playing the reading-mode version BINGO, use the general game directions describing the comprehension version BINGO. In the reading versions of this game, you will be trying to match printed words to spoken words. When the match is correct, the image of the item will also appear.

To view help on the Comprehension version of BINGO, Click Here.

# THE LETTERS & SOUNDS GAME

In the writing system of the language you are learning, the letters are associated with the various sounds of the language. In the Letters & Sounds game, you can learn the rules connecting letters and sounds by exploring the examples given in a fun context. On the practice screen, each letter of the writing system is shown with a word that contains that letter.

**To Practice:**
Click on any word to hear it pronounced and to see a picture in the window on the right side of the game screen of the object it represents.

Click on any arrow located next to a letter/word on the practice screen to hear and see additional examples of words that use the same letter.   All of the sounds for that letter will eventually be used.   A picture for the new word will also appear in the window on the right side of the practice screen.

Click on any letter key next to a word on the game screen.
A visual HELP WINDOW will show you simultaneously examples of all of the various sounds that can be represented by that letter.

Click on any item in this visual HELP WINDOW to see other examples in which there is the same correspondence of letters to the sound.   Click on any   of these examples to hear how   the word is pronounced.

To exit the HELP WINDOW, click on the red STOP key in the window.

Click on the SHUFFLE key on the tool bar to get a new random set of words to use for practicing letters and sounds.

**To Set Options:**
There are no user- selectable options for this game.

**To Play:**
Click on the green GO key.   The game screen will display a set of words, arranged by a letter that occurs somewhere in the word.   You will hear words spoken.

Click on the written word that matches the word you have just heard.

If you are correct, the window will open to display the item and the written word.

If you are not correct, try again!

The game continues until you have found all the words.

**Note**: The word that you are looking for **may** or **may not** be found under the letter that matches the **beginning** sound of the word. Instead it might be found under a sound somewhere else in the word. For example: if you are asked to find "banana," it might be found under 'N' instead of under "B", since the "N" sound is also in the word banana.

# LEVEL III GAMES /Reading Mode

**To Practice:**
In the reading-mode versions of the comic strip conversations, the printed words appear at the bottom of the screen and reading is a necessary part of each game.   If you are unfamiliar with the Level III conversation games, and you would like to review the basics, Click Here.   To see the Comprehension Mode help for practice instruction, including the Record-Playback option, Click Here.

**To Set Options:**
Click on the green GO key to start the game.
Click on the SKILL key to change the skill degree, if desired.

Skill Degree I - Place the words of a phrase in the correct order.

Skill Degree II - Distinguish between correct and incorrect words, and place words of a phrase in the correct order.

**To Play:**
Click on the green arrow in the upper right corner of any frame of the comic strip.   An asterisk will appear in one of the conversation balloons of the frame and you will hear the corresponding dialog segment.

A window will appear showing the words of the dialog segment in a scrambled order.   Click on the words in the correct order (as you heard them spoken). After you have completed the dialog segment, the correct word order will appear, allowing you to compare it to your answer.

**Notes on Skill Degrees:**
In Skill Degree I, you can **only** place words in the correct order.   If you click on a word out of order, you will hear an error tone.
In Skill Degree II, you can select any words in **any** order, and you will not know until you have finished if your word order and the words selected are correct.
In order to increase the challenge and the learning at Skill Degree II, incorrect choices may include misspelled words and grammatically incorrect forms.   Some of the more common errors for beginning and intermediate language learners are represented.

After you have completed one dialog segment of the selected conversation frame, a green BALLOON key will appear on the left.   Click on the BALLOON key to proceed to the next phrase of the conversation frame.

To hear the phrase repeated, click on the REPEAT key on the tool bar.

Click on the red STOP key in the written dialog window to play the game in another Comic Strip frame.   (The STOP key is not available when the Balloon Change key is displayed, so you must click on the Balloon Change key first to change frames.)

Each time you place the words of a phrase in the correct word order, a balloon on the tool bar SCORE box will change color.

Tool Bar

When you are using a Practice/Explore or Game screen, a tool bar will appear on the left side of the screen.   Keys that may be on the tool bar, from top to bottom, include STOP, OPTIONS (these will vary with the game selected), SKILL, DEGREE, HEAR, SEE, CHECK, GO.   Game scores, where used, will also appear on the tool bar.   Tool bar options for each game are described in the detailed game description in this help utility.

Drag-Drop

Using the mouse, position the cursor arrow on the item to be dragged and press the mouse button, without releasing.   While holding the mouse button down, move the mouse to a new location.   You will see the item moving on the screen.   When you have positioned the mouse at or very near the desired location, release the mouse button.

## VISUAL DICTIONARY

A two-dimensional array of pictures of objects that you can scroll through by clicking on <span style="color:green">ARROW</span> keys on the tool bar.   The pictures relate to the subject category chosen (food, places, etc.).   Three games use the Visual Dictionary: Concentration, Memory Mania and BINGO.   On the Main Menu, keys for these games will include a picture of a dictionary.   In these games, the user can choose from the Visual Dictionary the set of 25 items used in the game.   If you move between Concentration, BINGO, and Memory Mania, while remaining in the same subject category, the set of 25 items on the screen will remain the same, until you use the ARROW keys to change.

# WHAT FOOD IS IT? /Comprehension Mode

A BINGO game, in which foods are described by their properties but not by their names.

*Teaches:* descriptive phrases, nouns, adjectives and verbs.

**To Practice:**
There are no practice/explore activities for this game.

**To Set Options:**
Click on the SKILL key to change the skill degree, if desired.
Skill Degree I - There is no penalty for an incorrect answer.

Skill Degree II - If your first answer is not correct, an "X" is placed over the correct item, preventing you from using that item in a completed BINGO row.

**To Play:**
Click on the GO key.
You will hear a set of three "clues" to describe an item.   A corresponding set of HEAR and SEE keys will appear on the tool bar.

Click on the appropriate square for the item named.

The game continues until you complete a row of squares to get "BINGO."

To hear the set of three clues repeated, click on the long, vertical HEAR Key.

To have a single clue repeated, click on the corresponding HEAR key (for example, click on the first HEAR key to hear the first clue repeated).

To see one or more examples that illustrate the meaning of a clue, click on the corresponding SEE key.   Once you have selected a SEE key, a help window will appear on the screen.   Click on the top row of boxes for items that have the property named in the clue.   Click on the bottom row of boxes for items that don't have the property.   To return to the game, click on the help window STOP key.

An extra, fourth clue is also available, but it is possible to identify all words by using just the initial set of clues.

# WHAT NUMBER IS IT? /Comprehension Mode

In this game, you'll place numbers in the correct sequence on a blackboard or on a digital alarm clock.

*Teaches:* numbers between 1 to 9,999,999 and times of day.

**To Practice:**
There are no practice/explore activities for this game.

**To Set Options:**
The Blackboard option is the initial (default) setting.
To select the Clock option, click on the clock key.

**To Play:**
Click on the GO key.   A blackboard or a clock will appear on the game screen.
Drag Drop numbers into position on the blackboard or clock to match the number or time spoken by the computer.

**Note**: A Drag-Drop Help key will appear on the tool bar.   Click on the drag-drop help key for a visual depiction of the game's Drag-Drop feature.   To return to the game, click on the help window STOP key on the Drag-Drop Help screen.

To hear the number or time repeated, click on the HEAR key.

You may change your answer at any time by clicking on the eraser on the blackboard or the alarm reset button on the clock.

When you are satisfied with your answer, click on the Check key.   The correct number or time will appear below your answer.

You can hear the correct number or time repeated by clicking on the Hear key, even after you have clicked on the Check key, and the game is over.

# WHAT IS IT? /Comprehension Mode

In this game, you identify household items from descriptive clues.

*Teaches:* descriptive phrases, nouns, prepositions, adjectives and verbs.

**To Practice:**
There are no practice/explore activities for this game.

**To Set Options:**
There are no player-selected options in this game.

**To Play:**
Click on the GO key.   You will hear a set of two "clues" to describe an item. A corresponding set of HEAR and SEE Keys will appear on the tool bar.

Click on the appropriate item in the room.

The game continues until you have found all the items in the room.

To hear the set of two clues repeated, click on the long vertical HEAR key.

To have a single clue repeated, click on the corresponding HEAR key.   (For example, click on the first HEAR key to hear the first clue repeated.)

To see one or more examples that illustrate the meaning of a clue, click on the corresponding SEE key.   Once you have selected a SEE key, a help window will appear on the screen.   Click on the top row of boxes for items that have the property named in the clue.   Click on the bottom row of boxes for items that don't have the property.   To return to the game, click on the help window STOP key.

An extra, third clue is also available, but it is possible to identify all words by using just the initial set of clues.

## WHERE IS IT? /Comprehension Mode

This game builds on the Level I World Map game.   Here, you will identify places on the map from a series of clues.

*Teaches:* descriptive phrases, nouns, prepositions, adjectives and verbs.

**To Practice:**
There are no practice/explore activities for this game.

**To Set Options:**
There are no player-selected options in this game.

**To Play:**
Click on the GO key.   You will hear a set of three "clues" to describe a country or region.   A corresponding set of HEAR and SEE keys will appear on the tool bar.

Click on the blue pin located in the appropriate country or region.   If you are correct, the pin will turn red. If you are not correct, try again!

The game continues until all the pins have been changed from blue to red.

To hear the set of three clues repeated, click on the long, vertical HEAR key.

To have a single clue repeated, click on the corresponding HEAR key. (For example, click on the first HEAR key to hear the first due repeated.)

To see one or more examples that illustrate the meaning of a clue, click on the corresponding SEE key.   Once you have selected a SEE key, a help window will appear on the screen.   Click on the top row of boxes for items that have the property named in the clue.   Click on the bottom row of boxes for items that don't have the property.   To return to the game, click on the help window STOP key.

An extra, fourth clue is also available, but it is possible to identify all words by using just the initial set of clues.

# WHO IS IT? /Comprehension Mode

In this game, you will find people at a party by using clues that describe activities and physical characteristics.

*Teaches:* descriptive phrases, nouns, adjectives and verbs.

**To Practice:**
There are no practice/explore activities for this game.

**To Set Options:**
There are no player-selected options in this game.

**To Play:**
Click on the GO key.   You will hear a set of three "clues" to describe a person.   A corresponding set of HEAR and SEE keys will appear on the tool bar.

Click on the corresponding person in the party scene.

The game will continue until you have found all the people described.

To hear the set of three clues repeated, click on the long, vertical HEAR key.

To have a single clue repeated, click on the corresponding HEAR key.   (For example, click on the first HEAR key to hear the first clue repeated.)

To see one or more examples that illustrate the meaning of a clue, click on the corresponding SEE key.   Once you have selected a SEE key, a help window will appear on the screen.   Click on the top row of boxes for items that have the property named in the clue.   Click on the bottom row of boxes for items that don't have the property.   To return to the game, click on the help window STOP key.

An extra, fourth clue is also available, but it is possible to identify all words by using just the initial set of clues.

# WHEN IS IT? /Comprehension Mode

In this game you will meet a person with a busy schedule and be asked to find calendar days and days of the week, based on clues about the person's activities.

*Teaches:* activities, the relationship of one day to another, and days of the week.

## To Practice
In Skill Degree I:

Click on calendar days to identify places and activities.
Click on the day-of-the-week markers at the top of the calendar.
In Skill Degree II:

Click on the character, on the highlighted days, and on day-of-the-week markers on the calendar.

## To Set Options:
Click on the SKILL key to change the skill degree, if desired.

Skill Degree I - Find a date based on a day of the week and a described activity or place.
Skill Degree II- Find a date based on clues given about activities on the day before and the day after.
## To Play:
Click on the GO key.   The calendar will fill with activities.

Click on a day of the month to find the day described by the computer.   If you answer correctly, the day of the week marker will be replaced by a face.   If you don't answer correctly, try again!

The game continues until all of the day of the week markers are replaced by faces.

To hear an instruction repeated, click on the HEAR key.

## LEVEL I GAMES /Comprehension Mode

In Level I games, you'll learn nouns, verbs, and simple phrases through many different game formats.   Practice/Explore screens are available in all Level I games except in Square Off!, to teach and to reinforce the learning, and to help you to train your ear and to perfect your   pronunciation.   The Level I Games are:

[Concentration - Comprehension](#)

[Memory Mania - Comprehension](#)

[Bingo - Comprehension](#)

[Square Off - Comprehension](#)

[Match Up - Comprehension](#)

[City Map - Comprehension](#)

[World Map - Comprehension](#)

[Sketch Artist - Comprehension](#)

[Jigsaw Puzzle - Comprehension](#)

[Family Tree - Comprehension](#)

[Jump! - Comprehension](#)

[At Play - Comprehension](#)

[At Work - Comprehension](#)

[At Home - Comprehension](#)

## LEVEL II GAMES /Comprehension Mode

       In Level II games, you'll build on the vocabulary learned in Level I, as you learn words to describe and talk about the objects and actions learned in Level I.   The Level II Games are:

What Food Is It? - Comprehension

What Number Is It? - Comprehension

What Is It? - Comprehension

Where Is It? - Comprehension

Who Is It? - Comprehension

When Is It? - Comprehension

# LEVEL III GAMES /Comprehension Mode

Level III contains twelve talking-comic-strip dialogs, designed to build communicative skills for common situations.   The practice/explore options and the game logic are the same for all twelve dialogs.   In Level III, the practice/explore options include hearing conversations at slow and normal speeds, hearing the individual words in a sentence, accessing help screens that clarify meaning, seeing and hearing examples of verb conjugation, and comparing your voice to a native speaker's.

## Conversation Games

For each dialog, there is a game in which you match the dialog segments to the correct frames of the conversation, before time runs out on the timer!   As the dialog becomes more familiar, your speed and score will improve.

Conversation subjects are:

## Food
In the cafe...
At a restaurant...

## Numbers
At the market...
At a ball game...

## Home & Office
Looking for an apartment...
Moving in...

## Places & Transportation
Visiting a friend...
Asking for directions...

## People & Clothes
Shopping for clothes...
At the library...

## Activities
Going on vacation...
Playing tennis...

**To Practice the Games:**
**To Play the Games:**

# LEVEL III GAMES /Practice

**To Practice:**

On the Practice/Explore screen: Click on any single conversation balloon or highlight box around a set of balloons in a frame of the comic strip to hear the corresponding dialog.

An asterisk will appear in the "active" or selected conversation balloon.

In the selected conversation frame, red highlight boxes may appear around certain items in the frame.

Click on a red box to hear the word for the highlighted item.

If you clicked on a single conversation balloon, words in the sentence or phrase spoken will be indicated by a series of bar segments on the bottom of the Practice/Explore screen.   Each bar corresponds to a word in the sentence or phrase.

Click on the first silver bar to hear the first word of the dialog in the selected balloon, the second bar to hear the second word, and so on.   A gold square will appear next to the silver bar for any verb in the balloon dialog for which aural-visual conjugation is available.

Click on the gold square to move to a conjugation help window.   In the help window, click on characters to hear the conjugated verbs.   To exit the help window, click on the STOP key in the help window.

A SEE key will appear below each silver bar for which a visual help window is available.

Click on the SEE key to move to the visual help window.   Click on images in the help window for clues to the word's meaning.   To exit the help window, click on the stop key in the help window.

**On the Tool Bar:**

Click on the All Balloons key to hear the complete dialog, frame by frame.

The asterisk will move from balloon to balloon as the conversation progresses.

Click on the TURTLE/All Balloons key to hear the complete dialog slowly.

The asterisk will move from balloon to balloon as the conversation progresses.

Click on the TURTLE/One Balloon key to hear the dialog for any highlighted conversation balloon or set of balloons (as indicated by asterisks).

Click on the green MICROPHONE/RECORD key to record your own voice.   The key will then turn red. Use the microphone to record dialog just heard.

Immediately after you have finished speaking, click again on the red MICROPHONE/RECORD key.   This will stop the recording.

To hear your recorded voice, click on the purple HEAR/MICROPHONE key.

To hear the native speaker's recorded voice click on the gold HEAR/COMPUTER key.

To hear your voice and the native speaker's in sequence, click on the long, vertical hear key.

**<u>To Play the Games:</u>**

## LEVEL III GAMES /To Play

**To Play:**
Click on the GO key.   A red timer will appear on the tool bar. Conversation balloons will appear on the lower portion of the screen.

Click on one of these balloons and you'll hear dialog from the conversation.   Hold your finger down on the mouse button while listening.

Drag-Drop the balloon to the appropriate frame of the conversation.   If you are correct the balloon will remain in the frame and you can proceed to drag another balloon.   If you are not correct, the balloon will "jump" back to the lower portion of the screen.   Try again!

**Note**: A Drag-Drop Help  key   will appear on the tool bar.   Click on the Drag-Drop Help key if you want a visual depiction of the game's Drag-Drop feature.   To return to the game, click on the STOP key on the Drag-Drop Help screen.

The game continues until all the balloons have been placed in frames or time runs out.

If you correctly place all game balloons in time, you can read your score on the tool bar.

**To Practice the Games:**

## ASR Games

Eighteen games in TriplePlay *Plus!* utilize Automatic Speech Recognition.   The ASR Games are:

Bingo -ASR

City Map -ASR

World Map -ASR

Sketch Artist -ASR

Jigsaw Puzzle -ASR

Family Tree -ASR

At Play -ASR

At Home -ASR

What Food Is It? -ASR

What Is It? -ASR

Where Is It? -ASR

When Is It? -ASR

Level III Games -ASR

## Choosing the Game Mode

**Click on   a MODE key:**
For:

Games that teach <span style="color:green">Aural Comprehension</span>.

Games that teach <span style="color:green">Reading</span>.

Games that teach speaking using <span style="color:green">Automatic Speech Recognition (ASR)</span>.

**When you select ASR games, be sure to click on the key that matches your voice type! (Child, Female, or Male)**

To Learn more about the basics of TriplePlay *Plus!*, <span style="color:green">Click Here.</span>

## Automatic Speech Recognition Games

In TriplePlay *Plus!*, Automatic Speech Recognition (ASR) technology has been integrated into many of the games and comic strips, to provide a unique, effective way to learn to speak a new language.   Using the microphone, youll speak in the foreign language as you play a game.   TriplePlay *Plus!* will evaluate what youve said and will indicate if your response is correct and your pronunciation is acceptable.   This new method of multimedia language learning emulates the natural way a language is learned--through practice in speaking as well as in listening.   TriplePlay *Plus!* will help improve your retention of new words and help you to develop proper pronunciation. Perhaps most important of all, speaking in the new language and knowing if you are saying words correctly builds confidence in your ability to communicate in the new language.

How Does ASR Work?

How to Use ASR Most Effectively...

Practice and Play Instructions for ASR Games

The ASR Games

## How does Automatic Speech Recognition work?

TriplePlay *Plus!* contains state-of-the-art speech recognition software licensed from Dragon Systems, Inc., and adapted by Syracuse Language Systems to the task of teaching a foreign language.   This Automatic Speech Recognition system within TriplePlay *Plus!* does not understand speech in the sense that a human listener does. Instead, the program differentiates between the spoken words, phrases, or sentences in a prespecified set.   It does this by matching your speech pattern to the patterns of native speakers of the language who are saying the same words, phrases, or sentences.

To make TriplePlay *Plus!* a valuable language learning tool, the speech recognition component has been designed with the following characteristics:

• TriplePlay *Plus!* Automatic Speech Recognition is speaker-independent, so the games and comic strips can be used by anyone without having to train the software to recognize each individual voice.

• TriplePlay *Plus!* Automatic Speech Recognition will recognize a beginners accent, and, within limits, a slower-than-normal rate of speech will also be recognized.

• TriplePlay *Plus!* requires no additional hardware beyond the microphone included with TriplePlay *Plus!* (or other SLS-approved microphone) and no additional speech recognition software in your computer.

## How to use Speech Recognition most effectively

If you are concentrating on accent reduction, it is best to use the Level I games, since the pronunciation models within the speech recognition software are tuned more closely for the shorter responses required at Level I.   With multi-word phrases at Level II and sentences at Level III, the ASR models are tuned more broadly, so as to accept any reasonable pronunciation.   This is not unlike real-world situations in a foreign country, except that there is no embarrassment for a really off-the-mark attempt!

You will note that you can sometimes fool the computer by a mispronunciation or even some word substitutions, and you might want to try this for fun.   But keep in mind that learning is most effective when you try to imitate the voices of the speakers on the CD as closely as possible.

# Practice and Play   Instructions for ASR Games

This section describes the use of the speech recognition features for the ASR games and activities on TriplePlay *Plus!*.   For a more detailed description of all the TriplePlay *Plus!* games and comic strips, please refer to the TriplePlay *Plus! Users Guide* found in the TriplePlay *Plus!*  box, or use the "search" function of this help utility.
**To Practice:**
Practice Screen Tool Bar Keys

**STOP** key - Click on this key to return to the main menu.

**MICROPHONE ON/OFF** key **-** When you begin a game, the microphone is preset in the "on" position.   Click on this toggle switch to turn the microphone off.

A green arrow pointing to the MICROPHONE ON/OFF key reminds you that the microphone is off.   When ready to begin using the microphone again, click on this key again. (With some microphones, a switch on the microphone can also be used to turn the microphone on and off.)

**To Set Options:**
Select a level of play:
The TWO-CHOICES option gives you a set of two words, phrases, or sentences from which you must select the correct one to answer a game question.
The FOUR-CHOICES option allows you to respond before hearing the set of words, phrases, or sentences you can choose from.   The number of possible choices is also increased to four.   This is the more difficult option.

Click on any item (or conversation balloon in the Level III Comic Strips) on the practice screen.   You will hear the word, phrase, or sentence spoken.   A green microphone icon will appear on the game screen.   Repeat the word you have just heard.   **Do not begin to speak before the microphone icon appears!**

If you are correct, you will get a positive response from the computer.   The green microphone will then reappear.   You can repeat the word again or click on another item to practice.

If   the response of the computer indicates that your answer is not correct, wait for the green microphone icon to reappear and try again.
Click on either of the play options described above to select a level of play.

If you do not select a play option, the TWO-CHOICES option will be the one used.

Click on the GO key to start the game.

**To Play:**
Game Screen Tool Bar Keys

**STOP** key - Click on this key to exit to the practice screen at any time.
**HEAR CHOICES** key - Click on this key to hear all of the response choices or individual choices repeated.
**GIVE UP** key - Click on this key if you wish to hear the correct response and advance the game.
**REPEAT** key- Click on this key to hear the question repeated.

*If you selected* **TWO-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   You will be asked to say the item name from two choices supplied.   To hear the question again, click on the REPEAT key.   To hear the word choices again, click on the HEAR CHOICES key.
When the green microphone icon appears in the arrow, give your answer by speaking into the microphone.

*If you selected*   **FOUR-CHOICES** as the play option: A yellow Question Arrow on the game screen will point to an item or object.   The computer will ask you a question but will not automatically give you response choices.   However, you can hear the possible choices after the question is asked (but not before) by clicking on the HEAR CHOICES key.
When the green microphone icon appears, give your answer by speaking into the microphone.

**Note:** In Level II games, the microphone icon will not point to an item and will not appear until after you have heard the question.

If your answer is correct, the game will advance, and you will be asked a new question or given more information.

If your answer is an incorrect choice from the possible answers supplied, try again after the   green microphone icon reappears.

If you gave an answer that was not close enough in sound to *any* of the choices supplied, you will hear an error tone.   After the green microphone icon reappears, you can either click on the HEAR CHOICES or REPEAT keys to hear the choices or the question again, or you can give up and advance the game by clicking on the GIVE UP key on the tool bar.

Game Screen Tool Bar Keys

**STOP** key - Click on this key to exit to the practice screen at any time.

**REPEAT** key - Click on this key to hear all of the choices or individual choices repeated.

**GIVE UP** - Click on this key only if you wish to hear the answer and advance the game.

**HEAR** key - Click on this key to hear the question repeated.

## Reading Games

       TriplePlay *Plus!* also introduces games and activities to help you learn to read in the new language.   The Letters and Sounds game teaches the connections between the letters and sounds of the new language using a unique exploratory approach that lets you discover the rules through their usage.   The other reading games and reading-mode comic strips help you to move beyond basic reading skills to develop reading fluency in the new language.

[Memory Mania - Reading](#)

[BINGO - Reading](#)

[The Letters & Sounds Game - Reading](#)

[Level III Games - Reading](#)

# TriplePlay *Plus!* Audio Check Utility

**Brief Description:**   This utility helps you determine if the recording and playback features of the audio board are functioning properly.   This utility also can be used to check the current microphone recording level.

**How to run:**   During the installation of TriplePlay *Plus!* application, an icon labeled "TPPlus Audio Check utility will also be installed in the "Language" group.   Double clicking on this icon will launch this utility.   **Note:   The TriplePlay *Plus!* application and the TPPlus Audio Check Utility cannot both run at the same time.   Be sure to close one application before running the other**

**Layout:**   When the utility comes up, you will notice that the utility screen is divided into two halves.   The left half (Check Record/Play) allows the user to check the record and playback functions of   the audio board.    The right half (Set Microphone Level) is used to check the microphone input level.

**Playback:** Click on the "Check Play" button.   You should be able to hear a short music segment.   If the playback level is too loud or too low, adjust the output volume to an appropriate level.   This can be achieved either by adjusting the knob on your external speakers (if volume control is provided on your speakers), or by adjusting the mixer levels.   The mixer is a software application usually supplied by the audio board manufacturer, which controls the various input and output levels to and from the board. Refer to the audio board manual for instructions on how to adjust the mixer.   If you dont hear any audio at all, check to ensure that the external speaker volume knob and the mixer level are set at least mid range.   Also, confirm that the speakers are connected to the correct line out jack of the audio board.   If the problem still exists, refer to the audio board manual for further instructions and trouble shooting tips.

**Record/Playback:**   To perform this test, the microphone must be connected to the microphone in jack of the audio board.   Click on the Record Voice button .   Speak into the microphone.   Click on the Record Voice button again to stop recording.   (The maximum length of recording permitted is 10 seconds.)   If you click on the Play Voice button you should hear the word/phrase that was just recorded.   If you hear nothing, refer back to the mixer application.   It is possible that the microphone input has been muted, or is set at a very low level.   Check to ensure that the microphone cable is intact and is connected to the correct   microphone in jack of the audio board.   If the problem still exists, refer to the audio board manual for further instructions and trouble shooting tips.

**Microphone Level Check:**   The microphone input level   is controlled by the mixer application.   This utility displays the current microphone input level, and lets you know whether its set at an optimal level for speech recognition.   Any adjustments to the microphone input level have to be done using the mixer application.   Check the mixer screen to make sure that any AGC or ALC is switched off.   Returning to the TriplePlay *Plus!* Audio Check utility, click the Microphone button which is on the right half of the utility screen.   (The arrow should point to the ON position).   This turns the microphone

on for input level measurements.   Speak a multisyllable word (e.g. banana) into the microphone.   The utility will measure the level of the utterance and will display the current level on the on-screen meter.   If the meter pointer is in the green area (Level OK), the microphone input level is fine.   If the pointer is in the Too Low region, you need to go into the mixer application, and raise the microphone input level .   Go back to the TPPlus Audio Check utility and measure the microphone level by speaking the same word.
Keep increasing the microphone input level in the mixer until the pointer is in the green area.   Conversely, if it is in the Too High region, you need to lower the microphone input level in the mixer.   Keep adjusting the level until the pointer is in the green area.

**EXIT:**   Clicking on the EXIT button closes the utility.

**Note:** The microphone supplied with your TriplePlay *Plus!* will result in an adequate recording level with virtually all audio boards.   However, if you find that you cannot obtain an adequately high level, send for our list of approved microphones, and note in your request the type of computer and audio board you have and the nature of the problem you are encountering.   Please include a phone number at which you can be reached.

## Microphone Set-Up Checklist

To ensure good results when using the Automatic Speech Recognition games and activities, please be sure that you have done all of the following:

Use only the microphone included with TriplePlay *Plus!* or another SLS-approved microphone.   (A current list of SLS-approved microphones can be obtained by sending a stamped, self-addressed envelope labeled microphones to Syracuse Language Systems, 719 East   Genesee Street, Syracuse, NY 13210).

Insert the microphone plug into the **microphone input** of the computers audio board, usually marked mic on the back of the audio board (and **not** into the headphone jack on the CD-ROM drive).   If the back of the audio board is not marked, refer to the audio board instruction manual to determine the correct input jack.

Run the TPPlus Audio Check utility (refer to the section headed TPPlus Audio Check utility).   This utility will verify that your microphone is operating and is properly connected, and will allow you to correctly set the microphone input level.   If your audio board has a switchable Automatic Gain (or Level) Control (AGC or ALC) function, it may have to be turned off to reduce the recording of ambient noise.   **Note:   The TriplePlay *Plus!* application and the TPPlus Audio Check Utility cannot both run at the same time.   Be sure to close one application before running the other**.

If the microphone has an ON/OFF switch, make sure that the switch is set to the ON position.

Make sure that the current user of the application has selected the best category to describe his or her voice type.   This selection is made from the <span style="color:green">main menu screen</span>:

Child (up to age 15)

Female (ages 15 to adult)

Male (ages 15 to adult)

If using a hand-held, ice cream cone style microphone, hold it approximately 1.5-2 inches away from the corner of your mouth (not directly in front of your mouth).

If using a headset microphone, adjust the arm so that the microphone is   approximately 1-1.5 inches away from the corner of your mouth and is rotated to face your mouth.

Wait until the <span style="color:green">green microphone icon</span> appears on the screen *before beginning* to speak.

If you wish to pause during a game, you can turn off the microphone (so it will not pick up unintended sounds) by clicking on the tool bar **<span style="color:green">MICROPHONE ON/OFF</span>** key (or by using the ON-OFF switch on the microphone, if it has one).   If you have turned the microphone off, remember to turn it back on before you resume play.

## For More Language Learning Fun...

Interested in another language? To receive information about other Playing with Language CD-ROM titles and to be added to our mailing list, please return the registration card found in the TriplePlay *Plus!* box, or contact us directly at:

**Customer Service**
**Syracuse Language Systems**
**719 East Genesee Street**
**Syracuse, NY 13210**
**USA**
(315) 478-6729 voice
(800) 688-1937 toll free
(315) 478-6902 fax

**Technical Support Questions**

## You Can't Hear Anything!

Here are a few basic things to check for if no audio is being played on your system:

- Make sure that you have a Microsoft Windows- compatible sound board installed in your system, and check in the "Drivers" section of the Control Panel applet to ensure that the appropriate driver is installed for your sound card.

- Make sure that the audio cable from your speakers is plugged into the correct jack in your sound card. (TriplePlay *Plus!* will **not** produce any sound if your speakers are connected to the "Audio Out Plug" on your CD-Rom drive!)
- Your system should have a "Software Mixer Utility".   You may need to adjust the ".WAV" setting in order to increase the volume to an appropriate level.

## Un-installing TriplePlay *Plus!*

If for some reason you need to un-install the Triple Play *Plus!* application from your hard drive, please follow the following instructions (un-installing would free up about 6MB of disk space):

From the File Manager, select the directory on the hard drive to which the TriplePlay application was installed. (The default directory name, unless changed by the user during installation, is C:\TPLAY*xx*, where *xx* is the first two letters in the name of the language, for example SP for Spanish).   Choose "Delete" from the "File" menu, after reconfirming that you have selected the correct directory.

(**CAUTION:** a wrong step at this point could result in the loss of valuable data on your hard drive!) The TPLAY*xx* directory, its sub-directories, and all the files within them will be deleted.

From the Program Manager window, open the "Language" group and select the "TriplePlay *Plus!*" application icon by clicking on the icon once. From the "File" menu of "Program Manager," choose "Delete."   If the "Language" group is now empty, choosing "Delete" from the "File" menu of the "Program Manager" will delete the "Language" group.

Additional Technical Information:

During installation, four files related to "Video for Windows" will be installed on your system if the installation does not find these files on your system, or if the files to be installed are newer than those found on the hard drive.   The names of these files are:

DISPDIB.DLL
MSVIDEO.DLL
MCIAVI.DRV
MSVIDC.DRV

These files are copied into the WINDOWS\SYSTEM directory.   It is strongly advised that you do not remove these files or the lines mentioned below as they could have been added to your system by some other application.
Two lines are added to "system.ini" (if they don't already exist).
These lines are:

AVIVideo=mciavi.drv (this can be found in the [mci] section)

VIDC.MSVC=msvidc.drv (this can be found in the [Drivers] section)

One line is added to "win.ini" (if it doesn't already exist):

avi=AVIVideo (this can be found in the [mci extensions] section)

## Contacting Technical Support

If you are having problems running the TriplePlay *Plus!* application and you have not been able to solve your problems using this On-Line Help, please review the possible problems in the Troubleshooting sections of the TriplePlay *Plus! Users Guide*.

If you still have a problem, give us a call at:

Syracuse Language Systems Technical Support
(315) 478-6729
Monday through Friday
9am to 5pm, Eastern Standard Time

Please have a pen, paper, and the following information ready when you call:

- Type of computer. (Brand name and model)
- Amount of installed RAM.
- CD-ROM drive manufacturer and model.
- Audio board manufacturer and model.
- Video Display resolution and manufacturer of video card.
- Version of Windows.
- An exact description of the problem.

If possible, please call us with your computer and the TriplePlay *Plus!* application close at hand and running!

If you choose, you may fax us at (315) 478-6902, or write to us with a description of your problem at:

Technical Support Department
Syracuse Language Systems
719 East Genesee Street
Syracuse, NY 13210
USA