![PRC - Prentke Romich Company - Communication without limitations](logo)

Word⁴⁵Core ©

A Word-Based Communication Program

$C\,\epsilon$

Acknowledgments

In the development of **WordCore 45**, a number of people offered support. Thanks to Rena Carney for being the first to ask me the question "Do you think there's any way to provide a word-based vocabulary set using spelling on a 45-location device?"; to Joan Sharp for being the first to provide feedback and encouragement to dig deeper; to Betsy Walker for being the first to work with the program and offer many suggestions; to Dave Moffatt who said "go for it"; to all my friends on the PRC Consultant Network who offered fine-tuning advice; beta-testers in a variety of locations; and to Bruce Baker for being a linguistic mentor since 1989.

Most of the work on this project took place late at night and early into the morning, and I should thank the many fine musical artists who provided a soundtrack. These include Steely Dan, Amanda Ghost, George Michael, Prince, Caleb, Vangelis, Nine Inch Nails, Tears for Fears, Spock's Beard, Seal, Diane Krall, and Castle of Astolat.

Many of the enhancements to **WordCore 84** were made possible by software engineer Brian "you want it when?" Yoder. It was also pumped along by Euro Dance, Trance, Techno, streamed via the Internet. The music is out there!

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Musically, I was supported by West Indian Girl, Shiny Toy Guns, BT, XM channels 29, 44, 46, 54, 75, 76, 81, 82, and blasts from the past that include Supertramp (*Breakfast in America*), Genesis (*The Lamb Lies Down on Broadway)* and anything by Yes.

*

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WordCore 45: An Introduction.

WordCore 45 is a word-based program designed to work with only 45 keys. It is faster than regular spelling and cuts down on the number of keystrokes needed to type messages. Anyone who can spell should be able to use the program very quickly, and with continued use become adept at communicating.

The WordCore 45 Core.

CLEAR DISPLAY	SPELL	QUICK HITS	any-	every-	no-	some-	CHAT	⬍
I me/my	you your	not	VERBS	am/are/is	be	"TH" WORD	in	and
it its	OBJ myself	POSS mine	can	do	feel	a	for	if
he him/his	she her	what	go	have	help	the	of	ENDINGS
we us/our	they them/their	? WORDS	like	want	will	that	to	with

The WordCore 45 Core screen is the default setting for the program. From here, you can build sentences using words, phrases and spelling.

WordCore 45: How Does It Work?

The Core screen of the WordCore 45 program shows an overlay that contains only three types of key;

- ✓ Single-Hit words
- ✓ Two-Hit words or phrases
- ✓ Tools

Single-Hit words.

When you select one of these, a word is spoken and appears on the top of the display. With some of these, you will also see more words appear in the Activity Row.

		not			be		in	and
					feel	a	for	if
		what	go		help	the	of	
			like	want		that	to	with

Two-Hit words.

Select a key and before anything appears on the display, you will see a number of possible keys from which to choose.

							CHAT	
			any-	every-	no-	some-		
I me/my	you your		VERBS	am/are/is		"TH" WORD		
it its	OBJ myself	POSS mine	can	do				
he him/his	she her			have				
we us/our	they them/their	? WORDS		will				

You will be able to generate words such as "I," "you," "myself," "themselves," or phrases such as "you will," "will they," "does he" and so on.

Tools.

Most tools use a BLUE key, which tells the device to *do* something rather than just speak words. For example, hitting the SPELL key brings up a QWERTY keyboard; pressing ENDINGS brings up a special row of word endings, as seen below on the top row.
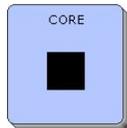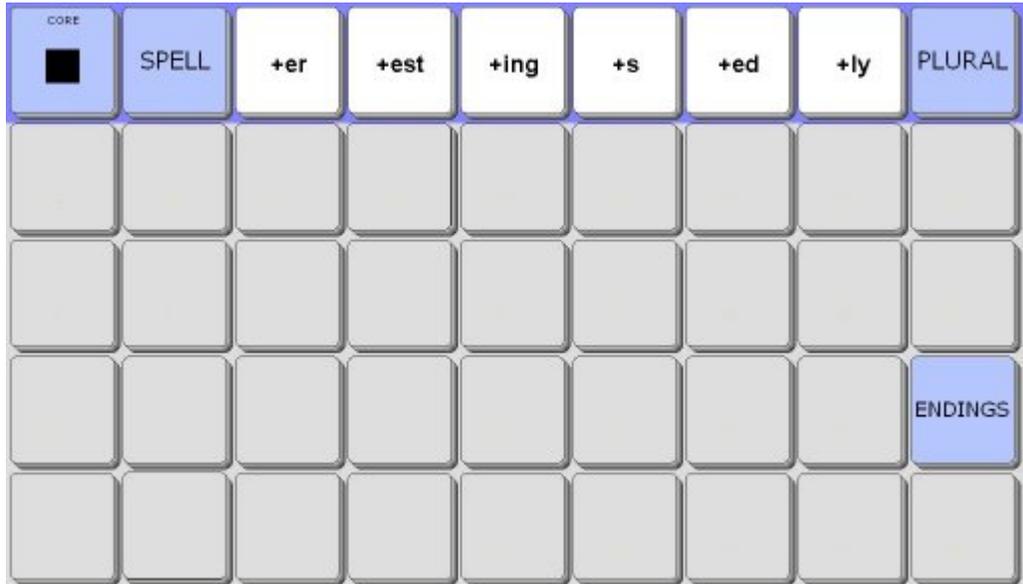
The CORE key will take you back to the Core vocabulary.

The SCROLL key works in KEY MODE[1] and changes your WordCore 45 into a keyboard version.

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[1] KEY MODE only operates in the *integrated* version PRC's ECO communication aid. This lets you access Windows® programs directly. In the dedicated version of ECO, the KEY MODE key has no effect.

Spelling

In general, if you want to spell a word out, you simply hit the key marked SPELL.

SPELL

This will take you to a spelling page like the picture below:

CORE ■	DEL CHAR	DEL WORD	1	2	3	4	5	▲▼
MORE KEYS	SPACE	6	7	8	9	0	an	all
Q	W	E	R	T	Y	U	I	O
A	S	D	F	G	H	J	K	P
SHIFT	Z	X	C	V	B	N	M	L
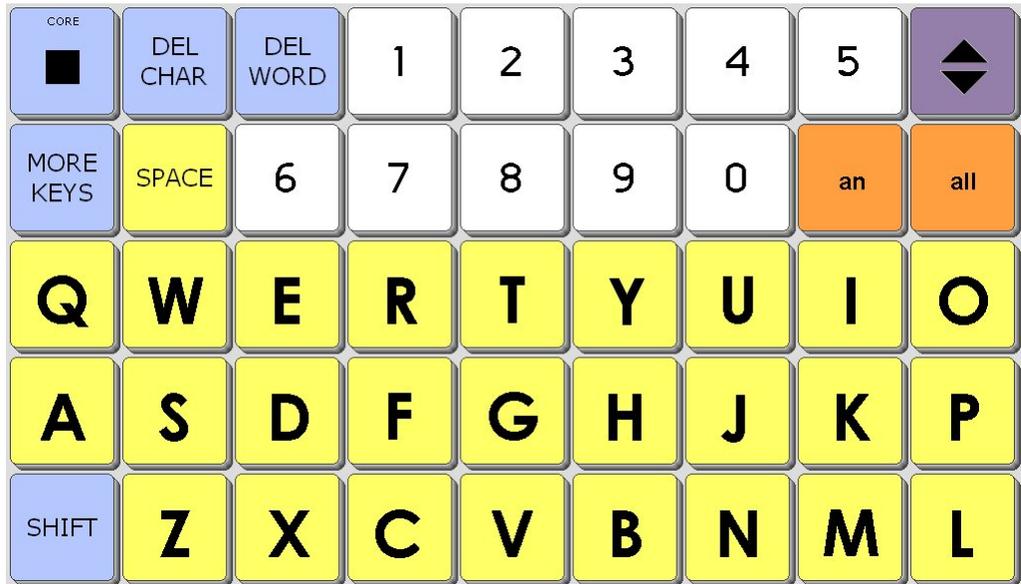
Now select the first letter of the word you're looking for and you will see a list of words appear in your Word Prediction area AND two rows of common words, called the "Word Rows," above the letters on the Spelling page:

DANCE DANGER DARK DATA DATE DAUGHTER DAY DEAD DEAL –>

Caps Lock
Ctrl
Output
Speech

CORE ■	DEL CHAR	day	days	during	difficult	different	dinner	▲▼
MORE KEYS	SPACE	doubt	drink	drank	down	due	dead	decide
Q	W	E	R	T	Y	U	I	O
A	S	D	F	G	H	J	K	P
SHIFT	Z	X	C	V	B	N	M	L

Choose from the Word Row

Take a look to see if it in the Word Row to see if the word you want is there. For example, if you wanted "doubt," you could choose it from the Top Row as shown here;

CORE ■	DEL CHAR	day	days	during	difficult	different	dinner	⬍
MORE KEYS	SPACE	doubt	drink	drank	down	due	dead	decide

When you make a selection, WordCore 45 instantly flips you back to the Core screen. Some words will not only flip you back to the Core but also give you other possible endings. For example, if you were to choose the word "decide" from the D-words Row, you would see a *Smart Row* appear;

Smart Row

CORE ■	SPELL	+er		+ing	+s	+ed		⬍

Choosing an ending will change your "decide" to "decider," "deciding," "decides" or "decided."

…or choose from the Word Prediction window…

If your word isn't in the Word Row, look above at the Word Prediction window. If it's there, select it, even if it is only the root of the word. For example, suppose you were looking for "dangerously." In the example above, you'll see the following Word Prediction window:

d|

DOUBT DANCE DANGER DARK DATA DATE DAUGHTER DAY ->
Caps Lock
Ctrl
Output
Speech
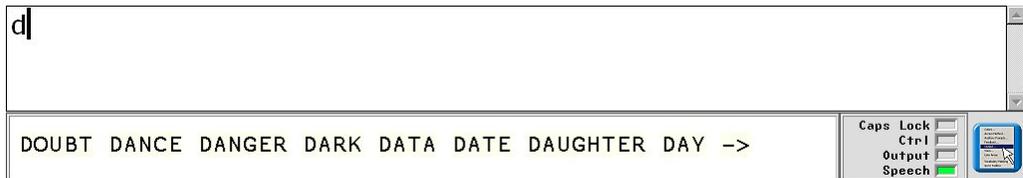
The word "dangerously" isn't there, but the word "danger" is. So select it and the window will change to show;

danger |

DANGERS DANGEROUS DANGEROUSLY
Caps Lock
Ctrl
Output
Speech
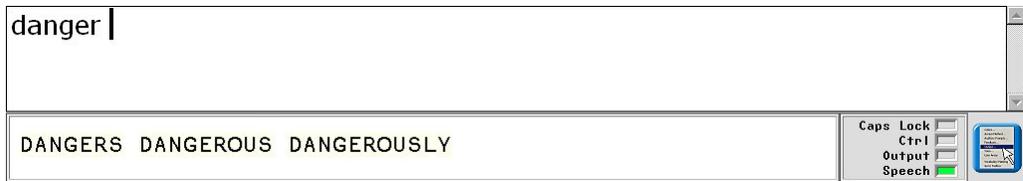
Now you can choose "dangerously" and as it appears in the Text Area, the Word Prediction becomes empty

dangerously

Caps Lock
Ctrl
Output
Speech
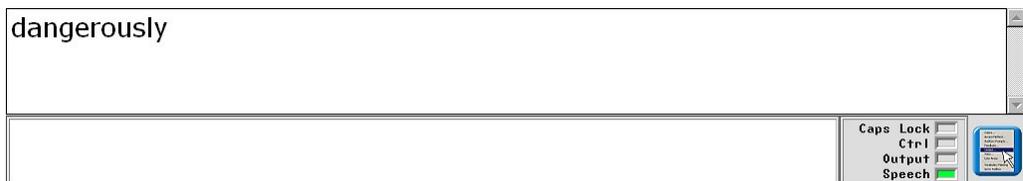
…or just keep spelling.

If the word isn't in the Word Row or the Word Prediction window, just spell the next letter and keep watching the Word Prediction window until it appears.

On rare occasions, a word won't appear in the Word Prediction window. At that point you have to decide whether or not to add it to the Word Prediction dictionary of your communication aid. If it's a word like "sesquipedalian" and you intend to use it regularly, then go ahead, but if it's a "one-off," you may decide not to bother. The choice is yours.

Practice Words

Exploring the two-hit words is a quick and easy way of becoming familiar with how to access many words with only two keystrokes.

There is a special group of words called **Pronouns** that change depending on where you use them. WordCore 45 has special keys, colored *yellow*, which can be used to produce some of these words.

The OBJ key

OBJ
myself

Hit the **OBJ** key and you will see the following words:

"myself"	"yourself"	"ourselves"	
"itself"	"youselves"	"himself"	"herself"

The POSS key

POSS
mine

Hit the **POSS** key and you get a different set of words:

"mine"	"yours"	"ours"	
"its"	"theirs"	"his"	"hers"

Now hit the "I," "you," "it," "he," "she," "we" and "they" keys. Where the **OBJ** and **POSS** keys are, you'll see new words:

"me"	"I"	"my"
"you"	"you"	"your"
"it"	"it"	"its"
"him"	"he"	"his"
"her"	"she"	"her"
"us"	"we"	"our"
"them"	"they"	"their"

So what ARE these words?

Grammatically, these words are all Pronouns, but more specifically **Subject**, **Object**, **Possessive** and **Reflexive** Pronouns. It doesn't matter whether you understand this; all you need to know is where they are! They are grouped together grammatically, such as all the "-self" words are **OBJ** + something.

Just use them as they are and don't spend too much time worrying about what they are called. Once you start creating sentences, you'll find them easily. And remember, some of the keys actually have the word you want printed on them to make it easier!

Practice More Words

Hit any of these keys in the Activity Row and choose a word from that group.

Practice Phrases	There are many short phrases in WordCore 45 that you can produce using only two keys, which is effectively one key per word. These phrases are either "Statements" or "Questions" depending on the order in which you press the keys.
Simple statement phrases	Hit a Pronoun (**I**/**you**/**he**/**she**/**it**/**we**/**they**) and choose a second key: "I like…" "He wants…" "She goes…" "We should…"
Simple question phrases	Now hit a green **Verb** (will/have/do/can)… and choose a second key: "will you…" "has he…" "can they…" Notice how WordCore even handles the way that verbs change. Selecting HAVE followed by HE produces "has he…" whereas HAVE and YOU gives "have you…" This means you don't need to have keys for both "have" and "has" – thus making the system as a whole more efficient.
Simple negative phrases	You can follow any phrase with **NOT** to make a negative: "I will not…" "He does not…" "They can not…" However, you can also insert the "not" in the middle of a two-hit phrase to get the more informal form: I + NOT + WILL = "I won't" THEY + NOT + CAN = "They can't" HE + NOT + WANT = "He doesn't want" When you hit the "not" in these sequences, you'll see the next word appear on the key you need to select. Again, this is another example of how WordCore 45 makes most use out of a small number of keys.
Simple negative questions	Just as above, hit a light green Verb but this time have the "not" in the middle: "Haven't they…" "Can't he…" "Doesn't she…"

Practice Sentences

The best way to learn the WordCore program is to start using it. The following sentences have been chosen to demonstrate the different ways in which you can generate words.

Core-Only: These sentences can be constructed without needing to use the SPELL key.

Core and Word Row: These require you to use the SPELL key then select a word from the top Word Rows on a page.

Core, Word Row and Word Prediction: You will find some of the words you need by using the Word Prediction window.

Core-only Sentences

1. I think I know what you want. (Seven hits)

2. I can do that for myself. (Seven hits)

3. What do you want me to do? (Nine hits)

4. I will go with you. (Six hits)

5. He might not want to go with us. (Nine hits)

6. Didn't you want me for something? (Nine hits)

7. Where are we going tomorrow? (Eight hits)

8. Have you done what you were going to do? (Twelve hits)

9. I know you can help me. (Seven hits)

Core and Word Row Sentences

1. I can talk about anything I like.

2. What did you think of my new idea?

3. I think it is a difficult problem.

4. Somebody should have told me what you said.

5. Do you have anything to drink?

Core, Word Row and Word Prediction Sentences

1. I need help with my wheelchair because I think it is broken.

2. I can talk with this special program.

3. Can I have a drink of coffee please?

Punctuation and Functions	For most of the time, you will be able to simply build sentences and speak by touching the text bar. However, on some occasions, you may want to do something more. For example, what if you have a really long sentence that runs off the screen altogether; how would you say it all?

This is where you can use special Punctuation and Function keys. These are available in a number of locations. |
| **Quick Hits** | Try hitting the QUICK HITS key **QUICK HITS** and see what happens. |
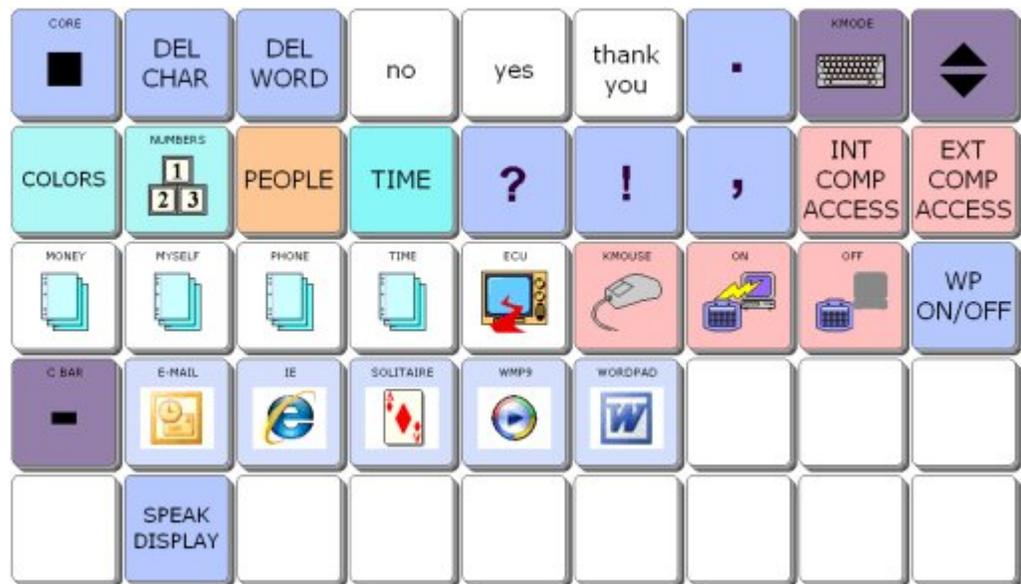
Del Char	Short for DELETE CHARACTER, this key will remove the last character chosen.
Del Word	As the name suggests, this key removes the last complete word generated..
Smart Period	The PERIOD adds a period after the last word, speaks the whole sentence, adds a space before the next word, and automatically makes the next word start with an uppercase letter – that's why it's called a "smart" period!
Smart Exclamation	Just like the period and question.
Smart Question	Similar to the smart period, the QUESTION adds the punctuation, speaks the sentence with a questioning intonation and makes the next word start with an uppercase letter.
Smart Comma	Press the COMMA inserts a comma after the last word, then puts a space in before the next.

Internal Computer Access INT COMP ACCESS	Selecting this button provides access to pages designed to work with the integrated ECO as an input for other Windows® programs. Typically such pages work in KEY MODE and include scrolling keys.
External Computer Access EXT COMP ACCESS	In contrast with the previous key, this button switches to pages designed to work with an external computer via some sort of physical or wireless link. This means a client can connect to other computers, for example, a shared computer in a workshop. External Computer Access is available in both integrated and dedicated versions of the ECO device.
KMOUSE	Switches to a small mouse keyboard, three rows high. A great way to have mouse controls and a large screen area.
Del Word	As the name suggests, this key removes the last complete word generated..
Computer On/Off ON OFF	The COMPUTER ON/OFF buttons are used to determine whether information from the ECO software is being sent to other applications. In the integrated version of the ECO communication aid, the setting needs to be ON to send keystrokes to the active window.
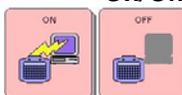
More Shortcuts	There are some special little features included in the WordCore 45 program that can help keep keystrokes down to a minimum. Here are some details of these shortcuts.
Negative Phrases	• To get the negative form of a phrase, put the NOT key into the middle. So, YOU + HAVE gives "you have," but YOU + NOT + HAVE gives "you haven't."
The "a" words	• When you select the"a" key, the Spelling page appears, but there are also some short words that start with "a" on the page, namely "an," "as," and "at." Select one of these and it will replace the "a."
The "the" word	• When you choose the "the" key, WordCore 45 will flip you straight to the Spelling page. This is because you will not be using any of the Core words to follow the "the," so automatically switching to Spell saves a keystroke.
Pronouns to SPELL	• If you select any of the **pronouns** you can then hit the SPELL key and the word will be produced on screen AND you will be ready to spell. For example, if you wanted to say "He went with me," you might think you have to hit HE + HE to get "can," then hit SPELL followed by "w" and "went." But you can save keystrokes by selecting HE then SPELL: WordCore 45 will automatically bring "he" up in the Text Area as well as putting you into Spelling Mode. This saves a keystroke.
SPACE key back to Core	• When spelling a word, if you hit the SPACE key at any time you will be flipped back to the Core vocabulary.
Word Row back to Core	• Selecting a word from the Word Row at any time will take you back to the Core. Notice that this changes when you start spelling.
Use "be" for be-type words	• When you select the "be" key, you will get the word "be." However, you also have the opportunity to change this to one of the following; "are," "being," "was," "were," and "been." These are forms of the "to be" verb. Selecting in this way saves keystrokes.
Use "have" for variations of "have"	• Selecting the "have" key gives you the options of "haven't," "hasn't," "hadn't," "having," "has" and "had" in the Smart Row that appears.
Use "do" for variations of "do"	• Selecting "do" key gives you more options; "don't," "doesn't," "didn't," "doing," "did" and "done" from the Smart Row.
"Quick Hits"	• The QUICK HITS key will bring up "no," "yes," COLORS, NUMBERS, PEOPLE, and TIME, along with special punctuation keys and pre-designed Pages.
Pre-stored Sentences	• Use the SENTENCE key. This contains a set of basic, common sentences for OPENERS, ANSWERS, and CHAT. Feel free to customize these.

Customizing WordCore 45

Although WordCore 45 has been designed to be used "as-is," many people will want to add personal features to the program. Along with specific instructions found in your device operator's manual, here are some suggestions of ways in which you might want to extend the functionality of WordCore 45.

Adding more Names

- The QUICK HITS key brings up a sub-category of PEOPLE, which contains generic people names like "mother," "father," "sister" and so on. You can erase these and add specific names if you want or add a new list of names.

- To modify the current set, use the MODIFY ACTIVITY menu in the device Toolbox and find the WHO? Activity. Select the key you want to change and add the new name you want to enter.

- End the name with a SPACE and the <CHOOSE-ACTIVITY> function – this is just to make sure that once you select a name, the WordCore 45 program goes back to the Core screen.

Adding Special Pages

- Your communication aid can store vocabulary items on special pages. You can use this feature to access specific groups of language. For example, suppose you want a page of up to 40 "Friends;"

- Go to the Toolbox and select CREATE PAGE, call it FRIENDS, select the 45-key size option and choose "Copy from an existing page."

- Choose the page called MASTER – this contains some keys already defined.

- Create your Page. Once it has been designed, you need to have some way to access it from your Core. Here's a suggestion: Store each page using QUICK HITS + another key – that way you can access these pages without pressing more than 2 keys.

Computer Access: Special Pages

Integrated Computer Access

Integrated Computer Access: Where do I find it?

First, you need to turn ON the link between your device and the rest of the ECO device. When this is turned on, information will flow from your device out to a application.

Select the QUICK HITS key and then the MORE key to find the computer ON/OFF keys:
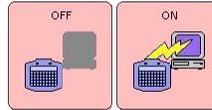
Hit the ON key to make sure the device is capable of sending information. If this is NOT turned on, the aid and the applications will not communicate. When you have finished using computer access, it is a good idea to turn the feature OFF.

There is a visual marker on the ECO display to show whether the output is set to ON or OFF.

If the Output light is GREEN, then you ECO software can send information to a Windows application.

Working in Key Mode

The ECO software can be run as a half-screen keyboard fixed to the bottom of the screen. This is called **Key Mode**. Having a fixed keyboard rather than a resizable window makes it easier for clients who use keyguards and you don't lose the keys behind other windows.

In **Key Mode**, you can also scroll the keyboard up and down to get access to ALL the keys on the display.

You access **Key Mode** by hitting the QUICK HITS button and then selecting the KMODE key:

This is a toggle key and switches you between **Key Mode** and **Full Mode**. For communication, you are advised to stay in **Full Mode** so you can make maximum use of the language in WordCore with as few hits as possible.

While you are in **Key Mode**, use the SCROLL button to flip the contents of your keyboard up and down. In this way, you can access any of your keys although you use an extra hit.

Note!!!

You MUST have the integrated version of ECO to use Key Mode and run internal XP programs. Otherwise you can use computer access with an external computer. Refer to the next section headed "External Computer Access" for details.

What does Key Mode look like?

When you select the KMODE key, the screen becomes half keyboard and half Windows desktop.

If you open up an application, such as WordPad, you can see your Key Mode window and the WordPad window at the same time. If your output is set to ON, as you use the Key Mode layout, words will be sent to WordPad – or whatever application is running.
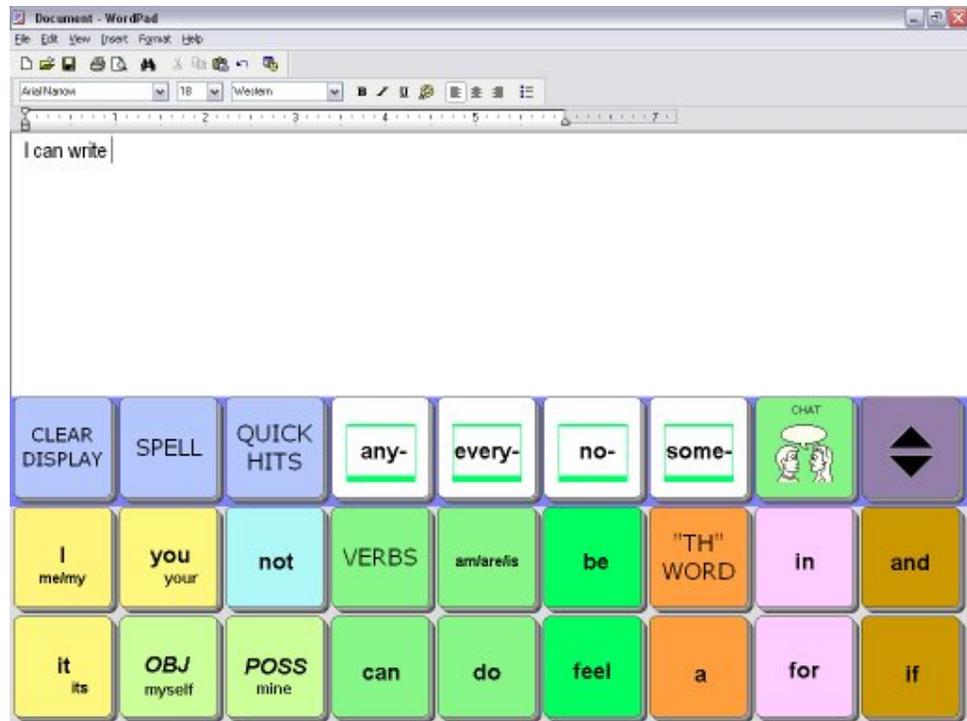
A Special Internal Access Keyboard

INT COMP ACCESS

If you select QUICK HITS and the INT COMP ACCESS key, you will see the following keyboard:

Q	W	E	R	T	Y	U	I	⬍
A	S	D	F	G	H	J	K	O
Z	X	C	V	B	N	M	L	P

This is designed so that in Key Mode you have access to ALL the letters of the alphabet. When you hit the Scroll button you see other keys appear that are commonly used computer keyboard keys (such as TAB, SHIFT, SCTRL and ALT), the SWITCH and SELECT keys to let you switch between open applications, and links to MORE KEYS, MOUSE keys, and a special page called a **COMMAND BAR** – about which we'll talk later.

Q	W	E	R	T	Y	U	I	⬍
SPACE	RETURN ↵	←	→	↑	TAB	SHIFT	CTRL	ALT
CORE ■	DEL CHAR	DEL WORD	MORE KEYS	↓	SWITCH	SELECT	C BAR	MOUSE

The MOUSE button switches to this overlay:

CORE ■	↖	↑	↗	Bttn Up	↖	↑	↗	⬍
GO KEYBRD	←	Click	→	Bttn Dwn	←	Dbl Click	→	Return ↵
Rt Click	↙	↓	↘	No Select	↙	↓	↘	GO MENU
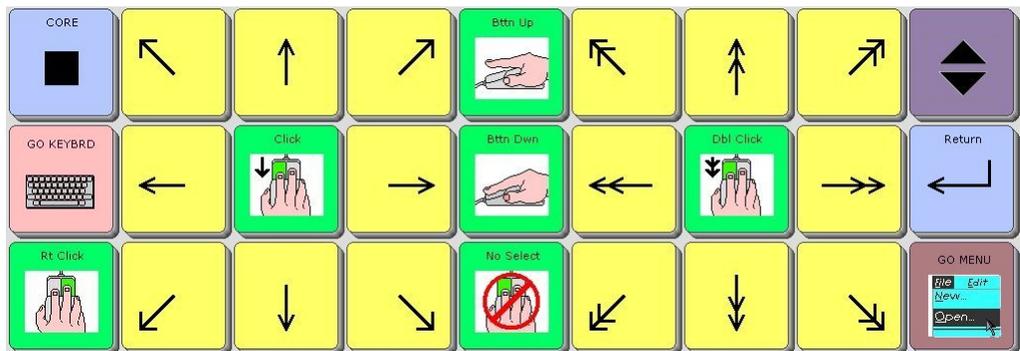
Notice that you can go back to the keyboard and also open yet another special set of keys to handle MENU items.

The Screen is still a Touch

Some people using the ECO may not need to use a keyguard. In that case, the whole screen can be touched and used. For example, if you can double tap on a folder on the desktop, this will open up the contents. Similarly, you can double tap on a shortcut to

Screen

desktop, this will open up the contents. Similarly, you can double tap on a shortcut to run a program. You can even mix and match both using the Key Mode keyboard and touching items directly on the screen.

Command Bars: Single-Row Pages

What is a Command Bar?

A number of software applications typically use a relatively small number of keys to perform the most important functions. For example, when playing *Solitaire*, you don't need to use the mouse to click, drag, and drop, but you can use the TAB, ENTER and arrow keys to play.

A **Command Bar** is a special Page that shows up on the screen as a SINGLE STRIP of keys along the bottom of the ECO that scrolls to reveal a SECOND STRIP. So, you actually have two rows of commands but only one is visible at a time. The keys contain commands for specific applications. Although a Command Bar may not contain every command you might need, it is designed to (a) provide the most common commands and (b) maximize the screen size available for an application.

Technically, the Command Bar is a special type of Key Mode state, where the Page has been set to have *zero Static Rows* and *one Scroll Row*. Check your ECO manual for details about how to set the Static/Scroll Row settings on a Page.

What Command Bars are available in WordCore 45?

When you choose the QUICK HITS button, you will see that the third row contains the following set of keys:

Each one opens up a Command Bar for a different application. The only exception is the C BAR button that opens up a generic Command Bar for general program access.

Do I have to use Command Bars?

Command Bars are simply a convenient way of (a) accessing some shortcuts for different applications and (b) seeing as much of your ECO's computer desktop as possible. If, for example, you wanted to surf the web using Internet Explorer, using the Command Bar means that you have almost a full screen of browsing space.

However, at any time you can hit either the CORE button to go back to your WordCore in full screen mode or you can select the KCORE button to flip into Key Mode. And remember, even in full screen mode, you can continue to send information from WordCore to the underlying application (a great feature if you are writing into WordPad.)

Single-row Command Bar

To make the Command Bar as small as possible, go to QUICK HITS and use the WP ON/OFF key to turn word prediction OFF. This reduces the bar to a single strip. Check your Status display to see if word prediction is on or off.

With Word Prediction *ON*

With Word Prediction *OFF*

C Bar

C BAR

The C BAR is a generic set of keys that can be used with many programs and the desktop. Note that using the START button will bring up the Windows Start Menu. If you do this and then use the ARROW and RETURN keys, you can access ANY program that exists in the Start Menu.

Selecting the Scroll key shows a second row of keys:

WINDOW SIZE
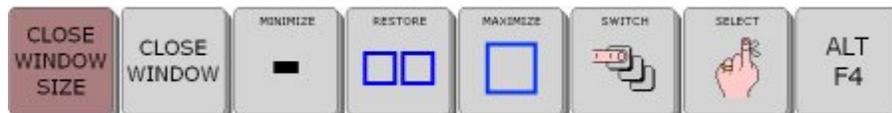
WINDOW SIZE

CLOSE WINDOW SIZE: Closes the window sizing keys.
CLOSE WINDOW: Closes an open window on the desktop.
CLOSE PROGRAM: Closes the active program.
MINIMIZE: Reduces the active window to be hidden.
RESTORE: Restores the active window to its default size.
MAXIMIZE: Increases the size of the window to fill the available desktop.
SWITCH: Steps through all the running programs and open windows.
SELECT: Makes active the running program or open window shown in "SWITCH."
ALT F4: Closes program that do NOT have a "file menu" option for closing. For example, the Windows Calculator can ONLY be closed by using the ALT F4 combination or clicking on the "X" box in the top right of the window.

FILE...

FILE...

| ESC | ↵ | CLOSE FILE MENUS | ← | → | ↑ | ↓ | | |
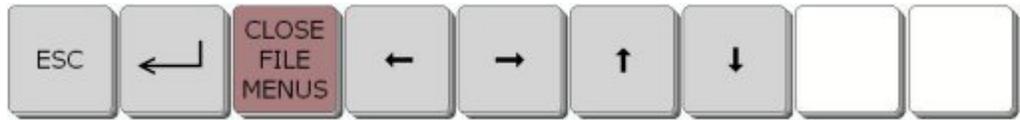
When you select the FILE... key, the File Menu for the active window opens automatically. You then use the ENTER and ARROW keys to move through the menu lists.

CLOSE FILE MENUS: Closes the file menu key.
ENTER: Selects a menu item.
ARROW KEYS: Move through menu items.

NEW COMM BAR

NEW COMM BAR

| C BAR | E-MAIL | IE | CLOSE NEW COMM BAR | SOLITAIRE | WMP | WORDPAD | KMOUSE | |

CLOSE NEW COMM BAR: Closes the set of keys.

Selecting any of the other keys takes you directly to Command Bar for the specific application, without having to go back to the Core vocabulary and use QUICK HITS.

KMOUSE
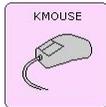
KMOUSE

If you need to do some mouse movements from the keyboard, the KMOUSE button will take you straight to the Key Mode mouse page – a set of three rows with mouse movement buttons on them.

E-mail Bar
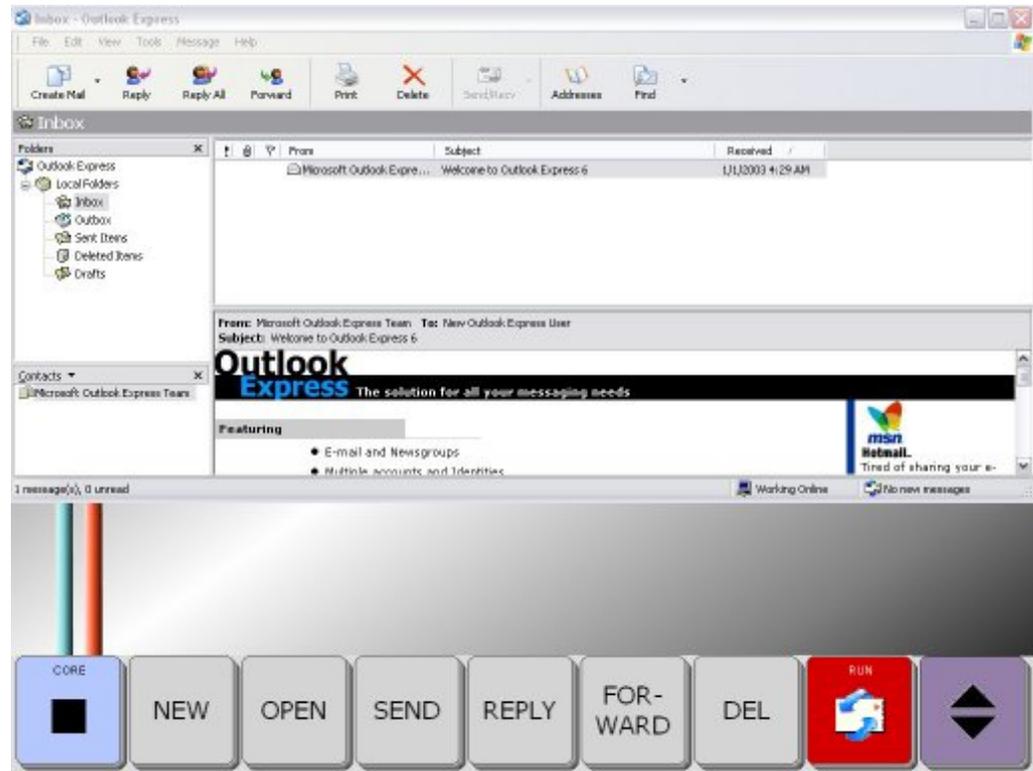
This is what the Command Bar for *Outlook Express* looks like, with the RED button running the program and a Scroll key for a second row.

NEW

Opens a new e-mail document.

OPEN

Opens a selected e-mail. You have to have an actual e-mail message highlighted in your list of received files before this will work.

SEND

If you have a newly created e-mail open, this key will SEND the message.

REPLY

After opening a received e-mail, you have the option to select REPLY to send a response. A new e-mail opens and your cursor is automatically set to be at the beginning of the reply. Type in your response then use the SEND key to send it.

FORWARD

If you have an e-mail open, this key will open a new e-mail window with your cursor already in the "TO:" box.
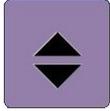
FOR-
WARD

The Scroll key takes you to another set of commands, which include the standard WINDOW SIZE, FILE..., and NEW COMM BAR.

| ESC | WINDOW SIZE | FILE... | NEW COMM BAR | PAGE DOWN ↓ | PAGE UP ↑ | ADDRESS LIST | KCORE ⌨ | ⬍ |

DEL

Deletes a highlighted e-mail in the inbox.

DEL

ADDRESS LIST

Opens a list that you should modify to add you most frequently used e-mail addresses.

ADDRESS LIST

IE Bar

This is what the Command Bar for *Internet Explorer* looks like. The RED button runs the program. Notice that there is a Scroll key for a second row.

The second row includes the special keys WINDOW SIZE, FILE... and NEW COMM BAR, each of which opens up more keys. These keys are found in most Command Bars.

TAB KEY
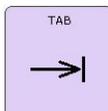
In a web browser, using the TAB key is a way of moving between hot spots. Sometimes, on pages where there are few hot spots, this is faster than using a mouse. You can also use the SHIFT key before the TAB to reverse the direction of the tab movement. This is extremely valuable if you accidentally tab past the link you were going for.

BACK and FORWARD

You can use these keys to move backwards and forwards through all the pages you've visited during a session.

HOME PAGE

HOME
PAGE

Your web browser will have a home page associated with it. Typically, *Internet Explorer* ships with Microsoft's web site as the home page. However, you can set this to any home page you want. Once you've set the home page in the browser software, the ECO's HOME PAGE key will take you to it directly. You do NOT have to modify the HOME PAGE key itself.

ESC/CANCEL

ESC/
CANCEL

In many applications, it is possible to accidentally open up menu, a dialog box, or other items. In most cases, using the ESCAPE key will undo the error.

PAGE UP and DOWN

PAGE UP

PAGE DN

On web sites that have lots if information, you may find you have to scroll down a long way to see all the items on the page. These keys make things easier by allowing you to scroll up and down one page at a time.

GOOGLE

GOOGLE

Google

This key will take you to the location http://www.google.com with a single keystroke. The value of Google's home page is that it uses few graphics and therefore is very simple and quick to load. You can, of course, change this key to any other search engine. Use the SET-UP key and modify the contents of the key by replacing the Google address with the address of your choice.

You might also want to use this key as a model for adding other single-hit web sites to your system.

Solitaire Bar

SOLITAIRE

The popular *Solitaire* game is normally played using a mouse. However, it can be played by using a very small number of keyboard shortcuts. The **Solitaire Bar** is designed to do that.

CARD

CARD

The function of this button varies depending on where the cursor is. If the cursor is on the "turn-over" pile at the top left, it turns over a new card. If it is on a card that is face up, it "picks up" the card and lets you move it using the ARROW keys. Hitting the key again "drops" the card. So, using the CARD key and the ARROW keys lets you move cards from stack to stack.

TAB

TAB
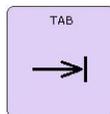
In Solitaire, the tab key moves the cursor from the top row to the bottom and through the blanks cards. For example, you can use the TAB to move the cursor to the FIRST CARD on the second row, then use the ARROW keys to move through each individual card. Use the CARD key to pick a card up and drop it wherever you like.

The Scroll key takes you to another set of commands, which include the standard WINDOW SIZE, FILE..., and NEW COMM BAR.
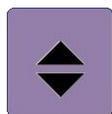
DEAL

This key starts a new game.

UNDO This will undo the last action taken. You can have

WMP Bar

WMP is the *Windows Media Player*. You can use this to play music and video files depending on their formats. WMP can handle a number of different formats and you need to refer to the WMP application for details. For the most part, if you are using MP3 and WAV files for music, WMO will work. (n.b. Apple uses a proprietary file format call AAC and if you want to use these files, you will need to convert the. Alternatively, you may want to install Apple's iTunes software – but there is currently no Command Bar available.)

TAB
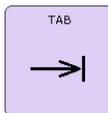
In *Windows Media Player*, the tab key moves you through many of the buttons. Sometimes it is quicker to hit the TAB key to get to a function that to use either a mouse or a menu.

PLAY /PAUSE / STOP

As there names suggest, these buttons allow you to PLAY a file, PAUSE it (by hitting the PLAY/PAUSE again), and STOP a file.

VOL KEYS

Using this will bring up three volume control keys: VOLUME UP, VOLUME DOWN, and MUTE. Use the CLOSE VOL KEYS to remove these control keys.

MEDIA LIBRARY

MEDIA
LIBRARY

This button switched the *WMP* to show what is called the MEDIA LIBRARY. This is a list of files that are currently available to the WMP software. You can use ARROW keys to move a highlight through the list and either PLAY of ENTER to play the highlighted file.
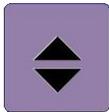
The Scroll key takes you to another set of commands, which include the standard WINDOW SIZE, FILE..., and NEW COMM BAR.

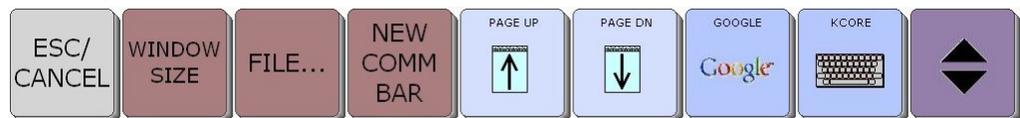| ALT	WINDOW SIZE	NEW COMM BAR	←	→	↑	↓	↵	⬍

ALT and ARROW KEYS

ALT

If you use the ALT key when a Windows application is running, it typically causes a small underlining to appear under letters in the MENU ITEMS. For example, the "F" in "File" or the "O" in "Format." Furthermore, the first menu item is shown as depressed.

Windows Media Player

File   View   Play   Tools   Help

Windows Media Player

If you choose the letter "F" on a keyboard, the "File" menu drops: If you choose an ARROW key, a DOWN arrow drops the menu and a RIGHT arrow moves to the next menu item. Therefore, with the ALT and ARROW keys, you can navigate through ALL the menu items. Simply use the ENTER key to select.

Wordpad Bar

WORDPAD

The default word processing program in ECO is *WordPad*.
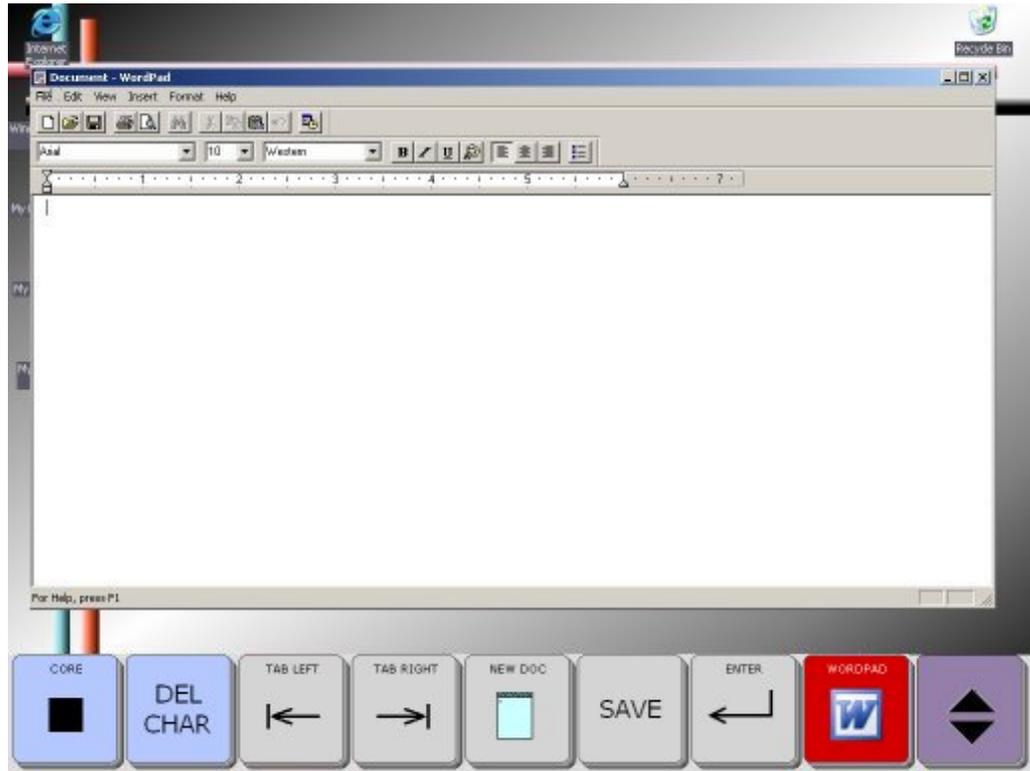
NEW DOC

NEW DOC

To open a NEW document, use this key.

Use the scroll key to see a second row of shortcuts.

FONT SIZE

FONT SIZE

This opens the font dialog box and a set of keys to allow you to navigate through it.
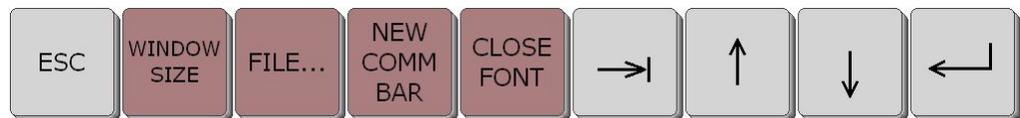
With the font box open, you can use the TAB to move between options (font, style, size, effects, and color), the UP and DOWN arrows to change each parameter, and the RETURN key to register the changes. Hitting CLOSE FONT will exit the dialog box without making changes.

SAVE

SAVE

If the current document is a NEW document, SAVE will prompt you to name it; if it already has a name, the SAVE is automatic.

External Computer Access

Computer Access: Where do I find it?

First, you need to turn ON the link between your device and a computer. This action turns on something called a "serial port," which is a 9-pin connector on your communication aid. When this is turned on, information will flow from your device out to a computer.

Select the QUICK HITS key and then the MORE key to find the computer on/off keys:
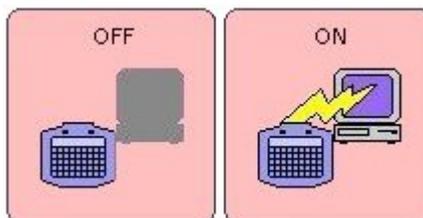
Hit the ON key to make sure the device is capable of sending information. If this is NOT turned on, the aid and the computer will not communicate. When you have finished using computer access, it is a good idea to turn the feature OFF.

Select the QUICK HITS key and then the key marked EXT COMP ACCESS.

Mouse Actions

Select this and you will see a screen offering a number of options.
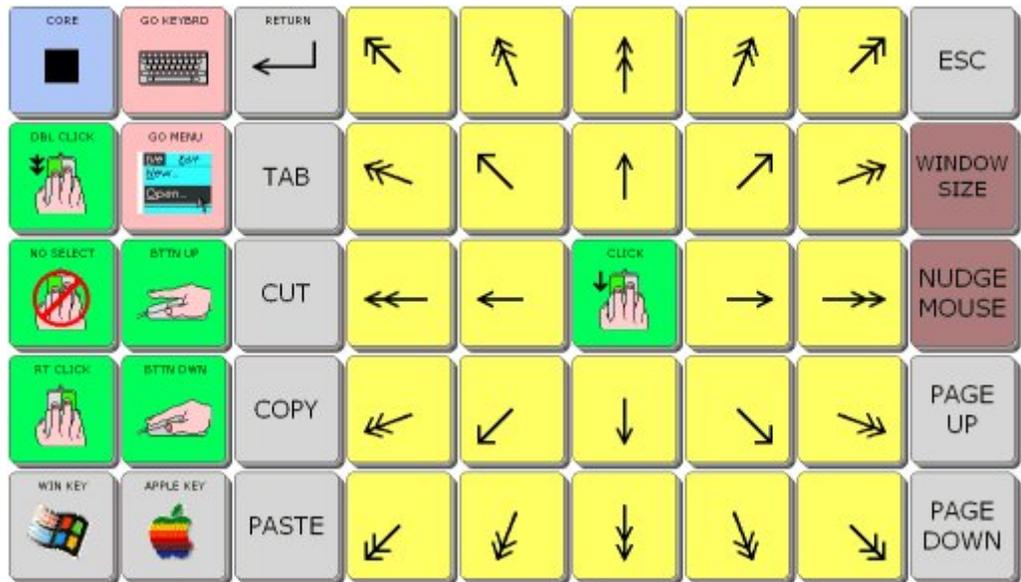
Selecting the NUDGE MOUSE button changes the display to show a set of keys that can be used for very *very* small mouse moves or very large *regional* moves. These may be useful if you are using a graphics program, or any software that needs pixel-by-pixel motion.
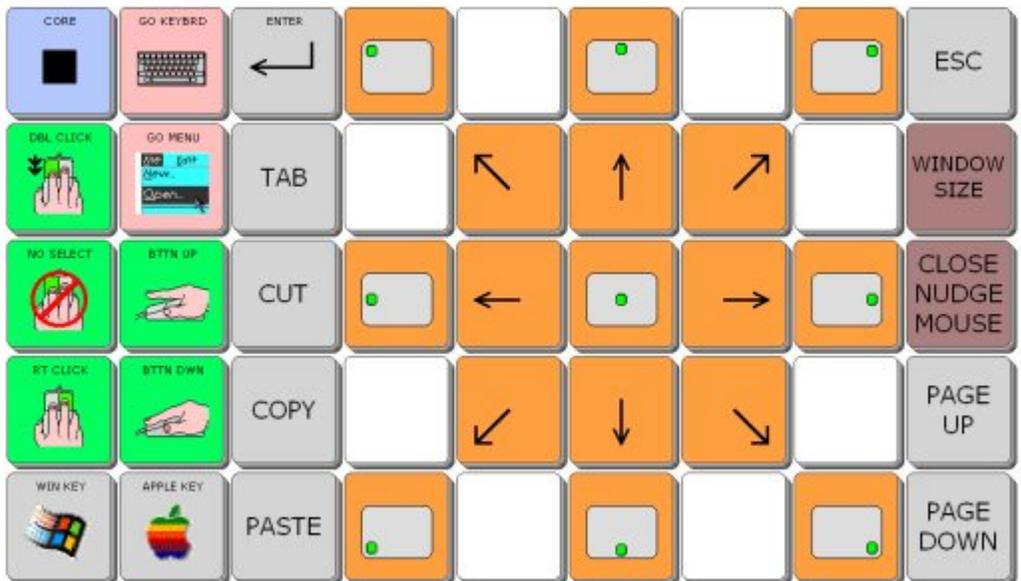
Keyboard

Use the GO KEYBRD key to switch to a special keyboard:

CORE	GO MOUSE	RETURN	LEFT	RIGHT	UP	DOWN		
■	🖱	↵	←	→	↑	↓	UNDO	ESC
DEL CHAR	MORE KEYS	TAB	,	.	SHIFT	SPACE	COMMAND	OPTION
q	w	e	r	t	y	u	i	o
a	s	d	f	g	h	j	k	p
	z	x	c	v	b	m	l	n
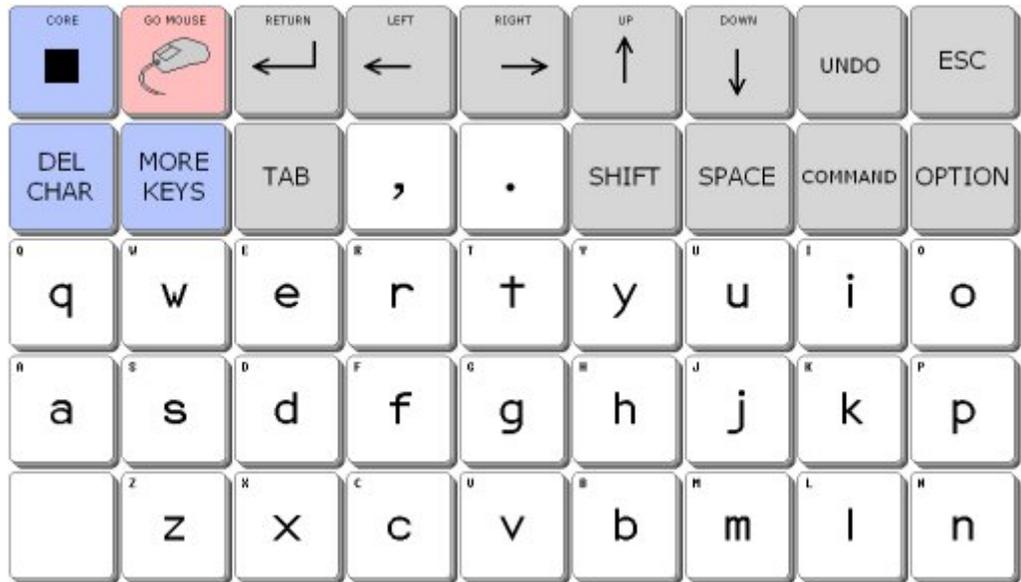
More Keys

You can access even more keys by using the MORE KEYS button:

CORE	GO MOUSE	RETURN						
■	🖱	↵	1	2	3	4	5	6
DEL CHAR	1st PAGE	7	8	9	0	SPACE	DEL	INS
F1	F2	F3	F4	F5	F6	F7	F8	F9
F10	F11	F12	\	@	~	:	PAGE UP	HOME
+	−	∗	/	=	.		PAGE DOWN	END
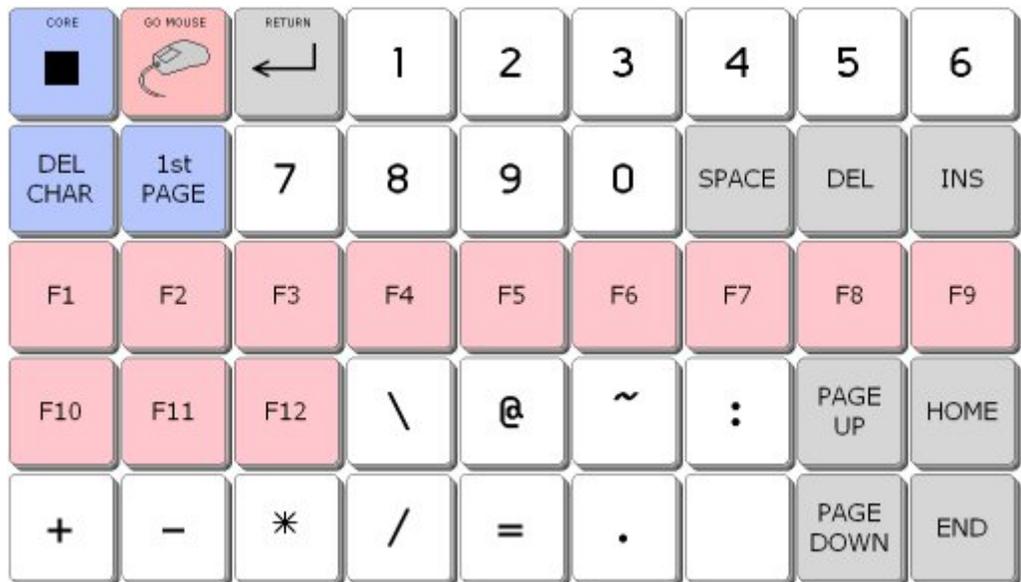
These keys include the Function keys. For example, on a Windows-based machine, the F1 key typically brings up a help screen.

The mouse and keyboard screens allow you move the curser on your computer, perform mouse clicks,and write into word processors and other software.

Mouse/Keyboard Special Commands

KEY	FUNCTION	KEY	FUNCTION	KEY	FUNCTION
CLICK	A single left mouse click.	DBL CLICK	A double left mouse click.	RT CLICK	A single right mouse click.
BTTN DWN	Press down and lock mouse button – useful for selecting areas.	BTTN UP	Release a mouse button previously locked down.	NO SELECT	Releases all mouse commands – useful for exiting windows with no selection.
CUT	In many, programs cuts out selected text and/or items.	COPY	In many programs, copies selected text and/or items.	PASTE	In many programs, inserts copied text/items at cursor location.
TAB	Tabs to the next tab space.	ESC	Cancels out of a current state e.g. use this to exit a menu without making a selection.	PAGE UP	Moves the contents of a multi-page screen *up* by one page.
PAGE DOWN	Moves the contents of a multi-page screen *down* by one page.	WINDOW SIZE	Opens a set of commands that you use to change the size of a window.	NUDGE MOUSE	Opens a set of special mouse keys that move the cursor pixel by pixel.
UNDO	Undoes the last action.	COMMAND	Sends the Mac COMMAND key.	OPTION	Sends the Mac OPTION key.
DEL	Performs the computer DELETE function.	INS	Performs the computer INSERT command.	HOME	Moves the cursor to the beginning of a line in a document.
END	Moves the cursor to the end of a line in a document.				
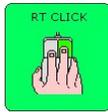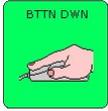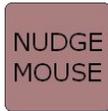
Menu Actions

You can perform menu action by selecting the GO MENU key:
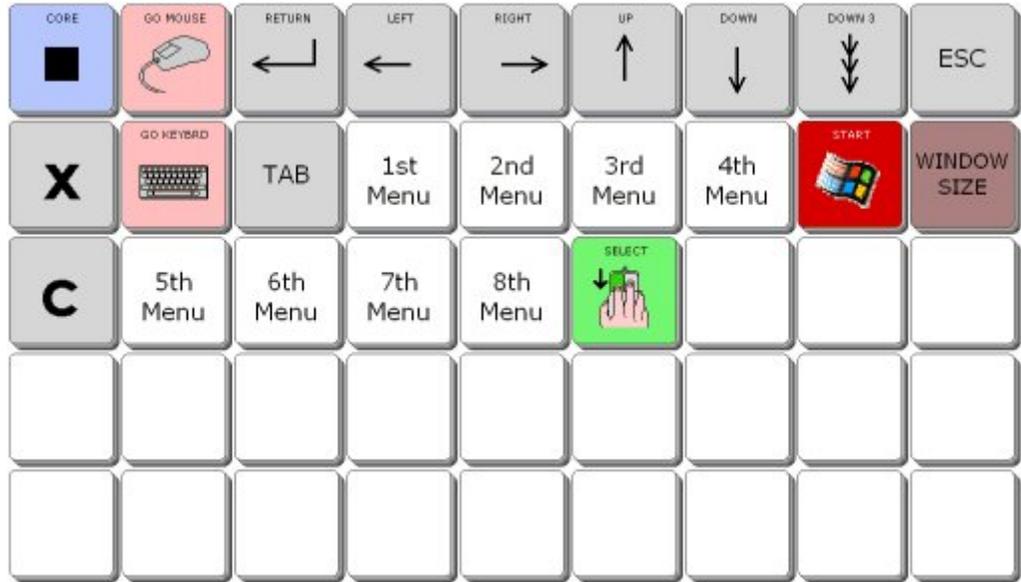
When you use the Menu keys, use the LEFT, RIGHT, UP, and DOWN keys to navigate. Then hit RETURN to select the menu item.

Closing a program

Most Windows application can be closed by selecting the first menu and then the CLOSE option, typically at the bottom of the menu. They also use the letter X or C as the keyboard shortcut. So, for many programs, if you just choose GO MENU then the X or C key, you can close it.

Be aware, though, that not all Windows software designers use these common codes. You may have to use the UP and DOWN arrows to select the CLOSE function.

Connecting to your Computer

Your ECO communication aid can be linked to your computer in one of a number of ways:

1. Using the USB cable that came with the device to provide a physical link to the computer.

2. Using a WiFi interface connected to a USB port on the receiving computer. If you use a non-PRC WiFi receiver, you will need to run a piece of software called AACkeys, available free from the AAC Institute website (http://www.aacinstitute.org) .

Use Your Operator Manual

To set-up your device to work as a keyboard input to your computer, you need to refer to the "Operator Manual" that came with your device.

Go to the section on "Connecting to and using other devices" for specific details. Connection setting vary between types of computer, so you may need to experiment a little to make sure you own communication aid works with your specific computer.

Appendices

Appendix 1: Word Prediction
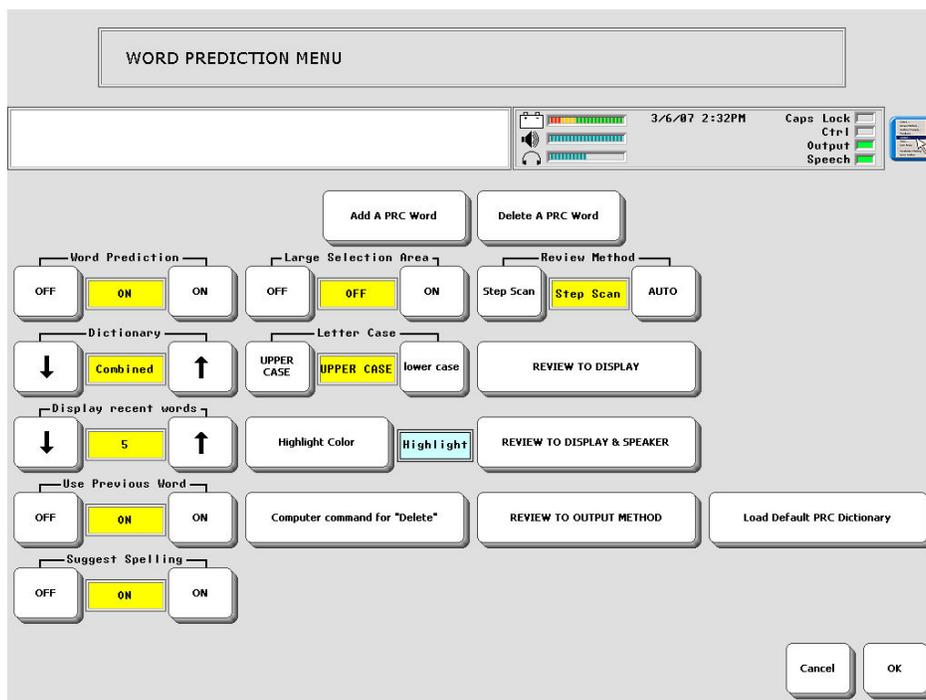
Word Prediction: On/Off
This must be ON in order to use Word Prediction. The default for word prediction in *WordCore* is ON.

You can also turn Word Prediction On from the QUICK HITS page.

Turn Large Selection Area On or Off
Predicted words are visible in the area below the regular Text Display Area. You select a word by pressing on it. If this area is too small for easy use, you can turn the Large Selection Area option to ON. This allows you to select a word by pressing on it in the Word Prediction Area or by pressing on the space above the word in the Text Display Area. The default for this option is Off.

Select Letter Case
You can select to see predicted words in UPPER CASE or lower case.

PRC Dictionary
If you select **PRC Dictionary**, the only display option you can set is *Display Recent Words*.

The Word Prediction system will keep track of and predict all the words that apply that you have used most recently. Once the most recently used words are displayed, the words that you see will be in the order of most frequently used.

In the *Display Recent Words* option, select the number of recently used words that you would like to see on the display. When you begin to spell a word, your device will display the 5 (or whatever number you have selected) most recently used words that begin with the letter(s) you have typed. The rest of the words on the display will be the most frequently used words that begin with the letter(s) you have typed. If you set the number to "0," the words that appear in the Word Prediction Window will be the words that you use most frequently, but not necessarily the most recently used words.

WordQ™ Dictionary

If you select **WordQ Dictionary**, you can set two display options: *Use Previous Words* and *Suggest Spelling*. Both of these options default to ON.

Use Previous Words means that once you have selected a predicted word, WordQ will then display the words that are most likely to follow it. This may save you from having to start typing another word. If you turn this OFF, once you have selected a predicted word, WordQ will not predict another word until you begin to type in what you want. This feature is sometimes called *Next Word Prediction*.

Suggest Spelling tells WordQ to try to predict the word you want if you have misspelled it. *Display Recent Words* will not work if you have selected only the WordQ dictionary.

Combined Dictionaries

If you select **Combined**, both dictionaries will work together to predict words. All three display options can be set: *Recent Words*, *Previous Word* and *Suggest Spelling*. Words you used most recently will be predicted first and then the words most likely to follow the word you typed or selected.

Appendix II: Default User-defined Key Settings

Along the top of you ECO device are 8 keys. The first two are dedicated to being ON/OFF and TOOLBOX. The other keys can be assigned to perform different functions. In WordCore, the following are the default settings for each of the keys.

KEY	FUNCTION	DESCRIPTION
1	*Choose Activity*	When you have more individual Activities that keys in the Activity Row, this will scroll to the next row of Activities.
2	*Set-up*	A programming tool. Select this key followed by any key on the device, and you can change the programming for that selected key.
3	*Key Mode On/Off*	A toggle key to change the ECO keyboard from Full Mode to Key Mode.
4	*Scroll*	When you are in Key Mode, this will scroll the keyboard up and down, just as if you were using a scroll key on the screen itself.
5	*Next Right Click*	After selecting this button, the next touch of the screen is treated as a RIGHT CLICK. This is a programming tool: If you choose this key followed by one of the screen, a small programming appears and you can modify the key.
6	*Minimize ECO*	The ECO is always running in the device. However, if you want to "hide" the ECO temporarily so as to use the full screen for computer access, this button will do that. Select it a second time to bring the ECO back.

You can change ANY of these by going into the Toolbox and selecting ASSIGN CORE KEYS.

Appendix III: Vocabulary Sort

The first column tells you the vocabulary items. This could be a word, phrase, or sentence. The following columns tell you the keys to hit. An "A:" simply means you choose from an item in the Activity Row along the top of your overlay, and a "P:" means the item will be somewhere on a Page.

So to get the word "also" you hit the SPELL key followed by the A key and then select the actual word "also" from the A Page.

Numbers (other than just 0-9 on the SPELL page) are at the *end* of this list.

VOCABULARY	FIRST HIT	SECOND HIT	THIRD HIT	FOURTH HIT
a	A			
a check	QUICKHITS	P:QUICKHITS	P:MONEY	
a receipt	QUICKHITS	P:QUICKHITS	P:MONEY	
able	SPELL	P:A	P:A	
about	SPELL	P:A	P:A	
after	SPELL	P:A	P:A	
again	SPELL	P:A	P:A	
against	SPELL	P:A	P:A	
all	SPELL	P:A	P:A	
also	SPELL	P:A	P:A	
although	SPELL	P:A	P:A	
am I	BE	I		
and	AND			
another	SPELL	P:A	P:A	
any	ANY	A:ANY-		
anybody	ANY	A:ANY-		
anyhow	ANY	A:ANY-		
anyone	ANY	A:ANY-		
anything	ANY	A:ANY-		
anytime	ANY	A:ANY-		
anyway	ANY	A:ANY-		
anywhere	ANY	A:ANY-		
April	QUICKHITS	P:QUICKHITS	A:TIME	A:MONTHS
are	BE	A:BE-PAST		
are	BE	BE		
are they	BE	THEY		
are we	BE	WE		
are you	BE	YOU		
Are you sure about that?	SENTENCE	A:CHAT	A:CHAT	
as	SPELL	P:A	P:A	

ask	SPELL	P:A	P:A	
at	SPELL	P:A	P:A	
August	QUICKHITS	P:QUICKHITS	A:TIME	A:MONTHS
away	SPELL	P:A	P:A	
back	SPELL	P:B	P:B	
Bad.	QUICKHITS	P:QUICKHITS	P:PHONE	
be	BE			
became	SPELL	P:B	P:B	
because	SPELL	P:B	P:B	
become	SPELL	P:B	P:B	
been	BE	A:BE-PAST		
before	SPELL	P:B	P:B	
began	SPELL	P:B	P:B	
begin	SPELL	P:B	P:B	
being	BE	A:BE-PAST		
best	SPELL	P:B	P:B	
better	SPELL	P:B	P:B	
big	SPELL	P:B	P:B	
black	QUICKHITS	P:QUICKHITS	A:COLORS	
blue	QUICKHITS	P:QUICKHITS	A:COLORS	
both	SPELL	P:B	P:B	
Brother	QUICKHITS	P:PEOPLE	A:WHO	
but	SPELL	P:B	P:B	
by	SPELL	P:B	P:B	
call	SPELL	P:C	P:C	
Call me.	QUICKHITS	P:QUICKHITS	P:PHONE	
came	SPELL	P:C	P:C	
can	CAN	CAN		
can be	CAN	BE		
can he	CAN	HE		
can I	CAN	I		
can it	CAN	IT		
can not be	CAN	NOT	BE	
can she	CAN	SHE		
can they	CAN	THEY		
can we	CAN	WE		
can you	CAN	YOU		
can't he	CAN	NOT	HE	
can't I	CAN	NOT	I	
can't it	CAN	NOT	IT	
can't she	CAN	NOT	SHE	
can't they	CAN	NOT	THEY	
can't we	CAN	NOT	WE	
can't you	CAN	NOT	YOU	
case	SPELL	P:C	P:C	
cent	QUICKHITS	P:QUICKHITS	P:MONEY	
cents	QUICKHITS	P:QUICKHITS	P:MONEY	
certain	SPELL	P:C	P:C	

change	SPELL	P:C	P:C	
change	QUICKHITS	P:QUICKHITS	P:MONEY	
child	SPELL	P:C	P:C	
children	SPELL	P:C	P:C	
color	SPELL	P:C	P:C	
come	SPELL	P:C	P:C	
Come see me.	QUICKHITS	P:QUICKHITS	P:PHONE	
could	VERBS	A:VERBS		
could	SPELL	P:C	P:C	
Could be better.	SENTENCE	A:ANSWER	A:ANSWER	
Could you re-phrase that for me?	SENTENCE	A:CHAT	A:CHAT	
Could you say that again please?	SENTENCE	A:CHAT	A:CHAT	
country	SPELL	P:C	P:C	
course	SPELL	P:C	P:C	
credit	QUICKHITS	P:QUICKHITS	P:MONEY	
cut	SPELL	P:C	P:C	
Daughter	QUICKHITS	P:PEOPLE	A:WHO	
day	SPELL	P:D	P:D	
days	SPELL	P:D	P:D	
dead	SPELL	P:D	P:D	
December	QUICKHITS	P:QUICKHITS	A:TIME	A:MONTHS
decide	SPELL	P:D	P:D	
did	DO	A:DO-WORDS		
didn't	DO	A:DO-WORDS		
different	SPELL	P:D	P:D	
difficult	SPELL	P:D	P:D	
dime	QUICKHITS	P:QUICKHITS	P:MONEY	
dinner	SPELL	P:D	P:D	
do	DO	DO		
do I	DO	I		
do that	DO	THAT		
do they	DO	THEY		
do we	DO	WE		
do with	DO	WITH		
do you	DO	YOU		
Do you have time to talk?	SENTENCE	A:OPENER	A:OPENER	
does	DO	A:DO-WORDS		
does he	DO	HE		
does it	DO	IT		
does she	DO	SHE		
doesn't	DO	A:DO-WORDS		
doesn't he	DO	NOT	HE	
doesn't it	DO	NOT	IT	
doesn't she	DO	NOT	SHE	
doing	DO	A:DO-WORDS		
dollar	QUICKHITS	P:QUICKHITS	P:MONEY	
dollars	QUICKHITS	P:QUICKHITS	P:MONEY	

done	DO	A:DO-WORDS		
don't	DO	A:DO-WORDS		
don't I	DO	NOT	I	
don't they	DO	NOT	THEY	
don't we	DO	NOT	WE	
don't you	DO	NOT	YOU	
doubt	SPELL	P:D	P:D	
down	SPELL	P:D	P:D	
drank	SPELL	P:D	P:D	
drink	SPELL	P:D	P:D	
due	SPELL	P:D	P:D	
during	SPELL	P:D	P:D	
each	SPELL	P:E	P:E	
early	SPELL	P:E	P:E	
easy	SPELL	P:E	P:E	
eat	SPELL	P:E	P:E	
ed	ENDINGS	A:ENDINGS		
either	SPELL	P:E	P:E	
end	SPELL	P:E	P:E	
enough	SPELL	P:E	P:E	
er	ENDINGS	A:ENDINGS		
est	ENDINGS	A:ENDINGS		
even	SPELL	P:E	P:E	
evening	SPELL	P:E	P:E	
ever	SPELL	P:E	P:E	
every	EVERY	A:EVERY		
everybody	EVERY	A:EVERY		
everyday	EVERY	A:EVERY		
everyone	EVERY	A:EVERY		
everything	EVERY	A:EVERY		
everywhere	EVERY	A:EVERY		
example	SPELL	P:E	P:E	
except	SPELL	P:E	P:E	
Excuse me.	SENTENCE	A:OPENER	A:OPENER	
expect	SPELL	P:E	P:E	
family	SPELL	P:F	P:F	
far	SPELL	P:F	P:F	
fast	SPELL	P:F	P:F	
Father	QUICKHITS	P:PEOPLE	A:WHO	
February	QUICKHITS	P:QUICKHITS	A:TIME	A:MONTHS
feel	FEEL			
feel angry	FEEL	A:FEELINGS		
feel happy	FEEL	A:FEELINGS		
feel sad	FEEL	A:FEELINGS		
feel tired	FEEL	A:FEELINGS		
feeling	FEEL	A:FEELINGS		
feels	FEEL	A:FEELINGS		
felt	FEEL	A:FEELINGS		

few	SPELL	P:F	P:F	
find	SPELL	P:F	P:F	
finish	SPELL	P:F	P:F	
first	SPELL	P:F	P:F	
for	FOR			
forward	SPELL	P:F	P:F	
found	SPELL	P:F	P:F	
Friday	QUICKHITS	P:QUICKHITS	A:TIME	A:DAYS
friend	SPELL	P:F	P:F	
Friend	QUICKHITS	P:PEOPLE	A:WHO	
from	SPELL	P:F	P:F	
full	SPELL	P:F	P:F	
further	SPELL	P:F	P:F	
gave	SPELL	P:G	P:G	
get	SPELL	P:G	P:G	
girl	SPELL	P:G	P:G	
give	SPELL	P:G	P:G	
go	GO			
god	SPELL	P:G	P:G	
goes	GO	A:GO-WORDS		
going	GO	A:GO-WORDS		
gone	GO	A:GO-WORDS		
good	SPELL	P:G	P:G	
Good.	QUICKHITS	P:QUICKHITS	P:PHONE	
got	SPELL	P:G	P:G	
great	SPELL	P:G	P:G	
green	SPELL	P:G	P:G	
green	QUICKHITS	P:QUICKHITS	A:COLORS	
ground	SPELL	P:G	P:G	
Guess I'd better go now. Bye.	QUICKHITS	P:QUICKHITS	P:PHONE	
had	HAVE	A:HAVE-WORDS		
hadn't	HAVE	A:HAVE-WORDS		
half	SPELL	P:H	P:H	
hand	SPELL	P:H	P:H	
has	HAVE	A:HAVE-WORDS		
has he	HAVE	HE		
has it	HAVE	IT		
has she	HAVE	SHE		
hasn't	HAVE	A:HAVE-WORDS		
hasn't he	HAVE	NOT	HE	
hasn't it	HAVE	NOT	IT	
hasn't she	HAVE	NOT	SHE	
have	HAVE	HAVE		
have been	HAVE	BE		
have I	HAVE	I		

have they	HAVE	THEY	
have to	HAVE	TO	
have we	HAVE	WE	
have you	HAVE	YOU	
haven't	HAVE	A:HAVE-WORDS	
haven't I	HAVE	NOT	I
haven't they	HAVE	NOT	THEY
haven't we	HAVE	NOT	WE
haven't you	HAVE	NOT	YOU
having	HAVE	A:HAVE-WORDS	
he	HE	HE	
he can	HE	CAN	
he can't	HE	NOT	CAN
he could	HE	A:SVhe	
he couldn't	HE	NOT	A:SVheneg
he does	HE	DO	
he doesn't	HE	NOT	DO
he doesn't feel	HE	NOT	FEEL
he doesn't go	HE	NOT	GO
he doesn't help	HE	NOT	HELP
he doesn't know	HE	NOT	A:SVheneg
he doesn't like	HE	NOT	LIKE
he doesn't think	HE	NOT	A:SVheneg
he doesn't want	HE	NOT	WANT
he feels	HE	FEEL	
he goes	HE	GO	
he has	HE	HAVE	
he hasn't	HE	NOT	HAVE
he helps	HE	HELP	
he is	HE	BE	
he isn't	HE	NOT	BE
he knows	HE	A:SVhe	
he likes	HE	LIKE	
he might	HE	A:SVhe	
he might not	HE	NOT	A:SVheneg
he should	HE	A:SVhe	
he shouldn't	HE	NOT	A:SVheneg
he thinks	HE	A:SVhe	
he wants	HE	WANT	
he was	HE	BE	
he wasn't	HE	NOT	BE
he will	HE	WILL	
he won't	HE	NOT	WILL
he would	HE	A:SVhe	
he wouldn't	HE	NOT	A:SVheneg
head	SPELL	P:H	P:H
hear	SPELL	P:H	P:H

heard	SPELL	P:H	P:H
held	SPELL	P:H	P:H
Hello, this is	QUICKHITS	P:QUICKHITS	P:PHONE
help	HELP		
her	SHE	OBJECT	
her	SHE	POSS	
here	SPELL	P:H	P:H
hers	POSS	SHE	
herself	OBJECT	SHE	
Hi there.	SENTENCE	A:OPENER	A:OPENER
high	SPELL	P:H	P:H
him	HE	OBJECT	
himself	OBJECT	HE	
his	POSS	HE	
his	HE	POSS	
hold	SPELL	P:H	P:H
home	SPELL	P:H	P:H
hope	SPELL	P:H	P:H
hour	SPELL	P:H	P:H
hour	QUICKHITS	P:QUICKHITS	P:TIME
how	?WORDS	A:?	WORDS
How are you doing?	SENTENCE	A:OPENER	A:OPENER
How are you?	QUICKHITS	P:QUICKHITS	P:PHONE
How do you feel about that?	SENTENCE	A:CHAT	A:CHAT
How do you know that?	SENTENCE	A:CHAT	A:CHAT
however	SPELL	P:H	P:H
How's the family?	QUICKHITS	P:QUICKHITS	P:PHONE
I	I	I	
I agree.	SENTENCE	A:CHAT	A:CHAT
I am	I	BE	
I am X years old.	QUICKHITS	P:QUICKHITS	P:SELF
I can	I	CAN	
I cannot answer that right now.	QUICKHITS	P:QUICKHITS	P:PHONE
I can't	I	NOT	CAN
I could	I	A:SVI	
I couldn't	I	A:SVIneg	
I do	I	DO	
I don't	I	NOT	DO
I don't agree.	SENTENCE	A:CHAT	A:CHAT
I don't believe it.	QUICKHITS	P:QUICKHITS	P:PHONE
I don't feel	I	NOT	FEEL
I don't go	I	NOT	GO
I don't help	I	NOT	HELP
I don't know	I	A:SVIneg	
I don't know.	SENTENCE	A:ANSWER	A:ANSWER
I don't like	I	NOT	LIKE
I don't think	I	A:SVIneg	
I don't understand.	SENTENCE	A:ANSWER	A:ANSWER

I don't want	I	NOT	WANT
I feel	I	FEEL	
I go	I	GO	
I go to school at	QUICKHITS	P:QUICKHITS	P:SELF
I have	I	HAVE	
I have	QUICKHITS	P:QUICKHITS	P:MONEY
I haven't	I	NOT	HAVE
I help	I	HELP	
I knew it.	QUICKHITS	P:QUICKHITS	P:PHONE
I know	I	A:SVI	
I like	I	LIKE	
I like that.	SENTENCE	A:ANSWER	A:ANSWER
I live in	QUICKHITS	P:QUICKHITS	P:SELF
I might	I	A:SVI	
I might not	I	A:SVIneg	
I miss you.	QUICKHITS	P:QUICKHITS	P:PHONE
I need	QUICKHITS	P:QUICKHITS	P:MONEY
I should	I	A:SVI	
I shouldn't	I	A:SVIneg	
I think	I	A:SVI	
I use a communication device so please give me time to say what I want.	SENTENCE	A:OPENER	A:OPENER
I want	QUICKHITS	P:QUICKHITS	P:MONEY
I want	I	WANT	
I was	I	BE	
I was sick.	QUICKHITS	P:QUICKHITS	P:PHONE
I wasn't	I	NOT	BE
I will	I	WILL	
I won't	I	NOT	WILL
I work at	QUICKHITS	P:QUICKHITS	P:SELF
I would	I	A:SVI	
I wouldn't	I	A:SVIneg	
idea	SPELL	P:I	P:I
if	IF		
I'm doing OK.	SENTENCE	A:ANSWER	A:ANSWER
I'm not	I	NOT	BE
I'm not feeling too good today.	SENTENCE	A:ANSWER	A:ANSWER
I'm sorry.	QUICKHITS	P:QUICKHITS	P:PHONE
important	SPELL	P:I	P:I
impossible	SPELL	P:I	P:I
in	IN		
include	SPELL	P:I	P:I
increase	SPELL	P:I	P:I
individual	SPELL	P:I	P:I
influence	SPELL	P:I	P:I
information	SPELL	P:I	P:I
ing	ENDINGS	A:ENDINGS	
inside	SPELL	P:I	P:I

instead	SPELL	P:I	P:I
interest	SPELL	P:I	P:I
into	SPELL	P:I	P:I
is	BE	BE	
is he	BE	HE	
is it	BE	IT	
is she	BE	SHE	
it	IT	IT	
it	IT	OBJECT	
it can	IT	CAN	
it can't	IT	NOT	CAN
it could	I	A:SVit	
it couldn't	I	A:SVitneg	
it does	IT	DO	
it doesn't	IT	NOT	DO
it doesn't feel	IT	NOT	FEEL
it doesn't go	IT	NOT	GO
it doesn't help	IT	NOT	HELP
it doesn't know	I	A:SVitneg	
it doesn't like	IT	NOT	LIKE
it doesn't think	I	A:SVitneg	
it doesn't want	IT	NOT	WANT
it feels	IT	FEEL	
it goes	IT	GO	
it has	IT	HAVE	
it hasn't	IT	NOT	HAVE
it helps	IT	HELP	
it is	IT	BE	
it isn't	IT	NOT	BE
it knows	I	A:SVit	
it likes	IT	LIKE	
it might	I	A:SVit	
it might not	I	A:SVitneg	
it should	I	A:SVit	
it shouldn't	I	A:SVitneg	
it thinks	I	A:SVit	
it wants	IT	WANT	
it was	IT	BE	
it wasn't	IT	NOT	BE
it will	IT	WILL	
it won't	IT	NOT	WILL
it would	I	A:SVit	
it wouldn't	I	A:SVitneg	
its	POSS	IT	
its	IT	POSS	
It's good to see you.	SENTENCE	A:OPENER	A:OPENER
itself	OBJECT	IT	
itself	SPELL	P:I	P:I

January	QUICKHITS	P:QUICKHITS	A:TIME	A:MONTHS
job	SPELL	P:J	P:J	
join	SPELL	P:J	P:J	
judge	SPELL	P:J	P:J	
juice	SPELL	P:J	P:J	
July	QUICKHITS	P:QUICKHITS	A:TIME	A:MONTHS
June	QUICKHITS	P:QUICKHITS	A:TIME	A:MONTHS
just	SPELL	P:J	P:J	
keep	SPELL	P:K	P:K	
Keeping busy.	QUICKHITS	P:QUICKHITS	P:PHONE	
kept	SPELL	P:K	P:K	
kill	SPELL	P:K	P:K	
kind	SPELL	P:K	P:K	
kiss	SPELL	P:K	P:K	
knew	SPELL	P:K	P:K	
know	VERBS	A:VERBS		
know	SPELL	P:K	P:K	
knowledge	SPELL	P:K	P:K	
known	SPELL	P:K	P:K	
large	SPELL	P:L	P:L	
late	SPELL	P:L	P:L	
least	SPELL	P:L	P:L	
left	SPELL	P:L	P:L	
less	SPELL	P:L	P:L	
let	SPELL	P:L	P:L	
Let's talk about something else.	SENTENCE	A:CHAT	A:CHAT	
life	SPELL	P:L	P:L	
light	SPELL	P:L	P:L	
like	LIKE			
little	SPELL	P:L	P:L	
live	SPELL	P:L	P:L	
long	SPELL	P:L	P:L	
look	SPELL	P:L	P:L	
love	SPELL	P:L	P:L	
ly	ENDINGS	A:ENDINGS		
made	SPELL	P:M	P:M	
make	SPELL	P:M	P:M	
man	SPELL	P:M	P:M	
many	SPELL	P:M	P:M	
March	QUICKHITS	P:QUICKHITS	A:TIME	A:MONTHS
may	SPELL	P:M	P:M	
May	QUICKHITS	P:QUICKHITS	A:TIME	A:MONTHS
May I talk to , please?	QUICKHITS	P:QUICKHITS	P:PHONE	
May I talk to , please?	QUICKHITS	P:QUICKHITS	P:PHONE	
me	I	OBJECT		
mean	SPELL	P:M	P:M	
meant	SPELL	P:M	P:M	
men	SPELL	P:M	P:M	

might	VERBS	A:VERBS		
mine	POSS	I		
minute	QUICKHITS	P:QUICKHITS	P:TIME	
miss	SPELL	P:M	P:M	
Monday	QUICKHITS	P:QUICKHITS	A:TIME	A:DAYS
money	QUICKHITS	P:QUICKHITS	P:MONEY	
more	SPELL	P:M	P:M	
more	QUICKHITS	P:QUICKHITS	P:MONEY	
most	SPELL	P:M	P:M	
mother	QUICKHITS	P:PEOPLE	A:WHO	
much	SPELL	P:M	P:M	
must	SPELL	P:M	P:M	
my	I	POSS		
My birthday is	QUICKHITS	P:QUICKHITS	P:SELF	
My hobbies are	QUICKHITS	P:QUICKHITS	P:SELF	
My name is	QUICKHITS	P:QUICKHITS	P:SELF	
My phone number is	QUICKHITS	P:QUICKHITS	P:SELF	
myself	OBJECT	I		
name	SPELL	P:N	P:N	
near	SPELL	P:N	P:N	
necessary	SPELL	P:N	P:N	
need	SPELL	P:N	P:N	
never	SPELL	P:N	P:N	
new	SPELL	P:N	P:N	
next	SPELL	P:N	P:N	
nickel	QUICKHITS	P:QUICKHITS	P:MONEY	
night	SPELL	P:N	P:N	
no	NO	A:NO		
no	QUICKHITS	P:QUICKHITS		
No.	QUICKHITS	P:QUICKHITS	P:PHONE	
nobody	NO	A:NO		
no-one	NO	A:NO		
nor	SPELL	P:N	P:N	
normal	SPELL	P:N	P:N	
not	NOT			
nothing	NO	A:NO		
November	QUICKHITS	P:QUICKHITS	A:TIME	A:MONTHS
now	SPELL	P:N	P:N	
nowhere	NO	A:NO		
number	SPELL	P:N	P:N	
o'clock	QUICKHITS	P:QUICKHITS	P:TIME	
o'clock <TEXT-SPEECH-MARKER>	QUICKHITS	P:QUICKHITS	P:TIME	
October	QUICKHITS	P:QUICKHITS	A:TIME	A:MONTHS
of	OF			
off	SPELL	P:O	P:O	
often	SPELL	P:O	P:O	
okay	QUICKHITS	P:QUICKHITS	P:PHONE	
old	SPELL	P:O	P:O	

on	SPELL	P:O	P:O
once	SPELL	P:O	P:O
one	SPELL	P:O	P:O
only	SPELL	P:O	P:O
open	SPELL	P:O	P:O
or	SPELL	P:O	P:O
orange	QUICKHITS	P:QUICKHITS	A:COLORS
other	SPELL	P:O	P:O
our	WE	POSS	
ours	POSS	WE	
ourselves	OBJECT	WE	
out	SPELL	P:O	P:O
over	SPELL	P:O	P:O
own	SPELL	P:O	P:O
part	SPELL	P:P	P:P
particular	SPELL	P:P	P:P
past	SPELL	P:P	P:P
pay	QUICKHITS	P:QUICKHITS	P:MONEY
penny	QUICKHITS	P:QUICKHITS	P:MONEY
people	SPELL	P:P	P:P
perhaps	SPELL	P:P	P:P
place	SPELL	P:P	P:P
play	SPELL	P:P	P:P
Playing.	QUICKHITS	P:QUICKHITS	P:PHONE
please	SPELL	P:P	P:P
please	QUICKHITS	P:QUICKHITS	P:MONEY
Please	QUICKHITS	P:QUICKHITS	P:PHONE
possible	SPELL	P:P	P:P
present	SPELL	P:P	P:P
probably	SPELL	P:P	P:P
problem	SPELL	P:P	P:P
purple	QUICKHITS	P:QUICKHITS	A:COLORS
put	SPELL	P:P	P:P
quarter	QUICKHITS	P:QUICKHITS	P:MONEY
question	SPELL	P:Q	P:Q
quick	SPELL	P:Q	P:Q
quiet	SPELL	P:Q	P:Q
quite	SPELL	P:Q	P:Q
rather	SPELL	P:R	P:R
reach	SPELL	P:R	P:R
read	SPELL	P:R	P:R
read	SPELL	P:R	P:R
ready	SPELL	P:R	P:R
real	SPELL	P:R	P:R
reason	SPELL	P:R	P:R
red	QUICKHITS	P:QUICKHITS	A:COLORS
result	SPELL	P:R	P:R
return	SPELL	P:R	P:R

right	SPELL	P:R	P:R	
road	SPELL	P:R	P:R	
room	SPELL	P:R	P:R	
round	SPELL	P:R	P:R	
s	ENDINGS	A:ENDINGS		
said	SPELL	P:S	P:S	
same	SPELL	P:S	P:S	
Saturday	QUICKHITS	P:QUICKHITS	A:TIME	A:DAYS
save	QUICKHITS	P:QUICKHITS	P:MONEY	
saw	SPELL	P:S	P:S	
say	SPELL	P:S	P:S	
School.	QUICKHITS	P:QUICKHITS	P:PHONE	
second	QUICKHITS	P:QUICKHITS	P:TIME	
see	SPELL	P:S	P:S	
seen	SPELL	P:S	P:S	
September	QUICKHITS	P:QUICKHITS	A:TIME	A:MONTHS
she	SHE	SHE		
she can	SHE	CAN		
she can't	SHE	NOT	CAN	
she could	SHE	A:SVshe		
she couldn't	SHE	A:SVsheneg		
she does	SHE	DO		
she doesn't	SHE	NOT	DO	
she doesn't feel	SHE	NOT	FEEL	
she doesn't go	SHE	NOT	GO	
she doesn't help	SHE	NOT	HELP	
she doesn't know	SHE	A:SVsheneg		
she doesn't like	SHE	NOT	LIKE	
she doesn't think	SHE	A:SVsheneg		
she doesn't want	SHE	NOT	WANT	
she feels	SHE	FEEL		
she goes	SHE	GO		
she has	SHE	HAVE		
she hasn't	SHE	NOT	HAVE	
she helps	SHE	HELP		
she is	SHE	BE		
she isn't	SHE	NOT	BE	
she knows	SHE	A:SVshe		
she likes	SHE	LIKE		
she might	SHE	A:SVshe		
she might not	SHE	A:SVsheneg		
she should	SHE	A:SVshe		
she shouldn't	SHE	A:SVsheneg		
she thinks	SHE	A:SVshe		
she wants	SHE	WANT		
she was	SHE	BE		
she wasn't	SHE	NOT	BE	
she will	SHE	WILL		

she won't	SHE	NOT	WILL	
she would	SHE	A:SVshe		
she wouldn't	SHE	A:SVsheneg		
should	VERBS	A:VERBS		
since	SPELL	P:S	P:S	
Sister	QUICKHITS	P:PEOPLE	A:WHO	
small	SPELL	P:S	P:S	
so	SPELL	P:S	P:S	
some	SOME	A:SOME		
somebody	SOME	A:SOME		
somehow	SOME	A:SOME		
someone	SOME	A:SOME		
something	SOME	A:SOME		
sometime	SOME	A:SOME		
sometimes	SOME	A:SOME		
somewhere	SOME	A:SOME		
Son	QUICKHITS	P:PEOPLE	A:WHO	
Sorry, I didn't mean that.	SENTENCE	A:CHAT	A:CHAT	
speak	SPELL	P:S	P:S	
spell	SPELL	P:S	P:S	
spoke	SPELL	P:S	P:S	
spoken	SPELL	P:S	P:S	
Sunday	QUICKHITS	P:QUICKHITS	A:TIME	A:DAYS
take	SPELL	P:T	P:T	
talk	SPELL	P:T	P:T	
tell	SPELL	P:T	P:T	
Tell me more.	SENTENCE	A:CHAT	A:CHAT	
than	TH-WORD	A:"TH"	WORDS	
thank you	QUICKHITS	P:QUICKHITS		
thank you	QUICKHITS	P:QUICKHITS	P:MONEY	
Thank you.	QUICKHITS	P:QUICKHITS	P:PHONE	
that	THAT			
the	THE			
their	THEY	POSS		
theirs	POSS	THEY		
them	THEY	OBJECT		
then	TH-WORD	A:"TH"	WORDS	
there	TH-WORD	A:"TH"	WORDS	
these	TH-WORD	A:"TH"	WORDS	
they	THEY	THEY		
they are	THEY	BE		
they aren't	THEY	NOT	BE	
they can	THEY	CAN		
they can't	THEY	NOT	CAN	
they could	THEY	A:SVthey		
they couldn't	THEY	A:SVthey		
they do	THEY	DO		
they don't	THEY	NOT	DO	

they don't feel	THEY	NOT	FEEL	
they don't go	THEY	NOT	GO	
they don't help	THEY	NOT	HELP	
they don't know	THEY	A:SVthey		
they don't like	THEY	NOT	LIKE	
they don't think	THEY	A:SVthey		
they don't want	THEY	NOT	WANT	
they feel	THEY	FEEL		
they go	THEY	GO		
they have	THEY	HAVE		
they haven't	THEY	NOT	HAVE	
they help	THEY	HELP		
they know	THEY	A:SVthey		
they like	THEY	LIKE		
they might	THEY	A:SVthey		
they might not	THEY	A:SVthey		
they should	THEY	A:SVthey		
they shouldn't	THEY	A:SVthey		
they think	THEY	A:SVthey		
they want	THEY	WANT		
they were	THEY	BE		
they weren't	THEY	NOT	BE	
they will	THEY	WILL		
they won't	THEY	NOT	WILL	
they would	THEY	A:SVthey		
they wouldn't	THEY	A:SVthey		
thing	TH-WORD	A:"TH"	WORDS	
Things are the same with me.	QUICKHITS	P:QUICKHITS	P:PHONE	
think	VERBS	A:VERBS		
think	SPELL	P:T	P:T	
this	TH-WORD	A:"TH"	WORDS	
those	TH-WORD	A:"TH"	WORDS	
though	SPELL	P:T	P:T	
thought	SPELL	P:T	P:T	
through	SPELL	P:T	P:T	
Thursday	QUICKHITS	P:QUICKHITS	A:TIME	A:DAYS
time	QUICKHITS	P:TIME	A:TIME	
to	TO			
today	SPELL	P:T	P:T	
today	QUICKHITS	P:TIME	A:TIME	
told	SPELL	P:T	P:T	
tomorrow	SPELL	P:T	P:T	
tomorrow	QUICKHITS	P:TIME	A:TIME	
tonight	SPELL	P:T	P:T	
too	SPELL	P:T	P:T	
took	SPELL	P:T	P:T	
Tuesday	QUICKHITS	P:QUICKHITS	A:TIME	A:DAYS
under	SPELL	P:U	P:U	

understand	SPELL	P:U	P:U
understood	SPELL	P:U	P:U
university	SPELL	P:U	P:U
unless	SPELL	P:U	P:U
until	SPELL	P:U	P:U
up	SPELL	P:U	P:U
us	POSS	OBJECT	
us	WE	OBJECT	
use	SPELL	P:U	P:U
useful	SPELL	P:U	P:U
usual	SPELL	P:U	P:U
valuable	SPELL	P:V	P:V
value	SPELL	P:V	P:V
vantage	SPELL	P:V	P:V
various	SPELL	P:V	P:V
very	SPELL	P:V	P:V
view	SPELL	P:V	P:V
visit	SPELL	P:V	P:V
vocabulary	SPELL	P:V	P:V
want	WANT		
was	BE	A:BE-PAST	
way	SPELL	P:W	P:W
we	WE	WE	
we are	WE	BE	
we aren't	WE	NOT	BE
we can	WE	CAN	
we can't	WE	NOT	CAN
we could	WE	A:SVwe	
we couldn't	WE	A:SVweneg	
we do	WE	DO	
we don't	WE	NOT	DO
we don't feel	WE	NOT	FEEL
we don't go	WE	NOT	GO
we don't help	WE	NOT	HELP
we don't know	WE	A:SVweneg	
we don't like	WE	NOT	LIKE
we don't think	WE	A:SVweneg	
we don't want	WE	NOT	WANT
we feel	WE	FEEL	
we go	WE	GO	
we have	WE	HAVE	
we haven't	WE	NOT	HAVE
we help	WE	HELP	
we know	WE	A:SVwe	
we like	WE	LIKE	
we might	WE	A:SVwe	
we might not	WE	A:SVweneg	
we should	WE	A:SVwe	

we shouldn't	WE	A:SVweneg		
we think	WE	A:SVwe		
we want	WE	WANT		
we were	WE	BE		
we weren't	WE	NOT	BE	
we will	WE	WILL		
we won't	WE	NOT	WILL	
we would	WE	A:SVwe		
we wouldn't	WE	A:SVweneg		
Wednesday	QUICKHITS	P:QUICKHITS	A:TIME	A:DAYS
week	SPELL	P:W	P:W	
well	SPELL	P:W	P:W	
went	GO	A:GO-WORDS		
went	SPELL	P:W	P:W	
were	BE	A:BE-PAST		
were	SPELL	P:W	P:W	
what	WHAT			
What do you think about that?	SENTENCE	A:CHAT	A:CHAT	
What else?	QUICKHITS	P:QUICKHITS	P:PHONE	
What have you been doing?	QUICKHITS	P:QUICKHITS	P:PHONE	
What's new?	SENTENCE	A:OPENER	A:OPENER	
when	?WORDS	A:?	WORDS	
where	?WORDS	A:?	WORDS	
whether	SPELL	P:W	P:W	
which	?WORDS	A:?	WORDS	
while	SPELL	P:W	P:W	
white	QUICKHITS	P:QUICKHITS	A:COLORS	
who	?WORDS	A:?	WORDS	
whole	SPELL	P:W	P:W	
whom	?WORDS	A:?	WORDS	
why	?WORDS	A:?	WORDS	
will	WILL	WILL		
will be	WILL	BE		
will he	WILL	HE		
will I	WILL	I		
will it	WILL	IT		
will not be	WILL	NOT	BE	
will she	WILL	SHE		
will they	WILL	THEY		
will we	WILL	WE		
will you	WILL	YOU		
wish	SPELL	P:W	P:W	
with	WITH			
within	SPELL	P:W	P:W	
without	SPELL	P:W	P:W	
won't he	WILL	NOT	HE	
won't I	WILL	NOT	I	
won't it	WILL	NOT	IT	

won't she	WILL	NOT	SHE
won't they	WILL	NOT	THEY
won't we	WILL	NOT	WE
won't you	WILL	NOT	YOU
word	SPELL	P:W	P:W
work	SPELL	P:W	P:W
Working.	QUICKHITS	P:QUICKHITS	P:PHONE
would	VERBS	A:VERBS	
xenophobe	SPELL	P:X	P:X
year	SPELL	P:Y	P:Y
yellow	QUICKHITS	P:QUICKHITS	A:COLORS
yes	QUICKHITS	P:QUICKHITS	
yes	SPELL	P:Y	P:Y
Yes.	QUICKHITS	P:QUICKHITS	P:PHONE
yesterday	QUICKHITS	P:TIME	A:TIME
yesterday	SPELL	P:Y	P:Y
yet	SPELL	P:Y	P:Y
you	YOU	OBJECT	
you	YOU	YOU	
you are	YOU	BE	
you can	YOU	CAN	
you can't	YOU	NOT	CAN
you could	YOU	A:SVyou	
you couldn't	YOU	A:SVyouneg	
you do	YOU	DO	
you don't	YOU	NOT	DO
you don't feel	YOU	NOT	FEEL
you don't go	YOU	NOT	GO
you don't help	YOU	NOT	HELP
you don't know	YOU	A:SVyouneg	
you don't like	YOU	NOT	LIKE
you don't think	YOU	A:SVyouneg	
you don't want	YOU	NOT	WANT
you feel	YOU	FEEL	
you go	YOU	GO	
you have	YOU	HAVE	
you haven't	YOU	NOT	HAVE
you help	YOU	HELP	
you know	YOU	A:SVyou	
you like	YOU	LIKE	
you might	YOU	A:SVyou	
you might not	YOU	A:SVyouneg	
you should	YOU	A:SVyou	
you shouldn't	YOU	A:SVyouneg	
you think	YOU	A:SVyou	
you want	YOU	WANT	
you were	YOU	BE	
you weren't	YOU	NOT	BE

you will	YOU	WILL	
you won't	YOU	NOT	WILL
you would	YOU	A:SVyou	
you wouldn't	YOU	A:SVyouneg	
young	SPELL	P:Y	P:Y
your	YOU	POSS	
you're not	YOU	NOT	BE
yours	POSS	YOU	
yourself	OBJECT	YOU	
yourselves	OBJECT	THEY	
zero	SPELL	P:Z	P:Z

0	QUICKHITS	P:QUICKHITS	P:TIME
0	QUICKHITS	P:QUICKHITS	P:MONEY
0	QUICKHITS	P:QUICKHITS	P:NUMBERS
1	QUICKHITS	P:QUICKHITS	P:TIME
1	QUICKHITS	P:QUICKHITS	P:MONEY
1	QUICKHITS	P:QUICKHITS	P:NUMBERS
2	QUICKHITS	P:QUICKHITS	P:TIME
2	QUICKHITS	P:QUICKHITS	P:MONEY
2	QUICKHITS	P:QUICKHITS	P:NUMBERS
3	QUICKHITS	P:QUICKHITS	P:TIME
3	QUICKHITS	P:QUICKHITS	P:MONEY
3	QUICKHITS	P:QUICKHITS	P:NUMBERS
4	QUICKHITS	P:QUICKHITS	P:TIME
4	QUICKHITS	P:QUICKHITS	P:MONEY
4	QUICKHITS	P:QUICKHITS	P:NUMBERS
5	QUICKHITS	P:QUICKHITS	P:TIME
5	QUICKHITS	P:QUICKHITS	P:MONEY
5	QUICKHITS	P:QUICKHITS	P:NUMBERS
6	QUICKHITS	P:QUICKHITS	P:TIME
6	QUICKHITS	P:QUICKHITS	P:MONEY
6	QUICKHITS	P:QUICKHITS	P:NUMBERS
7	QUICKHITS	P:QUICKHITS	P:TIME
7	QUICKHITS	P:QUICKHITS	P:MONEY
7	QUICKHITS	P:QUICKHITS	P:NUMBERS
8	QUICKHITS	P:QUICKHITS	P:TIME
8	QUICKHITS	P:QUICKHITS	P:MONEY
8	QUICKHITS	P:QUICKHITS	P:NUMBERS
9	QUICKHITS	P:QUICKHITS	P:TIME
9	QUICKHITS	P:QUICKHITS	P:MONEY
9	QUICKHITS	P:QUICKHITS	P:NUMBERS
10	QUICKHITS	P:QUICKHITS	P:TIME
10	QUICKHITS	P:QUICKHITS	P:MONEY
10	QUICKHITS	P:QUICKHITS	P:NUMBERS
11	QUICKHITS	P:QUICKHITS	P:TIME
11	QUICKHITS	P:QUICKHITS	P:NUMBERS
12	QUICKHITS	P:QUICKHITS	P:TIME

12	QUICKHITS	P:QUICKHITS	P:NUMBERS
13	QUICKHITS	P:QUICKHITS	P:NUMBERS
14	QUICKHITS	P:QUICKHITS	P:NUMBERS
15	QUICKHITS	P:QUICKHITS	P:NUMBERS
16	QUICKHITS	P:QUICKHITS	P:NUMBERS
17	QUICKHITS	P:QUICKHITS	P:NUMBERS
18	QUICKHITS	P:QUICKHITS	P:NUMBERS
19	QUICKHITS	P:QUICKHITS	P:NUMBERS
20	QUICKHITS	P:QUICKHITS	P:NUMBERS
25	QUICKHITS	P:QUICKHITS	P:MONEY
30	QUICKHITS	P:QUICKHITS	P:NUMBERS
40	QUICKHITS	P:QUICKHITS	P:NUMBERS
50	QUICKHITS	P:QUICKHITS	P:MONEY
50	QUICKHITS	P:QUICKHITS	P:NUMBERS
60	QUICKHITS	P:QUICKHITS	P:NUMBERS
70	QUICKHITS	P:QUICKHITS	P:NUMBERS
75	QUICKHITS	P:QUICKHITS	P:MONEY
80	QUICKHITS	P:QUICKHITS	P:NUMBERS
90	QUICKHITS	P:QUICKHITS	P:NUMBERS
100	QUICKHITS	P:QUICKHITS	P:NUMBERS
1000	QUICKHITS	P:QUICKHITS	P:NUMBERS