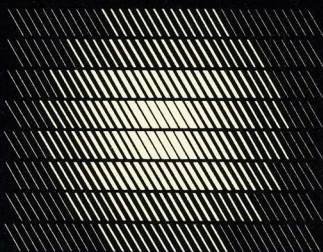


 **VideoBrain**™

Family Computer
Cartridge Program
Instructions



For adults and children
12 and over

With three exercises
to teach touch typing

And "Cypher" — an exciting
new electronic word game
for two or more players

Education

Wordwise™ 2
ED04

For best results,
read this brochure before
using cartridge

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Wordwise™2

Education Cartridge

- With three exercises to teach touch typing
- And "Cypher—an exciting *new* electronic word game for two or more players.
- For adults and children 12 and over

**FOR BEST RESULTS READ THIS BROCHURE
BEFORE USING CARTRIDGE**

Cartridge #ED04

Wordwise 2 Instructions

Wordwise 2 brings touch typing into the Computer Age with three exercises designed to teach beginning typists. Not only will practice make you more adept at an ordinary typewriter, it will help you master the VideoBrain keyboard, too.

Imagine hours and hours of typing practice without wasting even one sheet of paper! Plus you'll have the VideoBrain helping you every step of the way—signalling your mistakes as they happen, while recording your progress.

Just for fun—Wordwise 2 includes “Cypher”—a word game only possible with the power of the VideoBrain. It's great practice for your typing and great entertainment for your parties.

This booklet tells you how to use your Wordwise 2 cartridge. For best results, study it once before you play, use it as a guide for a few practice rounds, and keep it handy for future reference.

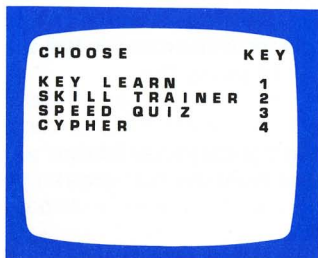
After you've read how to operate this program in the instructions that follow, you may want to refer to the Rules and Strategy Suggestions for Cypher and to the guide to basic touchtyping at the end of this booklet.

Inserting The Cartridge

1. Make sure your VideoBrain Computer is attached to your TV as described in the Owner's Manual. Check that power is on.
2. Push the cartridge carrier release button above the VideoBrain keyboard in order to swing the cartridge carrier door up.
3. With the label facing up, slide the cartridge all the way into the tracks suspended from the cartridge carrier door.
4. Gently push the cartridge door down into the computer until it locks.
5. Push the *Master Control* button. The title of the cartridge should appear on your TV for two seconds.

Operating The Program

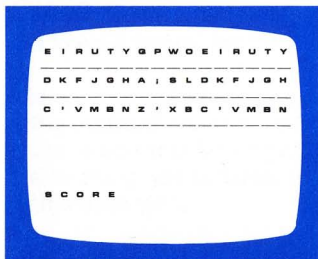
After two seconds, the title display on your TV will change to look like this:



Simply press the numeric key on your keyboard that corresponds to the program you want to use and that program will begin. You may choose any program from 1 to 4.

Program 1/Key Learn

When you choose Key 1, the following display will appear on your TV screen:



This is an exercise to practice using the character keys that appear *Horizontally* across the top three rows of the keyboard.

As you can see, the VideoBrain has arranged the letters from each of these rows into three rows on the TV screen. Between the "letter" rows are three rows of dots, one dot directly under each letter.

The objective is to reproduce each letter (as it appears in sequence across the screen) in the row beneath it without looking at the keyboard. Start out by concentrating on accuracy not speed.

As you type a correct key, that letter will replace the dot directly under the corresponding letter on the screen. For example:

E	I	R	U	T	Y	Q	P	W	O	E	I	R	U	T	Y
E

When you make a mistake the computer will signal your error with a “brrring” sound. To correct the mistake, simply backspace using the *Back* key, and type in the correct character. (But remember, the time it takes to make corrections will count against you.)

The VideoBrain will automatically move you down to the next line as you finish each row. If you finish all three rows before your time is up, start typing the top row again and the dots will reappear. The computer keeps your score for the words you have already typed.

As soon as the Key Learn display appears on the screen, the timer in the lower left corner starts counting down to 0. So start immediately and work as quickly as you can without making mistakes.

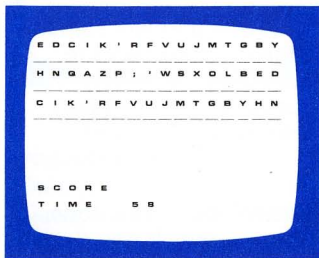
A Word About Scoring Key Learn: A running score of 20 points for each correct letter is kept as you type. After one minute, the WPM display will appear.

Your words per minute (WPM) score is based on the number of characters you typed correctly, divided by 5 (the average English word length).

The score looks like this: 06 WPM

Program 2/Skill Trainer

When you choose *Key 2*, the following display will appear on your TV screen:

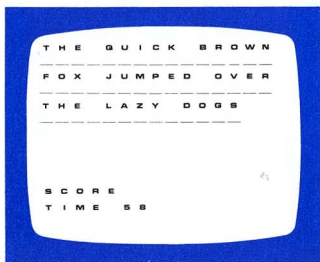


This exercise highlights the same letter and punctuation keys as *Key Learn*, but presents them as they appear *Diagonally* on a typewriter keyboard. This is designed to give your fingers practice in reaching from row to row.

Operating and scoring procedures are the same as for *Key Learn*.

Program 3/Speed Quiz

When you choose *Key 3*, the following display will appear on your TV screen:



This exercise times your speed for typing a phrase which uses all the letters of the alphabet—a real challenge!

Your objective is to duplicate this phrase as quickly and as often as you can.

The scoring procedure is the same as for *Key Learn*.

Program 4/Cypher

Cypher is a de-coding word game for two or more people. Players are divided into two teams, *Red* and *Blue*.

Taking turns, one team at a time feeds a message to the VideoBrain. The VideoBrain takes the message and scrambles up the letters of every word! The opposite team must then de-cypher the real message and type it correctly on the TV screen.

Choose sides and press **Key 4**. Your TV screen will look like this:



Red has the first turn. So the *Blue* team should look away from the screen. When *Red* pushes the *Next* button, the TV screen will look as follows:



The dots represent a total of 46 letters that can be typed up on the screen. You can use fewer than 46 letters, no numbers are accepted.

Red has unlimited time to think of a famous saying, a book, movie or song title and type it on the screen. When typing the message, players should keep these points in mind:

- use *Space* key to space between every word
- try not to have words run over from one line to the next

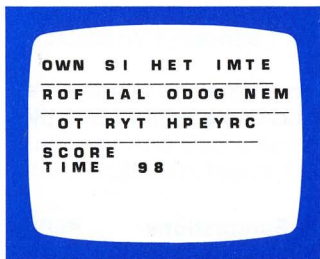
- use *Space* key to move to the next line
- correct mistakes using the *Back* key
- stay within the 46 letter maximum

A sample message would look like this:



Just before you're ready to let the other team play, press the *Next* button and the VideoBrain will scramble each word of your message.

Our sample message might look like this:



The timer starts counting down as soon as this display appears. Now *Blue* gets the keyboard to try to unscramble the message and type it on the screen as quickly as possible.

Incorrect letters are signalled with a “brrring” sound. The players can then use the *Back* key to move back and correct their mistakes.

If a player finishes his answer before the time is up, he pushes the *Next* button to get his score. (If a player hasn't finished before the clock reaches “0” the screen will automatically change.) This next screen gives the correct answer as well as the score, and for our example would look like this:



How Cypher Is Scored:

Scores are based on 50 points for each correct letter, plus a “speed bonus” of 3 times the remaining time on the clock when the *Next* button was pushed. Players who run out of time will not receive a bonus.

Blue and *Red* teams take turns until one team reaches a score of 9999 and is declared a winner by the VideoBrain.

Cypher Rules And Strategy Suggestions

The VideoBrain has the unique power to scramble any message you give it. It can even scramble the same word differently each time it's repeated.

Do you have the word power to de-cypher the work of the VideoBrain Computer? The more you play this challenging game, the better you'll be.

Here are a few tips to make Cypher more fun:

- limit your games or rounds to certain categories of messages: i.e., book titles, movies, ad slogans, familiar sayings
- choose messages which use long, unfamiliar words and very few of the short, common ones such as "the, and, but, is"
- start your message with difficult words, since scores are based on points per letter

Here are some suggested messages to get you going:

Books

Wuthering Heights

Twenty Thousand Leagues Under The Sea

Huckleberry Finn

Sayings

A Picture Is Worth A Thousand Words

Curiouser And Curiouser

Where Seldom Is Heard A Discouraging Word

Songs

Younger Than Springtime

Jailhouse Rock

Basic Touch Typing

Touch typing, as its name implies, is the skill of typing without looking at the keyboard. It's the fastest way to type and it frees you to watch what you're typing on the screen.

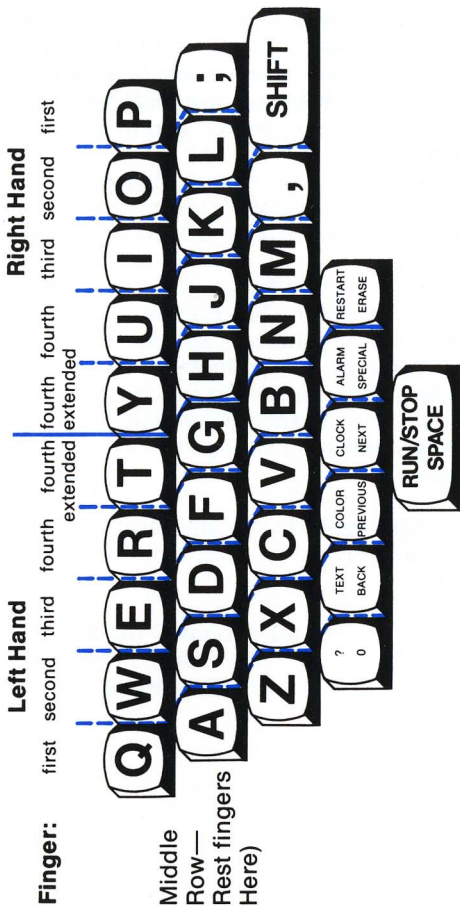
Your success in mastering this skill will largely depend on three things:

1. **Learn correct finger positioning.** The letter keys on the VideoBrain keyboard are positioned as you'd find them on a standard typewriter. The keyboard on the opposite page shows the correct position for each of your fingers while touch typing. Learn what letters each finger should strike, and where the letters are located on the keyboard. To reach all keys in the shortest amount of time, keep your fingers on the keys—resting them on the middle row. To hit a key on another row, move only the one finger you need to hit that key, while keeping all your other fingers on the “home” keys in the middle row.

To learn the keyboard, practice associating the letters formed on the screen with various keys you push. Keep your eyes on the TV screen, not on your hands.

2. **Develop a typing rhythm.** You will find that hitting each key with an even cadence will increase your agility on the keyboard.
3. **Practice. Practice. Practice.** The best results will be obtained through repetitive exercises and consistent use of the Wordwise 2 cartridge.

Position Of Hands On Keyboard



(use either thumb to strike this key)

Wordwise 2 is just one of many exciting cartridges brought to you by VideoBrain Computer Company. We suggest that you try these others to entertain you, educate you, or help you around the home:

Entertainment

EN01 Gladiator

EN02 Pinball

EN04 Checkers

EN05 Blackjack

Education

ED01 Music 1

ED02 Math Tutor 1

ED03 Wordwise 1

Home Management

HM01 Finance 1

Limited 90—Day Warranty on Wordwise 2 Cartridge:

For 90 days from the date of purchase, VideoBrain Computer Co. will repair any defect in material or workmanship in this Cartridge free of charge.

To obtain warranty service, return the Cartridge post paid, with sales receipt showing date of purchase, to the VideoBrain Service Center with address shown below.

Under no circumstances will VideoBrain Computer Co. be liable for any special, incidental, or consequential damages resulting from use or possession of the VideoBrain or its accessories. However, some states do not allow the exclusion or limitation of incidental or consequential damages, so that the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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