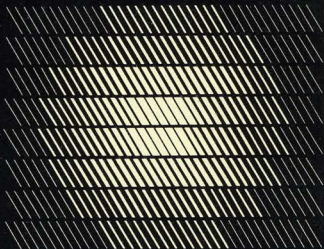


 **VideoBrain**<sup>TM</sup>

Family Computer  
Cartridge Program  
Instructions



For adults and children  
8 and over

Word Building Exercise

Education

**Wordwise**<sup>TM</sup> 1  
**ED03**

For best results,  
read this brochure before  
using cartridge

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## **Wordwise™ 1**

Education Cartridge

- Word Building Exercise
- For adults and children 8 and over

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

Cartridge #ED03

## **Wordwise 1 Instructions**

Wordwise 1 is an exciting educational program that is new every time you use it. VideoBrain selects an assortment of ten letters and challenges you to make words out of them. Wordwise 1 builds your vocabulary and spelling skills while you test your mental prowess against as many as three opponents.

### **Important—Please Note:**

For fullest enjoyment of Wordwise 1, please read all instructions in advance. Since play is timed, you'll have more fun if you understand all the directions before starting the program. After you have read this booklet, try playing some practice rounds to get used to the keyboard, rules and play of the game. After a few games, you'll be ready for hundreds of hours of fun and excitement testing your word-building skills.

## 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

### Choosing Your Skill Level And Number Of Players

After the title display, the program will give you a choice of three skill levels. *Amateur* allows you to build words as short as three letters, while *Pro* requires you to use at least four letters per word, and *Superstar* requires at least five letters per word. Key 1, 2, or 3 on the keyboard to choose your skill level. In your practice rounds you'll have more fun if you stick to Amateur. After skill level, Wordwise 1 then asks you to specify the number of players by keying 1, 2, 3, or 4.

## The Score Display

As soon as you key in the number of players, the score display will appear to verify the number of players and show their scores set at zero. The score display, the game display, and the challenge displays are the only ones you will need to play Wordwise 1. You can always get to the next display by keying *Next*.

## The Game Display

Once you push *Next* in the score display, the game display will appear as follows:



The letters on the second line are the letters you will use to make as many words as you can in this round. The program selects new letters every round and favors the letters that occur more frequently in English (like E and S).

## Moving Letters And Building Words

If you look at the letters, you'll see that their positions in line from left to right are given by the numbers above them. The last letter is in a hold position and doesn't have a number. You build a word starting from position number 1 and spelling the word out to the right. You move each letter to build a word by first keying in the number of the letter's current position and then keying in the number of the position you

want to send it to. In the sample game display above, if you wanted to move K from position 9 to position 1, you would key 9 and then key 1, and the result would be as follows:

1	2	3	4	5	6	7	8	9
K	E	P	U	A	C	S	A	S

If you looked at the string of letters after keying only one number (e.g., key 9 but not 1), you'd notice that the letter under the number you keyed (K in the above example) had moved to the hold position at the end of the line. This means the letter is ready to be sent to the next position that you key in. For instance, in the above example, if you now wanted to move G from the hold position to position 3, you would only have to key 3 and the letters would look like this:

1	2	3	4	5	6	7	8	9
K	E	G	U	A	C	S	A	S

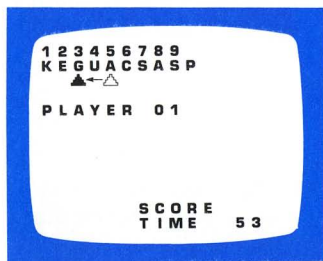
Now the first three letters spell the word KEG. That's all it takes to build words. You should experiment with this letter-moving system to get the feel of it before you play the game.

### **Marking A Word And Scoring**

The triangle that appears under the letters is a word marker to mark the last letter of any word you build. You move it back and forth by keying the blue keys *Space* for forward and *Back* for back. Once you have marked the word you score it by keying the blue *Special* key.



For example, to mark and score the word KEG:



If the word marker had been moved out to position 5, you would first key *Back* two times to move the word marker under the G.



To receive a score, key *Special*. Your word will jump down to the middle of screen and its value will be added to your score.

You will need to move quickly to make as many words as possible before the game timer counts down to zero and the round is over.

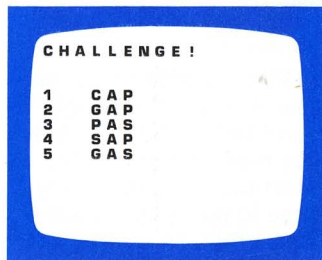
### The Challenge Display

When the game round times out or you have pushed *Next*, the Challenge Display will appear. This is your opponent's opportunity to challenge the words you have built. The first Challenge Display will show all of the three-letter words (if any) and then move up to four-letter and longer words as soon as your opponent

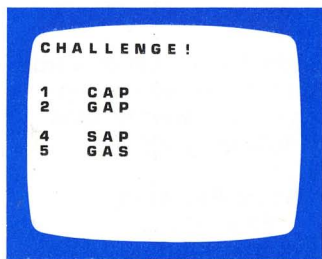


keys *Next* or if he zaps all your words of any given word length.

If you opponent decides that any word is incorrect, he can zap it from the display (and decrease your score accordingly) by keying the number next to the word as shown in the following example:



*Challenge Display  
before any words are  
zapped*



*Challenge Display  
after opponent keys  
3 to zap PAS*

Good rules for words are as follows:

1. They must be English words;
2. They must be spelled correctly;

3. They must not be proper nouns (like cities, states, or people's names).

As soon as your opponent has had an opportunity to challenge all of your words and pushes *Next* one more time, the Score Display appears. When the next player is ready to take his turn, he pushes the *Next* key to start a new Game Display.

## Winning

The first player to reach 9999 points is declared the winner by the computer as soon as the Challenge round is completed. To receive recognition, the player must reach the 9999 score by making words—not just by pushing *Next* in his last round. In your early practice games you may agree to play to just 2500 points to get the feel of the program. To play again or start over, simply push *Master Control*.

## Strategy

Players are scored based upon the number of words they have formed, the length of those words, and how quickly they finish each round. Word lengths are scored according to the following table:

Length of Word	Score Per Word
3 letters	80 points
4 letters	160 points
5 letters	320 points
6 letters	560 points
7 letters	880 points
8 letters	1280 points

As you can see, one long word is worth much more than many short words. In addition, Wordwise 1 limits you to five words of any given word length. As soon as you've reached the limit, a word limit sign will flash on the screen.

After you've scored each word, quickly begin forming a new word—remember, the best way to get a high score is to make as many words as possible before the timer gets to zero. If, during the game, you can't think of any more words, you can end the round early and score bonus points equal to three times the number on the timer by keying NEXT.

Wordwise 1 is just one of many exciting cartridges brought to you by the 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
- ED04 Wordwise 2

### **Home Management**

- HM01 Finance 1

## **Limited 90—Day Warranty on Wordwise 1 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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