

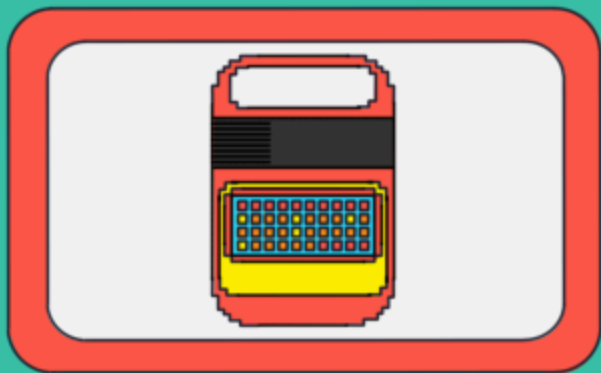
# Speak & Spell

VIDEO COMPUTER  
SOFTWARE

## COMMAND MODULE

*The remarkable talking learning aid with electronic voice and brain.*

*The Speak & Spell learning software helps teach your kids to spell over 200 words using that unique speech synthesizer. It comes with five different modes: Mystery Word, Say It, Letter, Secret Code and Spell. This educational software will keep your kids entertained and engaged, and improving their spelling.*



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## Quick Reference Guide

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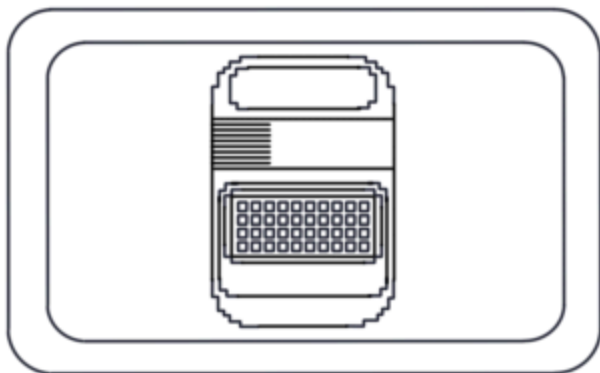
Note that this software is designed to be used only with a standard XT/AT or PS/2 keyboard. Important keystroke sequences are summarized here for your "quick reference."

### Micro Joy Home Video Computer

	 GO
	 REPLAY
	 REPEAT
	 CLUE
	 MYSTERY WORD
	 SECRET CODE
	 LETTER
	 SAY IT
	 SPELL
	 ERASE
	 ENTER
	 APOSTROPHE

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## ***Speak & Spell***



The remarkable talking learning aid with electronic voice and brain.

The Speak & Spell learning software helps teach your kids to spell over 200 words using that unique speech synthesizer. It comes with five different modes: Mystery Word, Say It, Letter, Secret Code and Spell.

This educational software will keep your kids entertained and engaged, and improving their spelling.

This Video Computer Software is designed to be used with the Micro Joy Home Video Computer only. The WT588D voice module must be attached to the computer to activate the speech capabilities of the software and a standard XT/AT or PS/2 keyboard to input commands.

Programmed by: Kyuchumimo  
Voice by: Mitch Carr

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## Getting started

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### HARDWARE REQUIREMENTS

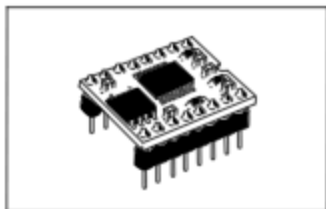
Speak & Spell is designed to work with the WT588D voice module and standard XT/AT or PS/2 keyboard. The WT588D acts as an audio co-processor for sample playback while the keyboard serves as a HID (Human Interface Device) for input letters and perform certain actions.

Note: Speak & Spell software constantly switches between different 2-Mbit (minimum memory configuration) banks regardless of the memory capacity that comes included with the module to cover all voice samples.

It is recommended to replace the Flash memory with SRAM type memory to prevent future malfunction due to wear caused by constant read and write cycles.

Compatible Serial SRAM models:

- IS62WVS2568FBLL
- 23AA02M



### USING THE SOFTWARE

With the help of a PC, download the software to the microcontroller's flash memory using a program such as rshell.

```
/                                001/004
> /LIB
  /SNSPELL
  BDEVICE.PY          8490B
  BOOT.PY             15040B
  MAIN.PY             4751B
```

Once you have downloaded the software, restart the system by pressing the RUN button. You will notice that new files have appeared in the file system. Go to the folder called '*snsPELL*' and run the '*main.py*' file to start the software.

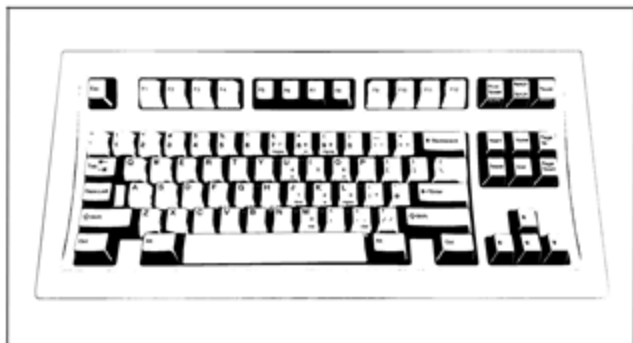
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## How to play

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Speak & Spell software as mentioned before, requires a standard XT/AT or PS/2 keyboard to interact with the software.



The  (  **SPELL** ) key activates the Speak & Spell. Four tones let you know the WT588D is ON and working - the window will show "SPELL A."

From here, you can access the different game modes, which include the following:

- Mystery Word
- Say It
- Letter
- Secret Code
- Spell

Note: Some game modes allow you to select the difficulty level. Press the , , , or  keys to change the difficulty level. When you are ready, press the  (  ) key to begin.

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## ***Game modes***

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### **SPELL**

In Spell mode, the Speak & Spell helps players practice spelling words correctly.

The device pronounces a word aloud, and the player must spell the word by pressing the correct letters on the keyboard. When the word is completed, press **ENTER**, otherwise, press **ERASE** to try again.

Speak & Spell checks the spelling and responds with encouraging messages if the answer is correct or prompts the player to try again if it is incorrect.

If you want to hear the word again, press **REPEAT**.

The **REPLAY** key provides you with the same list of ten words again.

### **SAY IT**

The Say It mode is designed to provide practice in reading, enunciating, and spelling words.

### **MYSTERY WORD**

Mystery Word is essentially a digital version of the classic game "Hangman." It tests the player's ability to deduce a word based on logic and letter patterns.

The **CLUE** key can be pressed to get one letter of the mystery word and its position. Using the **CLUE** key counts as two incorrect guesses.

### **SECRET CODE**

The Secret Code mode is a fun utility that uses a simple substitution cipher to encode or decode words. It follows a specific pattern where the alphabet is scrambled, and the device helps you translate between "normal" and the "secret" language.

### **LETTER**

The Letter mode is designed to help children identify letters and familiarize themselves with the alphabet's sounds.

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