

**Franklin**®

Electronic Publishers

**B·O·O·K·M·A·N™**  
Cartridge

Advanced  
**Dictionary**  
& Thesaurus

**User's Guide**

ADV-2002

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# Contents

Welcome to the world of BOOKMAN! With this *Advanced Dictionary & Thesaurus* you can find over 110,000 dictionary words with 300,000 entries, 500,000 synonyms, as well as antonyms, etymologies, Classmates®,

Confusables® and more. You can also correct misspellings, save words to your User list, and play three challenging word games. Use your BOOKMAN to read this book card. See “Installing Book Cards” to learn how.

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# Key Guide

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## Function Keys

- CLEAR** Clears to *Enter your word*.
- MENU** Shows the main menus.
- THES** (red) Shows a thesaurus entry.
- CLASS** (green) Shows Classmates.
- GAMES** (yellow) Shows the games list.
- LIST** (blue) Shows the User list menu.
- CARD** Exits the selected book.
- ON/OFF** Turns BOOKMAN on or off.

## ► Understanding the Color Keys

The color keys (red, green, yellow, and blue) perform the functions listed above only for the book described in this User's Guide.

Other books have their own color key functions, which are labelled on their book cards or on the keyboard. For more information, read "Using the Color Keys."

\*Hold  while pressing the other key.

## Other Keys

- BACK** Backs up and erases letters.
- CAP** Shifts keys to type punctuation.
- ENTER** Enters a search, selects a menu item, or starts a highlight.
- HELP** Shows help messages.
- ? \*** Types a question mark to stand for an unknown letter in a word; shifted, types an asterisk to stand for a series of unknown letters.

## Direction Keys









Move in indicated direction.



Types a space or pages down.

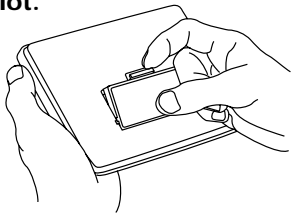
## Star Key Combinations\*

-  + **CARD** Sends a word between books.
-  + **DN** Shows next entry or match.
-  + **UP** Shows previous entry or match.
-  + **C** Shows Confusables.
-  + **D** Shows a dictionary definition.
-  + **P** Shows the Path list.

## Installing Book Cards

**Warning:** Never install or remove a book card when BOOKMAN is on. If you do, information that you entered in its built-in book and in an installed book card will be erased.

1. Turn your **BOOKMAN** off.
2. Turn your **BOOKMAN** over.
3. Align the tabs on the book card with the notches in the slot.



4. Press the book card until it snaps into place.

### ► Removing Book Cards

**Warning:** When you remove a book card to install another, information that you entered in the removed book card will be erased.

## Selecting a Book

Once you have installed a book card in your **BOOKMAN**, select which book you want to use.

1. Turn your **BOOKMAN** on.
2. Press **CARD**.



These are sample books.

3. Press **⇨** or **⇧** to highlight the book you want to use.



4. Press **ENTER** to select it.

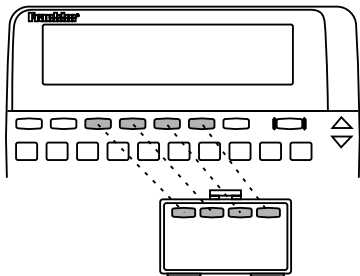
### ► Resuming Where You Left Off

You can turn your **BOOKMAN** off at any screen. When you turn **BOOKMAN** on again, the screen that you last viewed appears.

## Using the Color Keys

The red, green, yellow, and blue keys on your BOOKMAN change functions according to which book is selected.

When the built-in book is selected, the color keys function as labelled on the BOOKMAN keyboard. When a book card book is selected, the color keys function as labelled on that book card.



Remember, the color keys for BOOKMAN books in book cards function as labelled on their book cards, not as on the keyboard.

## Changing Settings

You can adjust the font size, shutoff time, and screen contrast. The font size changes the number of lines of text that appear on screen. The shutoff time is how long BOOKMAN stays on if you forget to turn it off.

1. Press **CLEAR**.
2. Press **MENU**.
3. Press the arrow keys to highlight the Setup menu.
4. Highlight *Set Font*, *Set Shutoff*, or *Set Contrast*.



5. Press **ENTER**.
6. Highlight a setting.  
Or press **↑** or **↓** if you selected *Set Contrast*. To exit without changing settings, press **BACK**.
7. Press **ENTER** to select the setting.

## Viewing a Demonstration

Before you start using this book, you may want to view a demonstration of what it can do.

Once you have installed and selected the book card, press **MENU** and highlight *View Demo* on the Setup menu. Then press **ENTER** to view the demonstration.

If you want to stop the demonstration, press **CLEAR**.

### ► Help is Always at Hand

You can view a help message at virtually any screen by pressing **HELP**. Use **↓** or **SPACE** to read it. To exit help, press **BACK**.

If you need a reminder of what each key does, select *Tutorial* from the Other menu.

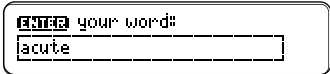
### ► Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to move around menus or to view more text.

## Finding Definitions

It's easy to find definitions in this dictionary. Simply type a word and then press **ENTER**.

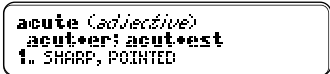
1. Press **CLEAR**.
2. Type a word (e.g., *acute*).



ENTER your word#  
acute

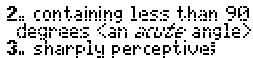
You cannot type capitals. To erase a letter, press **BACK**.

3. Press **ENTER**. Or hold **☆** and press **D**.



acute (adjective)  
acuteer; acutest  
1. SHARP; POINTED

4. Press **↓** or **SPACE** to read the definition.



2. containing less than 90  
degrees <an acute angle>  
3. sharply perceptive

5. Hold **☆** and press **↓** or **↑** to see the next or previous definition listed alphabetically.
6. Press **CLEAR** when done.

## Finding Words in Definitions

You can also search for all the definitions in which a specific word occurs.

1. Press **CLEAR**.
2. Press **MENU**.
3. On the **Other** menu, highlight **Search for a word** and then press **ENTER**.
4. Type a word (e.g., *legal*) and then press **ENTER**.

**action** (*noun*)  
*plural: actions*  
1. a legal proceeding

Note: You can also search for a word in definitions by entering a word, pressing **MENU**, and then selecting **Search for...** from the **Other** menu.

5. Press **↓** or **SPACE** to read.
6. Hold **☆** and press **ON** repeatedly to see the next definitions containing your word.

**ALA** (*abbreviation*)  
: automobile legal association

7. Press **CLEAR** when done.

## Finding Thesaurus Entries

Each thesaurus entry contains a thesaurus meaning and synonyms for that meaning. Some thesaurus entries also contain antonyms and etymologies.

1. Press **CLEAR**.
2. Type a word (e.g., *splendid*).
3. Press **THES** (red).

**splendid** *adj.*, extraordinarily or transcendently impressive.

This is its first thesaurus entry.

4. Press **↓** to see its synonyms.

**SYNONYMS:**  
glorious, gorgeous, magnificent, proud, resplendent

5. Hold **☆** and press **DN** to see the next thesaurus entry.

**splendid** *adjective*, marked by great magnificence, display, and usually

To return to the previous thesaurus entry, hold **☆** and press **UP**.

6. Press **CLEAR** when done.



## Finding Thesaurus Entries

### ► Other Ways to Find Thesaurus Entries

When you look up a dictionary definition of a word, THES may briefly appear at the upper right of the screen. THES indicates that the word you entered has one or more thesaurus entries. Press **THES** (red) to see them.

THES also flashes at the upper right of the screen when a highlighted word has thesaurus information. Again, press **THES** (red) to see that information.

### ► Comparing Synonyms

Some thesaurus entries include comparisons to dictionary definitions to help you understand their meaning. For example, if you see *COMPARE: promise 1*, read the first definition of *promise* to learn more.

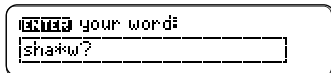
## Finding Letters in Words

If you are uncertain about how to spell a word, type a question mark in place of each unknown letter.

To find prefixes, suffixes, and other parts of words, type an asterisk in a word. Each asterisk stands for a series of letters or spaces.

Note: If you type an asterisk at the beginning of a word, it may take a while to find the matching words.

### 1. Type a word with ?'s or an \*.



To type an asterisk, hold **CAP** and press **?\***.

### 2. Press **ENTER**.



### 3. Highlight a match.

### 4. Press **ENTER** to define it.

### 5. Press **CLEAR** when done.

## Correcting Misspellings

If you misspell a word, a list of corrections automatically appears.

1. Type a misspelled word (e.g., *nolij*).



2. Press **ENTER**.



3. Highlight a correction.
4. Press **ENTER** to view its dictionary definition.
5. To go back to the corrections, press **BACK**.
6. Press **CLEAR** when done.

### ▶ Two Ways to Back Up

Pressing **BACK** takes you back to the previous screen you viewed. Holding **☆** and pressing **▲** takes you to the previous screen of similar information.

## Highlighting Words to Look Up

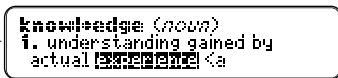
Another way to look up words is by highlighting them in dictionary definitions, thesaurus entries, and word lists.

1. At any text, press **ENTER** to start the highlight.



You can turn off the highlight by pressing **BACK**.

2. Use the arrow keys to highlight a word.



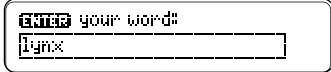
3. Do one of the following:

To...	Press...
define the word	<b>ENTER</b>
see thesaurus entry	<b>THES</b> (red)
see Classmates	<b>CLASS</b> (green)
see Confusables	<b>☆</b> + <b>C</b>
add word to User list	<b>LIST</b> (blue)
search for the word in definitions	<b>MENU</b> and then select <i>Search for...</i>

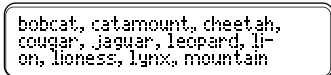
## Finding Classmates®

Classmates are words classified by subject. If an entry word or a highlighted word has Classmates, CLAS will flash once in the upper right of the screen.

### 1. Type a word (e.g., *lynx*).



### 2. Press **CLASS** (green).



### 3. Press **↓** to read.

#### ▶ Look for the Flashing Messages

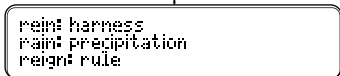
When you enter a word or scroll through a word list, look at the upper right corner of the screen. Often messages such as THES, CLAS, or CONF will briefly appear on screen. These messages signal that the word has thesaurus information, Classmates, or Confusables. A word can have more than one message, so watch closely.

## Finding Confusables®

Confusables are words that sound alike but are spelled differently. If an entry word or a highlighted word has Confusables, CONF will flash once in the upper right of the screen.

### 1. Type a word (e.g., *rein*).

### 2. Hold **☆** and press C.

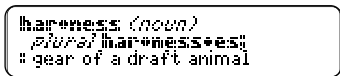


Each Confusable is followed by an identifying word.

### 3. Press **ENTER** and then highlight a word.




### 4. Press **ENTER** to define it, or press **THES** (red) to view its thesaurus entry, if any.










## Reviewing Words

Use the Path list to review the last 15 words you looked up. The Path list is automatically saved between sessions unless the batteries lose power or your BOOKMAN is reset.

1. Select **Path list** from the **Other menu**. Or hold  and press P.



This is a sample Path list. If you haven't looked up any words, you see: *Path is empty*.

2. Highlight a word.
3. Do one of the following:  
To... Press...  
define the word   
see thesaurus entry  (red)  
see Classmates  (green)  
see Confusables  + C  
add word to User list  (blue)
4. Press  to go back to the list.
5. Press  when done.







## Saving Words

You can save up to 40 words in the User list for personal study or review. Your User list is saved between sessions unless the batteries run out of power or your BOOKMAN is reset. Here is how to save your first word.

1. Press  (blue).



If you haven't added words to your User list, *View list: \*\*Empty\*\** appears.

2. Highlight **Add word**.
3. Press .
4. Type a word.
5. Press  to add the word.
6. Select **View list: 1 word**.
7. Do one of the following:  
To... Press...  
define the word   
see thesaurus entry  (red)  
see Classmates  (green)  
see Confusables  + C

## Saving Words

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### ► Adding Highlighted Words

At any text, you can highlight a word and add it to your User list.

1. At text, press **ENTER** to start the highlight.
2. Highlight a word.
3. Press **LIST** (blue).
4. Select **Add "your word"**.
5. Press **CLEAR** when done.

### ► Adding Words Not Found in This Dictionary

When you try to add a word not in this dictionary, you're given three options from which to choose: *Cancel*, *Add anyway*, and *Correction candidate(s)*. Caution: Adding words that are not in this dictionary uses considerably more memory than adding words that are. If you add only those words that are not in this dictionary, it is possible that as few as 10 words can be added.

## Deleting Saved Words

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You can delete one or all the words in your User list. Here's how.

### ► Deleting One Word

1. Press **LIST** (blue).
2. Select *Delete word*.
3. Highlight a word on the list.
4. Press **ENTER** to delete it.
5. Press **CLEAR** when done.

### ► Erasing Your User List

1. Press **LIST** (blue).
2. Select *Erase List*.
3. Press **Y** to erase the entire list. Or press **N** to cancel.

### ► Removing the Book Card

Warning: Your User list will be erased when you remove this book card from your BOOKMAN.

## Sending Words Between Books

This book can send words to and receive words from certain other BOOKMAN books.

To send a word, you must install the book card in a BOOKMAN that has a built-in book which is also able to send or receive words. To learn if a built-in book can send or receive words, read its User's Guide.

### 1. Highlight a word in this book.



**knowledge** (noun)  
Is understanding gained by experience

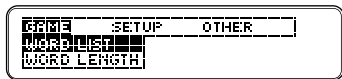
To highlight a word in text, press **ENTER** and then press the arrow keys. To highlight a word in a list, press the arrow keys.

2. Hold **☆** and press **CARD**.
3. Highlight the other book.
4. Press **ENTER**.  
The word that you highlighted appears in the other book.
5. Press **ENTER** to look up the word.

## Changing Game Settings

You can change the game settings at any time. Each setting applies to all the games.

1. Press **MENU**.
2. Press **←** to highlight the Game menu.



3. Highlight an option.
4. Press **ENTER**.
5. Highlight a setting.
6. Press **ENTER** to select it.

### ► Understanding the Settings

*Word List* lets you pick which words you'll play the games with. If you select *Type Them In*, you'll need to type in words after you select a game.

*Word Length* lets you pick how many letters will be in the words.

*Skill Level* lets you select the level of difficulty.

## Playing the Games

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Now that you have the games set, let's play.

1. Press **GAMES** (yellow).
2. Press **↑** or **↓** to highlight a game.
3. Press **ENTER** to start playing.
4. To exit a game and return to the list of games, press **BACK**.

### ► Seeing the Score

Your score appears after each round of a game.



Word 1 Lost 0

## Playing the Games

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### Hangman



```
re????e?
##### 9
make a letter guess
```

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time. The number of guesses you can make appears to right of the #'s. For a hint, hold **CAP** and press **?\***. Or press **?\*** to end the round. NOTE: If you ask for a hint, you will lose the round. Press **ENTER** to define the word. Press **BACK** to return to Hangman. Press **SPACE** to start a new round.

### Anagrams



```
worshipping      61
ENTER word: 1
```

Anagrams challenges you to find all of the words that can occur within a selected word. Each letter can only be used as many times as it appears in the selected word. Each anagram must be a specified minimum length.

## Playing the Games

This will flash on the screen before each game. The number of possible anagrams is shown on the right side of the screen.

Type an anagram and then press **ENTER**. Use the arrows to view anagrams you've already entered. Hold **CAP** and press **?\*** to shuffle the letters in the selected word. Press **?\*** to end a round and reveal the remaining anagrams. Highlight a word, and then press **ENTER** to see its dictionary entry. Press **BACK** to exit Anagrams.

## Word Train™



All aboard the Word Train spelling game! You and the train take turns typing letters to form a word. Whoever types the last letter wins. To view the letters you can type at your turn, hold **CAP** and press **?\***. Or press **?\*** to end a round and reveal the word. Press **ENTER** to define the word.

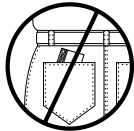
## Book Card Care

- **Do not touch the metal contacts on the book cards.**

Caution: Touching these electrical contacts with statically charged objects, including your fingers, could erase information entered in a book card or built-in book.



- **Do not put excessive pressure on the book cards.**



- **Do not expose the book cards to heat, cold, or liquids.**





## Resetting BOOKMAN

If the BOOKMAN keyboard fails to respond, or if its screen performs erratically, first press **CLEAR** and then press **ON/OFF** twice. If nothing happens, follow the steps below to reset it.

**Warning:** Pressing the reset button with more than very light pressure may permanently disable your BOOKMAN. In addition, resetting your BOOKMAN erases settings and information entered into its built-in book, and in any currently installed book cards.

**1. Hold **CLEAR** and press **ON/OFF**.**

If nothing happens, try Step 2.

**2. Use a paper clip to gently press BOOKMAN's reset button.**

The reset button is recessed in a pin-sized hole on your BOOKMAN.

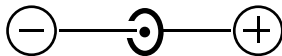
Read its User's Guide to find the location of the reset button.

This unit may change operating modes due to Electro-static Discharge. Normal operation of this unit can be re-established by pressing the reset key **ON/OFF**, or by removing/replacing batteries.

## Optional Features



**AC adaptor jack:** Some BOOKMAN models are equipped with a standard 3.5 mm jack for use with a 9-volt, 200-300 milliamp AC/DC adaptor.



This symbol indicates that the inner core of the plug of an AC adaptor is negative and that the outer part of the plug is positive. If your AC/DC adaptor does not have this symbol, confirm its compatibility at its place of purchase.

**Headphone jack:** Some BOOKMAN models also have a 3.5 mm stereo headphone jack for use with a standard impedance 8 Ohm headset.

## Limited Warranty (U.S. only)

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FRANKLIN warrants to you that the BOOKMAN PRODUCT will be free from defects in materials and workmanship for one year from purchase. In the case of such a defect in your BOOKMAN PRODUCT, FRANKLIN will repair or replace it without charge on return, with purchase receipt, to the dealer from which you made your purchase or Franklin Electronic Publishers, Inc., One Franklin Plaza, Burlington, NJ 08016, within one year of purchase. Alternatively, FRANKLIN may, at its option, refund your purchase price.

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BOOKMAN Model ADV-2002

- size: 5.9 x 4.2 x 0.6 cm
- weight: 0.4 oz.

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FCC Notice: Complies with the limits for a Class B computing device pursuant to Subpart B of part 15 of FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference; and (2) This device must accept any interference received, including interference that may cause undesired operation.

U.S. Patents 4,490,811; 4,830,618; 4,891,775; 5,007,019; 5,113,340; 5,203,705; 5,218,536; 5,249,965; 5,333,313; 5,396,606. Deutsch Pats. M9409743.7; M9409744.5. European Patent 0 136 379. Pat. Pend.

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