

**Franklin**<sup>®</sup>  
Electronic Publishers

**B·O·O·K·M·A·N**<sup>™</sup>  
Cartridge

**ADVANCED THESAURUS**

**User's Guide**

ATH-2011

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# Contents

With your new Franklin *Advanced Thesaurus* (ATH-2011), you can find a total of more than 500,000 synonyms, antonyms, Classmates™, and Confusables™.

You can also correct misspellings and play three exciting and educational word games at different skill levels. Simply install this cartridge into your BOOKMAN to get started.

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# Key Guide

## Function Keys

- CLEAR** Clears the word you entered.
- MENU** Shows the menu.
- SKILL** (red) Shows the game skill levels.
- CONF** (green) Shows Confusables (words that you may confuse with others).
- GAMES** (yellow) Shows games you can play.
- HINT** (blue) Provides hints during games.
- CARD** Exits the selected book.
- ON/OFF** Turns BOOKMAN on or off.

### ► Understanding the Color Keys

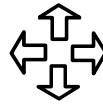
The color keys (red, green, yellow, and blue) perform the functions listed above only for the book described in this User's Guide.

Other BOOKMAN books have their own color key functions, which are labelled on their keyboards or cartridges. To learn more, see "Using the Color Keys."

## Other Keys

- BACK** Erases a letter, shows a previous screen, or unhighlights a word.
- CAP** Shifts keys to type capitals.
- ENTER** Looks up a word, selects a menu item, or highlights a word.
- HELP** Shows a help message.
- ?\*** Types a ? to stand for a letter in a word (shifted, types an \* to stand for a series of letters).

## Direction Keys



Scroll text, or move the cursor or the highlight.







Page down or up.



Types a space, or pages down in thesaurus entries and help.

## Star Key Combinations\*

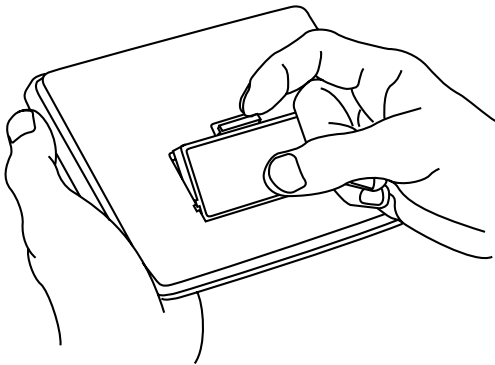
-  + **CARD** Sends a word between books.
-  +  Shows the next or previous thesaurus entry.  
or 

\* Hold  while pressing the other key.

## Installing Cartridges

Warning: Never install or remove a BOOKMAN cartridge when your BOOKMAN is on. If you do, information you have entered in the built-in book as well as in the cartridge will be erased.

1. Turn **BOOKMAN** off.
2. Turn **BOOKMAN** over.
3. Align the tabs of the cartridge with the notches in the slot.



4. Press the cartridge down until it snaps into place.

### ► Removing Cartridges

Warning: When you remove a BOOKMAN cartridge to install another, information that you entered in the removed cartridge is erased.

## Selecting Books

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

1. Turn **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.

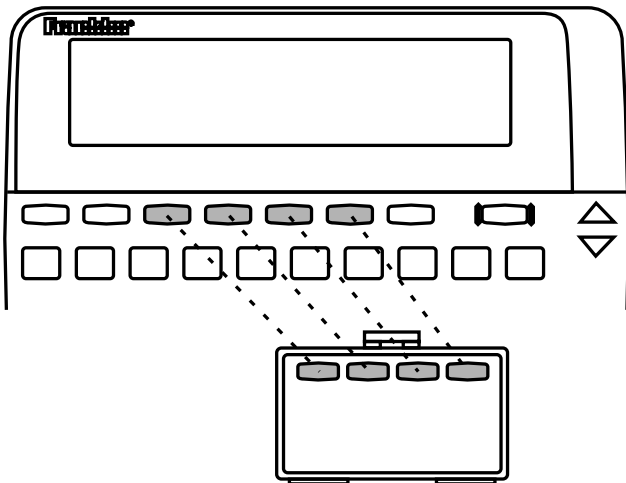
### ► About Screen Illustrations

Some screen illustrations in this User's Guide may differ from what you see on screen. This does not mean that your BOOKMAN is malfunctioning.

## Using the Color Keys

The red, green, yellow, and blue keys change functions according to which book you are using.

When you have selected and are using the built-in book, the color keys function as labelled on the keyboard. When you are using a BOOKMAN cartridge, the color keys function as labelled on that cartridge.

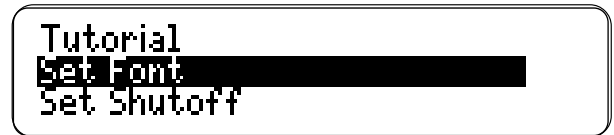


*Remember, when you have selected and are using a BOOKMAN cartridge, the color keys function as labelled on that cartridge, not as on the keyboard.*

## Changing Settings

You can adjust the font size and shutoff time of this book. The font size sets how large the letters appear on screen. The shutoff time sets how long your BOOKMAN stays on if you forget to turn it off.

1. Press **CLEAR**.
2. Press **MENU**.
3. Press **↓** to highlight **Set Font** or **Set Shutoff**.



4. Press **ENTER**.
5. Press **↓** to highlight a setting.  
To leave the settings as they are, press **BACK**.
6. Press **ENTER** to select it.

### ► Changing the Contrast

When you're using the ATH-2011, you can change the BOOKMAN's screen contrast by pressing **CLEAR** and then repeatedly pressing **↑** or **↓**.

## Viewing a Demonstration

When no book cartridge is installed in your BOOKMAN, a demonstration automatically appears after you select this book. To stop the demo, press **CLEAR**. To disable it, press **MENU** and then select *Disable Demo*. To re-enable it, select *Enable Demo*.

When a book cartridge is installed, select *View Demo* from the menu to view the demo.

### ► Help is Always at Hand

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

To read about what the keys do when you're using this book, press **MENU** and then select *Tutorial*.

### ► Just Follow the Arrows

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

## Finding Synonyms

To look up synonyms, simply type a word and then press **ENTER**. Try this example.

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

**ENTER** your word:

happy

To type capitals, hold **CAP**.

To erase a letter, press **BACK**.

To move the cursor, press **←** or **→**.

3. Press **ENTER** to view its first thesaurus entry.

**happy** <adjective> in a pleased mood  
[synonyms] blithe, cheerful,

4. Press **↓** or **DN** to read.

5. Hold **☆** and press **DN** repeatedly to view its next entries, if any.

**happy** <adjective> very happy indeed  
[synonyms] blissful,

To view a previous thesaurus entry, hold **☆** and press **UP**.

6. Press **CLEAR** when done.

## Finding Synonyms

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### ► Understanding Thesaurus Entries

When you see *THES* flash in the upper right of the screen, the entered or highlighted word has a thesaurus entry. Each thesaurus entry begins with the word's part of speech (noun, verb, adjective, etc.) and a brief definition.

Then synonyms, Classmates, and antonyms, if any, are listed. Classmates are words related by subject or class. Special uses, such as slang, Briticisms, and technical words, are noted in brackets.

### ► Selecting Multiple Forms

When you enter a word that has more than one form, a word list appears. Highlight the form you want and then press **ENTER** to select it.

### ► Viewing Next Entries

When a word has more than one thesaurus entry, you can view a next entry by scrolling or paging down at the end of an entry.

## Correcting Misspellings

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Don't worry if you misspell a word. Corrections automatically appear.

1. Press **CLEAR**.
2. Type a misspelled word (e.g., *ecskwizzit*).
3. Press **ENTER**.



```
1 exquisite
2 exquisites
3 exquisitely
```

4. Highlight a correction.
5. Press **ENTER** to view its thesaurus entry, if any.
6. Press **CLEAR** when done.

### ► Finding Spellings and Words

If you're not sure how to spell a word, or want to find a list of similarly spelled words, type a question mark in place of each unknown or variable letter (e.g., *conc??ve*). Then press **ENTER**. You can also type an asterisk in place of a series of letters (e.g., *conc\*ve*.) To type an asterisk, hold **CAP** and press **?\***.



## Finding Confusables™

Confusables are words that sound alike or are spelled similarly. When you see *CONF* flash in the upper right of the screen, the entered or highlighted word has Confusables. Try this example.

1. Type *rein*.

2. Press .

Notice that *CONF* flashes.

3. Press .

```
rein: harness
rain: precipitation
reign: rule
```

Each Confusable is followed by a word identifying its meaning.

4. Press  to start the highlight.

5. Press the arrow keys to highlight a word.

```
rein: harness
rain: precipitation
reign: rule
```

6. Press  to view its thesaurus entry.

7. Press  when done.

## Highlighting Words

Another way to find synonyms and Confusables is by highlighting words in thesaurus entries. Try this example.

1. Type *demeanor*.

2. Press .

3. Press  again.

Notice the highlight. You can turn it off by pressing .

4. Press the arrow keys to highlight a word (e.g., *air*).

```
demeanor <noun> the form
in which one appears
[synonyms] air, appearance,
```

5. Press one of these keys:

To View...	Press...
its thesaurus entry	<input type="button" value="ENTER"/>
confusables, if any	<input type="button" value="CONF"/>

6. Press  to go back to the highlighted word.

7. Press  when done.

## Sending Words

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You can look up words from this book in certain other BOOKMAN books, and vice versa.

To send or receive a word to or from another book, you must first install a book cartridge in your BOOKMAN, and that cartridge must be able to send or receive words, too. To learn if a cartridge can send or receive words, read its User's Guide.

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

To highlight a word in a list, press the arrow keys.

To highlight a word in text, press **ENTER** and then 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.

## Playing the Games

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### Picking Levels and Games

You can pick a skill level before you play or during a game. If you pick a level during a game, the new level does not take effect until the next round begins.

- To pick a skill level, first press **SKILL**. Then highlight a level and press **ENTER** to select it.
- To pick a game, first press **GAMES**. Then highlight a game and press **ENTER** to start playing.

### Playing Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, before the little man is hanged. Simply type your letter guesses. The number of wrong guesses you can make appears to right of the #'s.

To end a round, press **?\***. To view the thesaurus entry of the word, press **ENTER**. Then press **BACK** to go back to the game.


## Playing the Games

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### Playing Anagrams

Anagrams challenges you to find anagrams of a word. (An anagram is a word formed from all or some of the letters of another word.)

To play, type an anagram and then press **ENTER**. Use the arrows to view anagrams you've already entered.

To end a round and reveal the remaining anagrams, press **?\***. After a round, you can press **ENTER** and  to highlight a word. Then press **ENTER** to view its thesaurus entry. Press **BACK** to go back to the game.

**NOTE:** Each letter can only be used in an anagram as many times as it appears in the selected word. Each anagram must be a specified minimum length, which flashes on the screen before each round. The number of possible anagrams is shown on the right side of the screen.

## Playing the Games

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### Playing Word Train™

All aboard! You and the Word Train take turns typing letters to form a word. Whoever types the last letter wins.

Press **?\*** to end a round and reveal the word. Press **ENTER** to view the thesaurus entry of the word.

#### ► Keeping Score

After each round of Hangman and Word Train, the number of rounds that you have won and lost appears.

#### ► Getting Hints

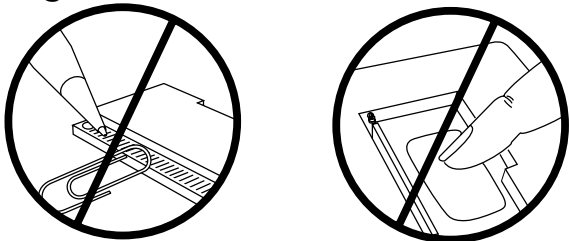
You can get hints during the games by pressing **HINT**. In Hangman, letters in the mystery word are revealed. In Anagrams, the letters are shuffled. In Word Train, possible next letters are displayed.

**NOTE:** If you ask for a hint, the game continues but you cannot win the round. To win rounds, you must play without hints.

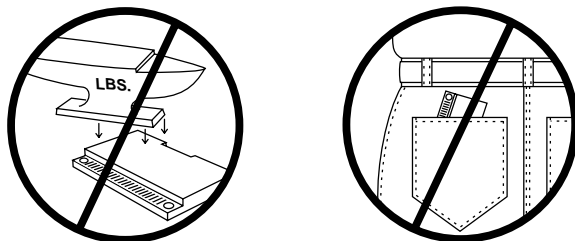
## Cartridge Care

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

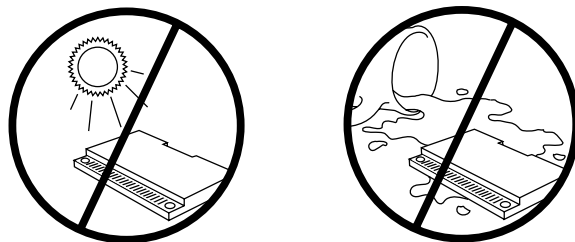
Caution: Touching these electrical contacts with statically charged objects, including your fingers, could erase information entered in a cartridge or built-in book.



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



- **Do not expose the book cartridges 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.

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

1. **Hold **CLEAR** and press **ON/OFF**.**  
If nothing happens, try Step 2.
2. **Use a paper clip to *gently* press reset button on BOOKMAN.**

The reset button is recessed in a pin-sized hole on the back of BOOKMAN. Look for it on the battery cover or near the cartridge slot.

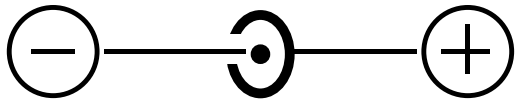
### ► Troubleshooting Tips

- Check that the book cartridge, if any, is installed correctly.
- Check that the cartridge's metal contacts are dirt-and dust-free.

## 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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## Specifications

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Model: ATH-2011

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

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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; 4,982,181; 5,153,831; 5,229,936; 5,295,070; 5,321,609; 5,333,313; European Patent 0 136 379. Pat. Pend.

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## Your Notes

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