

Bartender's Guide

USER'S GUIDE

BOOKMAN®

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Contents

Welcome to the world of BOOKMAN! With this *Bartender's Guide* you can find over 2,200 drink recipes by ingredient or by drink name; as well as read information on serving, glassware,

measurements, bartender's tips, how to information, and more.

Use your BOOKMAN to read this book card. See "Installing Book cards" to learn how.

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Key Guide

Function Keys

- CLEAR** Clears to the Drinks menu.
- MENU** Shows the selected menu.
- DRINK** **(red)** Shows the Drinks menu.
- GLOSS** **(green)** Shows the Glossary.
- HINTS** **(yellow)** Shows the Hints menu.
- HOW TO** **(blue)** Shows the How To 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."

Other Keys

- BACK** Backs up a step or erases letters.
- CAP** Used with **SPACE**, auto-scrolls.
- ENTER** Enters a search or selects a menu item.
- HELP** Shows help messages.
- ? *** Shows the full menu item.



Direction Keys

- Move in indicated direction.
- SPACE** Types a space or pages down.
Page up or down.

Star Key Combinations*

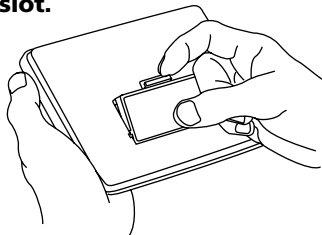
- ☆**+**CARD** Sends a word between books.
- ☆**+ Shows next entry or match; lightens contrast at menus.
- ☆**+ Shows previous entry or match; darkens contrast at menus.
- ☆**+**↑↓** Go directly to the top or bottom of a list or entry.

*Hold **☆** while pressing the other key.

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 **BOOKMAN** off.
2. Turn **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 Books

Once you have installed a book card in your BOOKMAN, you must 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.

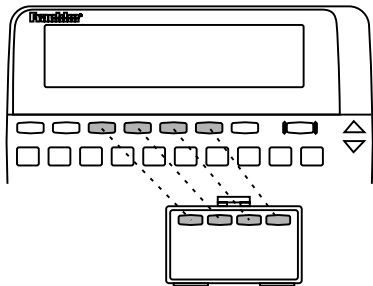
► Resuming Where You Left Off

You can turn off BOOKMAN 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 shutoff time and the screen contrast. The shutoff time is how long BOOKMAN stays on if you forget to turn it off.

1. Press **(CLEAR)**.
2. Press the arrow keys to highlight **Set Shutoff** on the **Other** menu.

```
DRINKS  LOCATE TOPICS  OTHER
                                COPYRIGHT
                                SET SHUTOFF
```

3. Press **(ENTER)**.
4. Highlight a setting.
5. Press **(ENTER)** to select it.
Or press **(BACK)** to exit without changing the setting.
6. Press **(CLEAR)**.
7. Press **↑** or **↓** repeatedly to adjust the screen contrast.

► Another Way to Change Contrast

You can also adjust the contrast by holding **(☆)** and pressing the and keys at menus.

Viewing a Demonstration

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

Once you have installed and selected the book card, press **MENU** and then the arrow keys to highlight *View Demo* on the Other 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**. Press the direction keys 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.

Searching by Name

Finding the recipe of a drink is easy. Simply type the name of the drink at the Drinks menu. Usually you need to type only a few letters to highlight the drink you want. *Note:* You do not need to type capital letters or spaces.

1. Press **DRINK** (red).

Or select *Drinks* under the Topics menu.

2. Start typing the name of a drink (e.g., *screwdriver*).



```
DRINKS LOCATE TOPICS OTHER
SCREWDRIVER
SEA BREEZE NO. 1
```

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

3. Press **ENTER** to view the recipe.



```
SCREWDRIVER
* 1 1/2 oz. vodka
* 4 oz. orange juice
```

4. Press the Direction keys to read.

5. Press **CLEAR** when done.

Beginner Tips

► Viewing a Full Menu Item

Some names of drinks and other menu items are followed by ellipses because they are too long to fit on one line.

At any highlighted menu item, press **(?)*** to view the complete name.



► Zooming Through Lists

To go directly to the top or bottom of a list, Hold **(☆)** and press **↑** or **↓**.

► Viewing the Next or Previous Item

While at an entry, hold **(☆)** and press **→** or **←** to view the next or previous entry.

Searching by Ingredients

You can search for drinks by one or more ingredients. Here we'll find the recipes that contain both vodka and cranberry juice. Press **(CLEAR)** to start.

1. **Select *Ingredients* under the *Locate* menu.**
2. **Type an ingredient (e.g., *vodka*).**
3. Press **(ENTER)**.



The ** indicate those ingredients that are not in any recipes with your selected ingredient(s).

4. **Type another ingredient (e.g., *cranberry juice*).**



5. Press **(ENTER)**.
6. Press **←** to view the matches.
7. **Select a drink to view its recipe.**
8. Press **(BACK)** to return to matches.

Searching by Attributes

You may have a favorite drink that you would like to try in a variety of recipes. For example, there are eighteen different recipes derived from the original Bloody Mary mix.

1. Select **Attributes** from the **Locate** menu.
2. Highlight an attribute (e.g., **Punches**).

You can type the attribute or scroll down to highlight it.

3. Press **ENTER**.



4. Press **↵** to view the matches.



5. Select a punch recipe.
6. Press **BACK** to return to matches.
7. Press **CLEAR** when done.

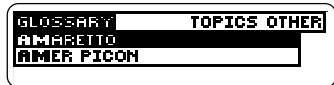
Reading the Glossary

The Glossary provides a good introduction to mixology. Read it to become familiar with basic terms, concepts, and alcohols.

1. Select **Glossary** from the **Topics** menu.

Or press **GLOSS** (green) for glossary.

2. Highlight a subtopic (e.g., **Amaretto**).



You can type the subtopic or scroll down to highlight it.

3. Press **ENTER**.

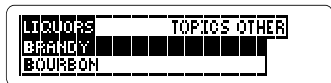


4. Press the **Direction** keys to read.
5. Press **BACK** to go back to the menu.
6. Press **CLEAR** when done.

Learning About Liquors

The Liquors topic provides in-depth information on liquors. Read it to learn about the history and making of a liquor.

1. Select *Liquors* from the Topics menu.
2. Highlight a subtopic (e.g., *Brandy*).



You can type the subtopic or scroll down to highlight it.

3. Press **ENTER**.



4. Press the Direction keys to read.
5. Press **BACK** to go back to the menu.
6. Press **CLEAR** when done.

Advanced Tips

► Deselecting a Subtopic

You know a menu item is selected when a check mark appears next to it. To deselect the item, press **ENTER** when it is highlighted.

► Typing Numbers

You can type numbers in the Hints menu to highlight a hint by number or in the Drinks menu to find a drink name that has a number in it (e.g., 747). To type numbers, hold **☆** and press a key on the top row of letters (Q-P).

► Selecting a Topic

You can select some topics (e.g., *Gloss*) either by pressing its function key **GLOSS** (green) or by selecting it under the Topics menu.

► Auto-Scrolling Through Text

If you want to scroll text automatically, hold **CAP** and press **SPACE** while in text. To stop scrolling, press any key but **CLEAR**.

Finding Hints

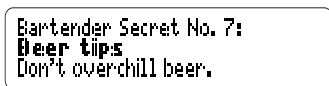
The Hints topic includes 39 categories of helpful tips on being the perfect bartender. You can learn everything from garnishing a martini to removing moisture rings from your table.

1. Press **HINTS** (yellow).
2. Highlight a subtopic (e.g., **7. Beer Tips**).



You can type the subtopic or scroll down to highlight it. Under the Hints menu, you can select a hint by its number too.

3. Press **ENTER**.

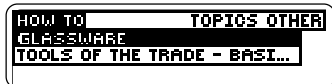


4. Press the Direction keys to read.
5. Press **BACK** to go back to the menu.
6. Press **CLEAR** when done.

Learning How To

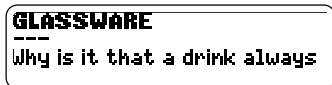
The How To... topic explains more advanced bartending techniques such as *How to Taste a Drink* and *When and How to Pour, Stir, Shake, and Whirl*. Read them to become an expert.

1. Press **HOW TO** (blue).
2. Highlight a subtopic (e.g., **Glassware**).



You can type the subtopic or scroll down to highlight it.

3. Press **ENTER**.



4. Press the Direction keys to read.
5. Press **BACK** to go back to the menu.
6. Press **CLEAR** when done.

Finding Measurements

You can find useful conversion and measurement information the Measurements, Bottle Measures, and Old Bottle Sizes topics.

1. **Select *Measurements, Bottle Measures, or Old Bottle Sizes* under the Topics menu.**
2. **Highlight a subtopic (e.g., *DASH* under *Measurements*).**



3. Press **ENTER**.



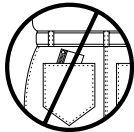
4. **If needed, select a sub-subtopic.**
5. Press **BACK** to go back to the menu.
6. Press **CLEAR** when done.

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/OF** 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 BOOKMAN erases settings and information entered into its built-in book, and in an installed book card.

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

If nothing happens, try Step 2.

2. Use a paperclip to gently press BOOKMAN's reset button.

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 book card slot.

► Troubleshooting

- Make sure your book card is installed correctly.
- Check that the book card'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.

FCC Notice

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

Copyrights & Patents

Model BTG-2008

- 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; 5,113,340; 5,218,536; 5,249,965; 5,321,609.

European Patent 0 136 379. Pat. Pend.

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

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