

**Franklin®**

**BOOKMAN®**

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**ELECTRONIC BOOK CARD**

*Merriam-Webster®*

**FUN-damental™**  
**Dictionary**

**USER'S GUIDE**

**CED-203 I**

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# Contents

*Merriam-Webster® FUN-damental™ Dictionary* is made especially for you, a student in one of the elementary grades. It's easy and fun to use.

With this BOOKMAN book card, you will be able to look up the definitions of almost 100,000 words, see pictures of

some words, play fun games with moving pictures, find rhyming words, and see the plurals of nouns and the basic forms of other words.

To learn how, follow the steps in this user's guide. Let's get started.

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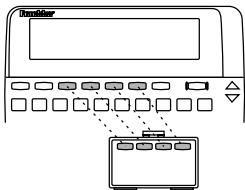
# What the Keys Do

## Red, Green, Yellow, and Blue

- FORMS** **(red)** Shows the forms of a word (noun, verb, etc.).
- CCV** **(green)** Shows a picture when a camera appears after a word.
- GAMES** **(yellow)** Shows the games you can play.
- RHYME** **(blue)** Shows rhyming words.

## ► Using the Color Keys

When you are using this dictionary, the red, green, yellow, and blue keys do not do what is printed on the keys.



Instead, they do what is printed on the dictionary book card.

## Other Keys

- BACK** Deletes the last letter or goes back to the previous screen.
- CAP** Makes a capital letter.
- CARD** Leaves the dictionary.
- CLEAR** Clears the screen and goes back to *Enter your word* screen.
- ENTER** Enters a word or highlights a menu item.
- HELP** Shows a help message.
- MENU** Shows the menu.
- ON/OFF** Turns the BOOKMAN on or off.
- ?\*** Types a question mark to stand for an unknown letter in a word; with **CAP** types an asterisk to stand for a series of unknown letters.
- SPACE** Types a space.

## Direction Keys



Move in menus and games.



Shows the previous screen.



Shows the next screen.

# How to Get Started

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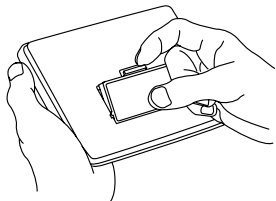
Before you can use this dictionary, you have to put it in your BOOKMAN. Follow these steps.

**1. Make sure your BOOKMAN is turned off.**

This is important! You should never place a book card in your BOOKMAN when it is turned on. If you do, you may damage the book card.

**2. Turn your BOOKMAN over.**

**3. Line up the dictionary book card with a hole on the back.**



**4. Press the book card into the hole.**

**5. Press **ON/OFF**.**

**6. Press **CARD**.**

**7. Press **⇨** to highlight the *FUN-damental Dictionary*.**



**8. Press **ENTER** to start using the dictionary.**

## How to Get Started

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### ► How Do I Get Around?

Moving around in your new dictionary is easy. Just use the arrow keys to highlight the choice you want, then press **ENTER**.

### ► Who Turned My Dictionary Off?

To make your batteries last longer, your BOOKMAN is designed to shut off if it is not used in two minutes. Just turn the BOOKMAN back on and the screen you were working on last appears.

### ► Help is Always at Hand

If you are confused about how to do something, just press **HELP**. A message appears that will help you.

### ► How It Works

To learn more about how to use this dictionary, press **MENU**. *How It Works* is already highlighted, so press **ENTER**. Use ↓ to read the instructions. To stop, press **CLEAR**.

### ► See It Work

To see a show about the *FUN-damental Dictionary*, press **MENU**. Press ↓ to highlight *See It Work* and then press **ENTER**. To stop the show, press **CLEAR**.

# How to Change the Letter Size and Brightness

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You can change the letter size of the words that appear on the screen. There are three settings.

1. Press **MENU**.
2. Use **↓** to highlight **Change Letter Size**.
3. Press **ENTER** until you find a letter size you like.



4. Press **CLEAR** when you are done.

You can also change how bright the screen is, to make the dictionary easier to read.

1. Press **MENU**.
2. Use **↓** to highlight **Change Brightness**.
3. Press **ENTER**.



4. Use **↑** or **↓** to make the screen darker or lighter.
5. Press **CLEAR** when you are done.

# How to Look Up a Word

---

It's easy to find the meanings of words with this dictionary. Let's learn how.

1. Press **CLEAR**.

2. Type a word. For example, type the word *jet*.

Enter your words:

jet

3. Press **ENTER**.

'**jet** *noun*  
It is a black mineral that is  
often used for jewelry

4. Press **↓** repeatedly to see more of the word's definition(s).

1: a black mineral that is  
often used for jewelry  
2: a very dark black

Some words have more than one definition. Some definitions include examples and synonyms.

5. Hold **☆** and press **↑** to see the word that comes before your word in this dictionary.

6. Hold **☆** and press **↓** to see the word that comes after your word in this dictionary.

7. Press **CLEAR** when you are done.



# If You Misspell a Word

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If you misspell a word, this dictionary automatically gives you a list of corrections.

1. Press **CLEAR**.


2. Type a misspelled word. For example, type *jiraph*.



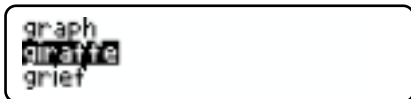
ENTER your word:  
jiraph

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

3. Press **ENTER**.

The  lets you know the dictionary is looking up the word.

4. Press  to highlight a correction, if needed.




graph  
**giraph**  
grief



5. Press **ENTER** to see its definition.

6. To go back to the spelling corrections, press **BACK**.

7. Press **CLEAR** when done.

# How to See Pictures

Many of the words in this dictionary have pictures. If a word has a picture, a  appears next to it. Some of the pictures even move. Let's learn how to see them.





1. Press .
2. Type a word. For example, type *swan*.
3. Press .

**swan**  *noun*: a usually white water bird with a long neck and a heavy body that

4. Press the green  key to see a picture of the word.



5. Press  or  to see the picture move again.

Note: You can hold  and press  to see the next picture in this dictionary. Hold  and press  to see the previous picture in this dictionary.

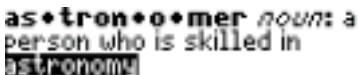
6. Press  to go back to the definition.
7. Press  when you are done.

# What Does That Word Mean?

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If you do not know the meaning of a word that you see in a definition, you can use your dictionary to help. Simply highlight that word and look up its definition.

1. Press **CLEAR**.
2. **Type a word. For example, type *astronomer*.**
3. Press **ENTER** to see its definition.
4. Press **ENTER** again to start a highlight.
5. Use **⇨** to highlight a word. For example, highlight the word *astronomy*.



as•tron•o•mer *noun*: a  
person who is skilled in  
**astronomy**

6. Press **ENTER** to see the definition of the highlighted word.



as•tron•o•my *noun*: the  
science of celestial bodies  
and of their motions and

7. Press **BACK** to go back to the original definition.
8. Press **CLEAR** when you are done.

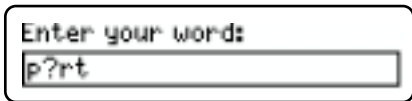
# How to Find a Letter in a Word

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If you are unsure about a letter in a word, type a question mark in place of each unknown letter. You can type more than one question mark in a word. Try this example.

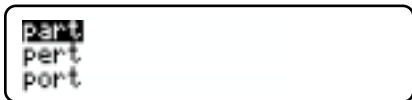
1. Press **CLEAR**.

2. Type a word with ?'s. For example, type p?rt.



A rectangular search box with a rounded top. The text "Enter your words:" is at the top left. Below it is a text input field containing the characters "p?rt".

3. Press **ENTER**.



A rectangular box containing three lines of text: "part", "pert", and "port". The word "part" is highlighted with a dark background.

4. Press **↓** to highlight a word.

5. Press **ENTER** to see the highlighted word's definition.

6. Press **CLEAR** when you are done.

## ► Crossword Helper

You can also use question marks to help solve crossword puzzles and similar word games. For example, if the second letter of a five-letter word is h and the last letter is n, type ?h??n and press **ENTER** to see possible answers.

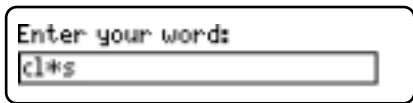
# How to Find a Series of Letters

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You can also find the endings, beginnings, and other parts of words by typing an asterisk (\*). An asterisk stands for a series of letters.

1. Press **CLEAR**.

2. Type a word with an \*. For example, type **cl\*s**.



A rectangular box with a thin border. At the top, it says "Enter your words:" in a monospaced font. Below that, there is a text input field containing the text "cl\*s".

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

3. Press **ENTER**.



A rectangular box with a thin border. It displays the search results for "cl\*s". The word "cl\*s" is highlighted in a dark grey background. Below it, the words "claims" and "clambakes" are listed in a lighter grey font.

4. Press **↓** to highlight a word.

5. Press **ENTER** to see the highlighted word's definition(s).

6. Press **CLEAR** when you are done.

# It's Time to Rhyme

---

You can find words that rhyme with the word you type. Rhymes are words that sound alike.

1. Press **CLEAR**.
2. Type a word. For example, type *sweet*.
3. Press **ENTER**.

'**sweet** *adjective*  
1: pleasing to the taste  
2: containing or tasting of

4. Press the blue **RHYME** key to see a list of words that rhyme with your word.
5. Press **↓** to highlight a word.

athlete  
beat  
**beet**

6. Press **ENTER** to see the rhyming word's definition.

**beet** *noun*: a leafy plant  
with a thick juicy root that  
is used as a vegetable or as

7. Press **CLEAR** when you are done.

# Plurals, Tenses, and Other Word Forms

---

You can find the different forms of words. You can find plurals of nouns, comparatives and superlatives of adjectives, basic verb tenses and parts of speech. Here's how.

1. Press **CLEAR**.
2. Type a word. For example, type *mean*.
3. Press the red **FORMS** key.
4. Press **↓** to highlight a word form.



mean (verb)  
mean (noun)  
**mean (adjective)**

5. Press **ENTER**.



**mean**  
meaner (more...)  
**meanest (the most...)**

6. Press **↓** to see more forms, if any.
7. Press **BACK** to go back to the previous screen.
8. Use **↓** or **↑** to make another choice. For example, highlight *mean (noun)*.
9. Press **ENTER**.



**mean**  
**means (plural)**

10. Press **CLEAR** when you are done.

# How to Look Up Words in Other Books

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You can look up words from the *FUN-damental Dictionary* in some other BOOKMAN books—for example, in the *Concise Columbia Encyclopedia*. You can also look up words from other BOOKMAN book cards in this dictionary.

Note: You must have at least one book card installed in your BOOKMAN to look up words between books.

1. Press **CLEAR**.
2. Type a word. For example, type *tiger*.



3. Hold **☆** and press **CARD**.
4. Press **↶** to highlight the symbol of the other book.



We are highlighting the *Concise Columbia Encyclopedia*.

5. Press **ENTER**.
- You see your word from the *FUN-damental Dictionary*.
6. If needed, press **ENTER** to look up the word in the other book.
7. Hold **☆** and **CARD** to go back to the *FUN-damental Dictionary*.

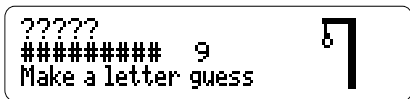


# How to Play the Hangman Game

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Hangman challenges you to guess a mystery word one letter at a time. The letters of the mystery words are hidden by question marks. You have a limited number of tries. Wrong guesses take your man one step closer to his doom!

1. Press the yellow **GAMES** key.
2. Press **↓** to highlight Hangman and then press **ENTER**.



9 = Number of guesses left.

3. Type a letter you think is in the mystery word.
4. Keep typing letters until you win or run out of tries.  
To see a hint, press **ENTER**. Note: If you ask for a hint, you will lose the round.
5. Press **?\*** to see the word and end the round.
6. Press **ENTER** to see the definition of the mystery word.
7. Press **BACK** to go back to the game.
8. Press **SPACE** to start a new round.

## How to Change the Skill Level of Hangman.

The skill level determines how easy it is to win the game. The beginner level is easier to win than the Wizard level. To change the setting, first press the yellow **GAMES** key. *Set Skill Level* is already highlighted, so press **ENTER**. Then press **↓** to highlight the skill level you want to play and press **ENTER**. A check marks your choice.

# How to Play the Word Train™ Game

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All aboard the Word Train spelling game! You and the train take turns typing letters to form a word. Each word must have at least four letters. Whoever types the last letter wins.

1. Press the yellow **GAMES** key.
2. Use **↓** to highlight *Word Train* from the games list.
3. Press **ENTER**.
4. Type any letter to start a word.

Now the train adds a letter. In the next round the train will start first.

5. Continue typing letters after the train until a word is formed.

Try to complete the word



Note: The word formed must be one in this dictionary's word list.

6. Press **ENTER** to see the letters you can type in a boxcar.
7. Press **?\*** to see the word and end the round.
8. Press **ENTER** after the game to see the mystery word's definition.
9. Press **BACK** to go back to the game.
10. Press **SPACE** to start a new round.

## ► How to Change the Skill Level of Word Train.

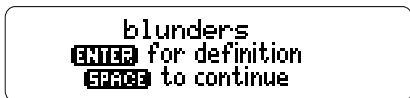
The skill level determines how easy it is to win Word Train. The beginner level is easier to win than the Wizard level. To change the setting, first press the yellow **GAMES** key. *Set Skill Level* is already highlighted, so press **ENTER**. Then press **↓** to highlight the skill level you want to play and press **ENTER**. A check marks your choice.

# How to Play the Flashcards Game

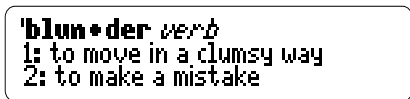
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Flashcards flashes words for you to define or study. Try reading the word to a friend or have the word read to you. Then try to spell or define the word.

1. Press the yellow **GAMES** key.
2. Use **↓** to highlight **Flashcards** from the games list.
3. Press **ENTER**.



4. Press **ENTER** again to see the word's definition.



5. Press **BACK** to go back to the game.
6. Press **SPACE** to see another word.

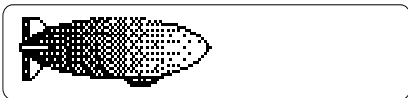
## ► How to Change the Skill Level of Flashcards.

The skill level determines how difficult the Flashcards word is to define. The beginner level uses words that are easier to define than the Wizard level. To change the setting, first press the yellow **GAMES** key. *Set Skill Level* is already highlighted, so press **ENTER**. Then press **↓** to highlight the skill level you want to play and press **ENTER**. A check marks your choice.

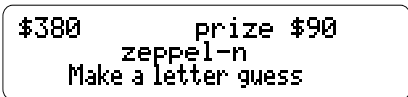
# How to Play the Picture Puzzler™ Game

Picture Puzzler challenges you to match words and pictures. You will be shown a picture for a little while and must try to come up with the matching dictionary word. Your total score is shown at the top left of the game screen. Each incorrect letter choice will deduct \$10 from your prize amount.

1. Press the yellow **GAMES** key.
2. Use **↓** to highlight **Picture Puzzler** from the games list.
3. Press **ENTER**.



4. Type a letter you think is in the mystery word.



Keep entering letters until you win or run out of tries.

5. Press **ENTER** to see the picture again.
6. Press **?\*** to see the mystery word and end the round.
7. Press **ENTER** after a round to see the definition(s) of the mystery word.
8. Press **BACK** to go back to the game.
9. Press **SPACE** to start another round.

Note: Skill levels do not affect Picture Puzzler.

# How to Take Care of This Dictionary

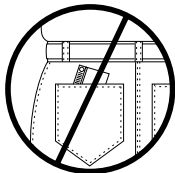
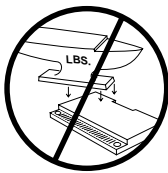
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## **Do not touch the metal parts of the book card.**

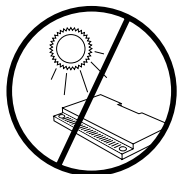
This is important! If you touch the metal parts of the card with metal objects or objects charged with static electricity, including your fingers, you might erase information or damage the book card.



## **Do not put weight on the book card.**



## **Do not leave the book card in hot, cold, or wet places.**



# How to Reset BOOKMAN

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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 unit erases settings and information entered into its built-in book card, and in an installed book card.

**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.**

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 or replacing the batteries.

**► Troubleshooting BOOKMAN**

- Make sure your book card, if any, is installed correctly.
- Check that your book card's metal contacts are dirt- and dust-free.

# Specifications

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## **Model CED-2031**

*Merriam-Webster® FUN-damental™ Dictionary*

- size: 5.9 x 4.2 x 0.6 cm

- weight: 0.4 oz

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U.S. Patents 4,490,811; 5,113,340; 5,321,609; 5,218,536; 4,830,618;  
5,396,606; 4,891,775; 5,203,705; 5,249,965; 5,333, 313.

European Patent 0 136 379.

Deutsch Pats. M 9409743.7 and M 9409744.5

Patents Pending.

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