

**Franklin®**

**BOOKMAN®**

**ELECTRONIC BOOK CARD**

**Crosswords  
Puzzle Solver**

**USER'S GUIDE**

**CWQ-2056**

**Retain for Future Reference**

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# Contents

Welcome to the world of BOOKMAN! BOOKMAN is a powerful, portable electronic reference with a built-in book and a slot in the back for more books such as this one.

Now there's a fun way to make crossword puzzles less puzzling. With your new *Crosswords Puzzle Solver*

you can find possible crossword answers when you know only a few letters. Plus you can find other similarly spelled words, find phrases for a word, and use Topics for more specific searches. Also you can play the Crossword Quiz game to practise your puzzle-solving skills.

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# Key Guide

## Colour Keys

**MORE** **(red)** Expands your search to find similarly spelled words and crossword patterns.

**PHRASE** **(green)** Displays phrases for a word or crossword pattern.

**TOPICS** **(yellow)** Displays the Topics menu or Topics for the current word.

**QUIZ** **(blue)** Starts the Crossword Quiz game.

## Other Keys

**BACK** Takes you back to the previous screen or erases a letter or number.

**CARD** Exits the book you are reading.

**CLEAR** Clears to the *Enter a word or pattern*: screen.

**ENTER** Enters a word or selects a menu item.

**HELP** Displays help messages.

**MENU** Displays the main menus.

**ON/OFF** Turns your BOOKMAN on or off.

**SPACE** Types a space or pages down.

**? \*** Types a question mark (?) to stand for an unknown letter or shows a full menu item.

## Direction Keys



Move in indicated direction.

Pages up or down.

## Key Combinations\*

**☆** + **Q** - **P** Types numbers.

**CAP** + **↓** Goes to the bottom of a list.

**CAP** + **↑** Goes to the top of a list.

\* Hold one key while pressing the other key.

## ► Understanding the Colour Keys

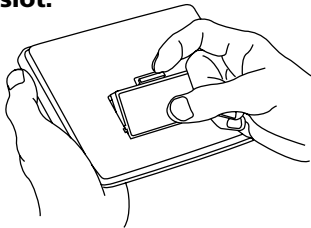
The colour keys (red, green, yellow, and blue) perform the functions listed above only for the BOOKMAN book card described in this User's Guide.

Other books have their own colour key functions, which are labelled on their book cards and listed in their User's Guides. For more information, read "Using the Colour Keys."

## Installing a Book Card

**Warning:** Never install or remove a book card while your BOOKMAN is turned on. If you do, information that you entered in its built-in book and in an installed book may 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 down until it snaps into place.

### ► Removing a Book Card

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

## Selecting a Book

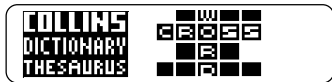
Once you have installed a book card in your BOOKMAN, you can select which book you want to use.

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.

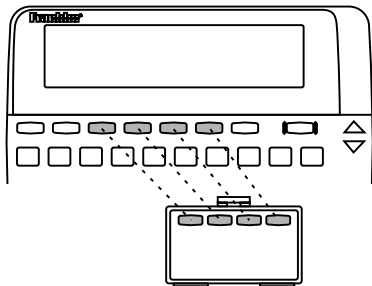
### ► About Screen Illustrations

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

## Using the Colour 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 colour keys function as labelled on the BOOKMAN keyboard. When a book card is selected, the colour keys function as labelled on that card.



### ► Resuming Where You Left Off

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

## Viewing a Demonstration

Before you begin, you may want to view a brief demonstration describing the features of this book. Simply install the book card and then follow these steps.

1. Press **MENU**, if necessary.
2. Use **→** or **←** to highlight the **Setup** menu.
3. Press **↓** to highlight **View Demo**.



4. Press **ENTER** to start the demonstration.
5. To stop the demonstration at any time, press **CLEAR**.

### ► Help is Always at Hand

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

To see a tutorial and key guide describing the functions of this book, select *Tutorial* from the Setup menu.

## Changing the Settings

Using the Setup menu, you can adjust the type size, the shutoff time and screen contrast. *Set Shutoff* sets how long the BOOKMAN unit stays on if you forget to turn it off. *Set Contrast* makes the screen lighter or darker.

1. Press **MENU**.
2. Use **⇨** or **⇧** to highlight the Setup menu.
3. Highlight *Set Type Size*, *Set Shutoff* or *Set Contrast*.



4. Press **ENTER**.
5. Press **↑** or **↓** to change the setting.  
If you select *Set Contrast*, press **↑** or **↓** repeatedly to make the screen lighter or darker.  
To exit without changing settings, press **BACK**.
6. Press **ENTER** to select the new setting.

## Finding Words

*Crosswords Puzzle Solver* helps you find answers to crossword puzzles by finding missing letters. Type a ? in place of each unknown letter and let *Crosswords Puzzle Solver* find all possible matches from its word list.

1. Type a word with ?'s. For example, **CH??E**.

Enter a word or pattern:

CH??E

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

You can type capitals only.

2. Press **ENTER** to search.

CH??E  
CHAFE  
CHAPE

3. Press **↓** or **↑** to scroll down the list of matching words.

CH??E  
CHAFE  
CHAPE

4. Press **CLEAR** when finished.

## Finding Words

### ► Finding Topics for a Word

Some words belong to one or more Topics. If the word “TOPICS” appears at the top right of the screen when a word is highlighted, press **TOPICS** (the yellow key) to view the Topics with which that word is associated.

You can also find the Topics for a word by typing it at the *Enter a word or pattern*: screen and pressing **TOPICS** (yellow). Note: If you misspell a word, type a word that is not recognized, or type a word that does not have any Topics, the entire Topics menu will be shown.

To learn more about Topics, read “Finding Words by Topic.”

### ► Follow the Arrows

The flashing arrows that you see on the right of the screen show which arrow keys you can press to scroll through menus or text.

## Finding Words by Topic

You can even narrow your search by Topic. There are 196 Topics from which to choose. They include everything from *Academics* to *Zoology*. Note: There are no Topics starting with the letters K, Q, X, or Y.

### 1. Press **TOPICS** (the yellow key).

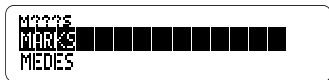


### 2. Start typing the desired Topic until it is highlighted. For example, *Bible*.

Or use the Direction Keys to scroll to the desired Topic.

### 3. Press **ENTER**.

### 4. Type your crossword guess with ?'s and press **ENTER**. For example, *M????S*.



### 5. Use ↓ or ↑ to scroll through the list.

### 6. Press **CLEAR** when finished.



## Finding More Words

If the word you are looking for is not found in your search, you can press **MORE** (the red key) to find more possibilities. When you press **MORE** (red), *Crosswords Puzzle Solver* substitutes a letter for one that you have typed. Try this example.

1. **Type a word. For example, type DOT.**
2. **Press **MORE** (red).**



Note: You can also press **MORE** (red) from any word list.

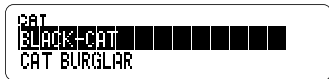
The lowercase letter is the new letter.

3. **Press **↓** repeatedly to view more matches.**  
These are all variations, with one letter changed, of the original word *DOT*.
4. **To view the Topics for a word, press **TOPICS** (yellow).**  
A word has one or more Topics if the word “TOPICS” appears at the top right of the screen.
5. **Press **CLEAR** when finished.**

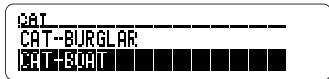
## Finding Phrases

*Crosswords Puzzle Solver* can also find phrases that include a key word.

1. **Type a word in a phrase. For example type CAT.**
2. **Press **PHRASE** (the green key).**



Note: You can also press **PHRASE** (green) from any word list.

3. **Press **↓** repeatedly to view the phrases.**
- 
4. **To view a Topic for a phrase, press **TOPICS** (yellow).**  
A word has one or more Topics if the word “TOPICS” appears at the top right of the screen.
  5. **Press **CLEAR** when finished.**

## Correcting Misspellings

If you are not sure whether a word is spelled correctly, do not worry. The *Crosswords Puzzle Solver* will automatically give you a list of spelling corrections.

1. **Type a misspelled word. For example, type *GIRAPHE*.**

Enter a word or pattern:

GIRAPHE

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

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

CORRECTION LIST

GIRAFEE  
GIRAFH  
GRAPH

3. **Use ↓ or ↑ to highlight a correction if needed.**

4. **Do one of the following:**

**To...**

view Topics for the word

**TOPICS**

view similarly spelled words

**MORE**

view phrases for the word

**PHRASE**

5. **Press **CLEAR** when finished.**

## Playing the Quiz Game

*Crosswords Puzzle Solver* has a fun, challenging Crossword Quiz game which you can play to practise your crossword-puzzle solving skills.

To play, you must guess the letters of a mystery word. Your score appears after each round and clears to zero when you exit the game.

1. **Press **QUIZ** (the blue key).**

SELECT SKILL LEVEL

Beginner  
Intermediate

2. **Use ↓ or ↑ to highlight a skill level, if needed.**

The skill level changes the number of letters that you must guess for each mystery word. (*Beginner* has two unknown letters and *Wizard* has six unknown letters.) A check tick notes the current setting.

3. **Press **ENTER** to select the skill level.**

Topic: High scoring words

ADJECTIVES

The Topic of the mystery word appears above the mystery word.

**4. Type letters in place of the ?'s.**

If you type a letter that is not in the word, you see *No, try again*. If you guess a letter correctly, continue to type letters until *You win!* appears.

**5. To reveal the mystery flashing letter hold  and press**

.

If you reveal a letter, you will automatically lose the current round.

**6. To reveal the word and end the round, press .**

**7. Press  to play another round.**

**8. Press  when finished.**

## Limited Warranty

This product, excluding batteries, is guaranteed by Franklin for a period of one year from the date of purchase. It will be repaired or replaced (at Franklin's discretion) free of charge for any defect due to faulty workmanship or materials.

Products returned under warranty should be sent to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.

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 the batteries.

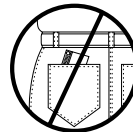
## Book Card Care

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



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



## Resetting Your 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, and in an installed book.

**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.**

To learn where the reset button is located on your BOOKMAN, read its User's Guide.

### ▶ 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.

## Copyrights and Patents

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**Model: CWQ-2056**

**Crosswords Puzzle Solver**

- size: 5.9 x 4.2 x 0.2 cm
- weight: 0.4 oz.

**Contacts**

For registration and sales call 1-800-665-5450 (U.S. only) or visit us at [www.franklin.com](http://www.franklin.com).

Please have your product number (**CWQ-2056**) and date of purchase handy when you call to register. For customer service call 609-239-4333. For technical support call 609-386-8997.

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- 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.

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