

Franklin®
Electronic Publishers

B·O·O·K·M·A·N™
Cartridge

Dictionary & Thesaurus

User's Guide

MWS-2018

License Agreement

READ THIS LICENSE AGREEMENT BEFORE USING ANY BOOKMAN CARTRIDGE.

YOUR USE OF THE BOOKMAN CARTRIDGE DEEMS THAT YOU ACCEPT THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE WITH THESE TERMS, YOU MAY RETURN THIS PACKAGE WITH PURCHASE RECEIPT TO THE DEALER FROM WHICH YOU PURCHASED THE BOOKMAN CARTRIDGE AND YOUR PURCHASE PRICE WILL BE REFUNDED. BOOKMAN CARTRIDGE means the software product and documentation found in this package and FRANKLIN means Franklin Electronic Publishers, Inc.

LIMITED USE LICENSE

All rights in the BOOKMAN CARTRIDGE remain the property of FRANKLIN. Through your purchase, FRANKLIN grants you a personal and nonexclusive license to use the BOOKMAN CARTRIDGE on a single FRANKLIN BOOKMAN at a time. You may not make any copies of the BOOKMAN CARTRIDGE or of the data stored therein, whether in electronic or print format. Such copying would be in violation of applicable copyright laws. Further, you may not modify, adapt, disassemble, decompile, translate, create derivative works of, or in any way reverse engineer the BOOKMAN CARTRIDGE. You may not export or reexport, directly or indirectly, the BOOKMAN CARTRIDGE without compliance with appropriate governmental regulations. The BOOKMAN CARTRIDGE contains Franklin's confidential and propriety information which you agree to take adequate steps to protect from unauthorized disclosure or use. This license is effective until terminated. This license terminates immediately without notice from FRANKLIN if you fail to comply with any provision of this license.

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. With this *Dictionary & Thesaurus* you can find and hear over 83,000 dictionary entries,

and 41,000 thesaurus entries with 496,000 synonyms. You can also correct misspellings, save words to your User list, and play three fun, educational word games. To learn how to use other books, read their User's Guides.

Installing Cartridges and Selecting Books	4
Using the Color Keys	5
Changing Settings	6
Viewing a Demonstration	6
Finding Definitions and Finding Words in Definitions	7
Correcting Misspellings	8
Finding Synonyms	8
Finding Spellings	9
Highlighting Words	10
Finding Confusables™	10
Hearing and Reviewing Words	11
Using the User List	12
Sending Words	13
Changing Game Settings	14
Playing the Games	14

Key Guide

Function Keys

- CLEAR** Clears to *Enter your word*.
- MENU** Shows the main menus.
- THES** (red) Shows a thesaurus entry.
- SAY** (green) Says a word.
- 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 BOOKMAN books have their own color key functions, which are labelled on their cartridges and listed in their User's Guides. For more information, read "Using the Color Keys."

Other Keys

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



Direction Keys

Move in indicated direction.



Types a space or pages down.

Star Key Combinations*

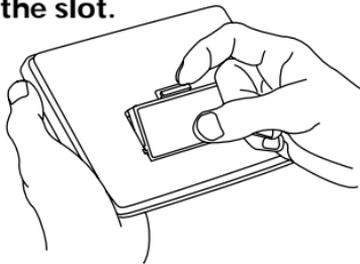
- + **CARD** Sends a word between books.
- + Shows next entry or match.
- + Shows previous entry or match.

* Hold while pressing the other key.

Installing Cartridges

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

1. Turn **BOOKMAN** off.
2. Turn **BOOKMAN** over.
3. Align the tabs on 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 cartridge to install another, information that you entered in the removed cartridge will be erased.

Selecting Books

Once you have installed a cartridge 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.

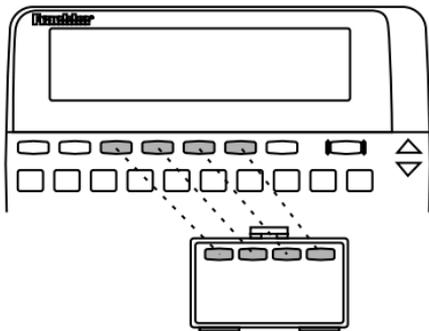
► Resuming Where You Left Off

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 cartridge book is selected, the color keys function as labelled on that cartridge.



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

Optional Features



AC adaptor jack: Your BOOKMAN may be 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 or purchase.

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

Changing Settings

You can adjust the font size, shutoff time, and screen contrast. 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 \uparrow or \downarrow if you selected *Set Contrast*.
To exit without changing settings, press **BACK**.
7. Press **ENTER** to select it.

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 cartridge, press **MENU** and then the arrow keys to 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**. Press the direction keys to read it. To exit help, press **BACK** or **HELP**.

If you want to read an overview of this product and the key functions, highlight *Tutorial* on the Other menu and then press **ENTER**.

► Follow the Arrows

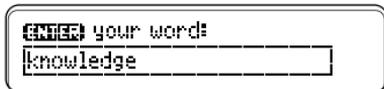
The flashing arrows on the right of the screen show which arrow keys you can press to move around menus or view more text.

Finding Definitions

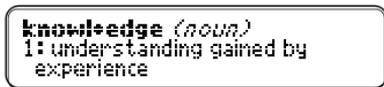
It's easy to look up a word in the dictionary. Simply type it at the Entry screen and press **ENTER**. Try this example.

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

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



3. Press **ENTER**.



This is a dictionary entry.

4. Press **↓** or **SPACE** to read.



5. Hold **☆** and press **DN** to browse the next dictionary entry.
6. Press **CLEAR** when done.

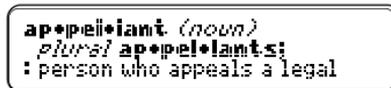
Finding Words in Definitions

Search for a Word lets you find all of the definitions in which a specific word appears.

1. Press **CLEAR**.
2. Press **MENU**.
3. Select *Search for a word* from the Other menu.
4. Type a word (e.g., *legal*).
5. Press **ENTER**.



6. Press **↓** or **SPACE** to read.
7. Hold **☆** and press **DN** to view the next definition with your word in it.



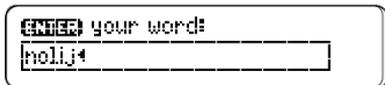
To see the previous one, hold **☆** and press **UP**.

8. Press **CLEAR** when done.

Correcting Misspellings

If you misspell a word, don't worry. It will be corrected automatically.

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



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

2. Press **ENTER**.



3. Press **↓** to highlight a correction, if needed.
4. Press **ENTER** to view its dictionary entry.

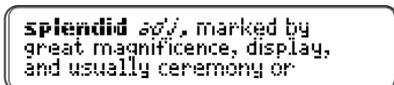
To go back to the correction list, press **BACK**.

5. Press **CLEAR** when done.

Finding Synonyms

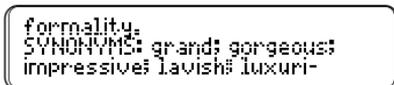
When you see THES flash once in the upper right of the screen, that word has a thesaurus entry.

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

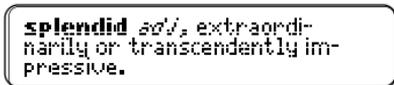


This is the first thesaurus entry.

4. Press **↓** to view synonyms.



5. Hold **☆** and press **DN** to view more thesaurus entries.



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

6. Press **CLEAR** when done.

Finding Synonyms

► Understanding Thesaurus Entries

Thesaurus entries consist of thesaurus meanings and a synonym list. A thesaurus meaning is a definition shared by a list of synonyms.

► Two Ways to Back Up

Pressing **BACK** takes you back to the previous screen you viewed. You can continue to back up until you get to *Enter your word*.

Holding **☆** and pressing **▲** takes you to the previous screen of similar information. For example, if you were viewing a dictionary definition, you would go to the previous definition.

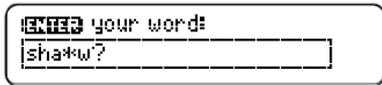
Finding Spellings

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 awhile 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.

Highlighting Words

Another way to look up words is by highlighting them in dictionary definitions, thesaurus entries, or word lists. Then you can find their definitions, thesaurus entries, Confusables, or add them to your User list.

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



knowledge (*noun*)
1# understanding gained by
experience

To turn the highlight off, press **BACK**.

2. Press the arrow keys to highlight a word.



knowledge (*noun*)
1# understanding gained by
experience

3. Do one of the following:

To...	Press...
define the word	ENTER
view a thesaurus entry	THES (red)
view Confusables	?*
add word to User list	LIST (blue)

Finding Confusables™

Confusables are words that sound alike, but are spelled differently. If a word has Confusables, a question mark will flash once in the upper right of the screen.

1. Type a word (e.g., *rein*).
2. Press **ENTER**.
3. Press **?***.



rein# harness
rain# precipitation
reign# rule

4. Press **ENTER** and then highlight a word.



rein# harness
rain# precipitation
reign# rule

5. Do one of the following:

To...	Press...
define the word	ENTER
view a thesaurus entry	THES (red)
view Confusables	?*
add word to User list	LIST (blue)

Hearing Words

You can hear a word pronounced at the Entry screen, in text, or in a list. NOTE: You can only hear words if you have a speaking BOOKMAN unit.

► At the Entry screen

1. Type a word at the Entry screen.
2. Press  (green).

► In Text

1. Go to a definition.
2. Press  (green).
The headword is pronounced.
3. Press  to start the highlight.
4. Press the arrow keys to highlight a word you want to hear.
You can highlight most words.
5. Press  (green).

► In a List

1. Go to your User's or Path list.
2. Press  or  to highlight a word on the list.
3. Press  (green) to hear the word.

Reviewing Words

The Path list lets you review the last 15 words you looked up. Your Path list is automatically saved between sessions until the batteries lose power.

1. Select **View path list** from the **Other** menu.



experience
knowledge

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	
view a thesaurus entry	 (red)
view Confusables	
add word to User list	 (blue)

Using the User List

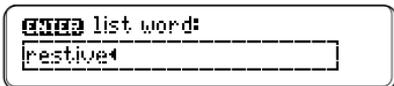
You can create a User list of up to 40 words. You can even add words to your User list that are not in this dictionary. Here's how to add and to view a word.

1. Press **LIST** (blue) to view the User list menu.



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

2. Highlight *Add word*.
3. Press **ENTER**.
4. Type a word (e.g., *restive*).



5. Press **ENTER** to add the word.
6. Select *View list*.



This is a User list of one word.

Using the User List

► 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"*.

► Adding Words Not Found in This Dictionary

When you add a word not in this dictionary, you're given three options: *Cancel*, *Add anyway*, or *Correction list*. Select an option. Caution: Adding words not in this dictionary uses considerably more memory than adding words that are. If you add only words that are not in the dictionary, your User list may hold as few as 10 words.

Using the User List

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.

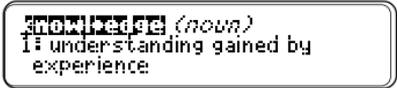
Sending Words

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

To send a word, you must first install this cartridge in a BOOKMAN, and that BOOKMAN must also be able to send or receive words.

To learn if a BOOKMAN 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 a list, see "Highlighting Words."

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.

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. Select *SAT test words* to practice for the Scholastic Aptitude Test.

Word length lets you pick how many letters will be in the words (3-13).

Skill level lets you select the level of difficulty. There are five levels.

1. Press **(MENU)**.
2. Press **↶** to highlight the Game menu.



3. Highlight a setting.
4. Press **(ENTER)** to select it.

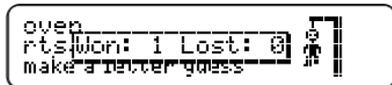
Playing the Games

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

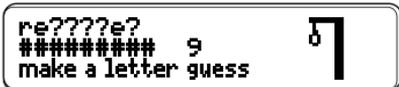
1. Press **(GAMES)** (yellow).
2. Press **↑** or **↓** to highlight a game.
3. Press **(ENTER)** to start it.

► Keeping Score

In Hangman and Word Train, your score briefly appears after each round until you choose a new game or press **(CLEAR)**.

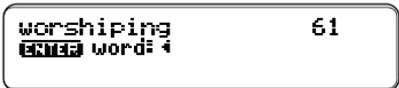


Hangman



Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time. The number of wrong guesses you can make appears to the 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



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. 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 definition. Press **BACK** to return to 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 dictionary define the word.

Cartridge Care

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



- **Do not expose the 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 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 cartridge.

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

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 cartridge slot.

► Troubleshooting BOOKMAN

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

Limited Warranty (US only)

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., 122 Burrs Road, Mt. Holly, NJ 08060, within one year of purchase. Alternatively, FRANKLIN may, at its option, refund your purchase price.

Data contained in the BOOKMAN PRODUCT may be provided under license to FRANKLIN. FRANKLIN makes no warranty with respect to the accuracy of data in the BOOKMAN PRODUCT. No warranty is made that the BOOKMAN PRODUCT will run uninterrupted or error free. You assume all risk of any damage or loss from your use of the BOOKMAN PRODUCT.

This warranty does not apply if, in the sole discretion of FRANKLIN, the BOOKMAN PRODUCT has been tampered with, damaged by accident, abused, misused, or misapplication, or as a result of service or modification by any party, including any dealer, other than FRANKLIN. This warranty applies only to products manufactured by or for FRANKLIN. Batteries, corrosion, or battery contacts and any damage caused by batteries are not covered by this warranty. NO FRANKLIN DEALER, AGENT, OR EMPLOYEE IS AUTHORIZED TO MAKE ANY ADDITIONAL WARRANTY IN THIS REGARD OR TO MAKE ANY MODIFICATION OR EXTENSION OF THIS EXPRESS WARRANTY. THE FOREGOING WARRANTY IS EXCLUSIVE AND IS IN LIEU OF ALL OTHER EXPRESS OR IMPLIED WARRANTIES, WRITTEN OR ORAL, INCLUDING, BUT NOT LIMITED TO, WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. YOUR SOLE AND EXCLUSIVE REMEDY SHALL BE FRANKLIN'S OBLIGATION TO REPLACE OR REFUND AS SET FORTH ABOVE IN THIS WARRANTY. Some States do not allow the exclusion of implied warranties, or limitations on how long a warranty lasts. This warranty gives you specific rights; you may also have additional rights which vary from State to State. This warranty shall not be applicable to the extent that enforcement of any provision may be prohibited by applicable law.

FRANKLIN SHALL IN NO EVENT BE LIABLE TO YOU OR TO ANY OTHER PERSON FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, OR ANY OTHER INDIRECT LOSS OR DAMAGE, ARISING OUT OF YOUR PURCHASE, THE MANUFACTURE OR SALE OF THE BOOKMAN PRODUCT, THIS LICENSE, OR ANY OBLIGATION RESULTING THEREFROM OR THE USE OR PERFORMANCE OF THE BOOKMAN PRODUCT UNDER ANY LEGAL THEORY, WHETHER BREACH OF CONTRACT, TORT, STRICT LIABILITY OR ANY OTHER CAUSE OF ACTION OR PROCEEDING, WHICH DAMAGES SHALL INCLUDE, BUT NOT BE LIMITED TO, LOST PROFITS, DAMAGES TO PROPERTY, OR PERSONAL INJURY (BUT ONLY TO THE EXTENT PERMITTED BY LAW). FRANKLIN'S ENTIRE LIABILITY FOR ANY CLAIM OR LOSS, DAMAGE, OR EXPENSE FROM ANY SUCH CAUSE SHALL IN NO EVENT EXCEED THE PRICE PAID FOR THE BOOKMAN PRODUCT. THIS CLAUSE SHALL SURVIVE FAILURE OF AN EXCLUSIVE REMEDY. This license and warranty is governed by the laws of the United States and the State of New Jersey.

Copyrights & Patents

Model: MWS-2018

- size: 5.9 x 4.2 x 0.6 cm
- weight: .4 oz. (without batteries)

© 1987-1995 Franklin Electronic Publisher, Inc., Mt. Holly, NJ 08060 USA. All rights reserved.

© 1989 Merriam-Webster, Inc. All rights reserved.

BOOKMAN is a trademark of Sherwin M. Borsuk. Used under license. 1993 First Byte. All rights reserved.

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; 4,406,626; 5,229,936; 5,333,313; European Patent 0 136 379. Pat. Pend. ISBN 1-56712-168-3

Index

- ?* key 3, 9, 15
- Anagrams game 15
- Asterisk key 3, 15
- Asterisks 9
- Auto-resume feature 4
- Backing up 9
- Changing Bookman's settings 6
- Color keys
 - understanding 3
 - using 5
- Confusables, finding 10
- Correcting misspellings 8
- Demonstration 6
- Erasing a letter 7
- Flashing messages
 - ? 10
 - THES 8
- Games
 - changing settings 14
 - playing 14
- Hangman game 15
- Hearing a word 11
- Help, finding 6
- Highlighting words 10
- Misspellings, correcting 8
- Path list 11
- Question mark key 9
- Resetting BOOKMAN 16
- Reviewing words 11
- Searching for words 7
- Shutoff
 - changing 6
 - setting 6
- STAR key
 - combinations 3
 - with CARD 13
 - with DN 7
 - with UP 7
- Thesaurus entries 9
- User List
 - adding words not in dictionary 12
 - viewing list 12
- User list
 - deleting a word 13
 - erasing your list 13
- Warranty 17
- Word Train game 15