

Merriam-Webster[®]
Speaking
Dictionary & Thesaurus

User's Guide

BOOKMAN[®] II

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Welcome to the world of Franklin! The Merriam-Webster® Speaking Dictionary & Thesaurus 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 thousands of dictionary entries, and thesaurus entries with 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.

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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 the device 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 electronic books have their own color key functions, which are labelled on their book cards and listed in their User's Guides. For more information, read "Using the Color Keys" on page 5.

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.





SPACE

Direction Keys

- Move in indicated direction.
- Types a space or pages down.

Key Combinations*

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

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

Key Guide

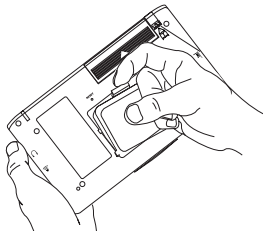
When the language or languages in your card are different from those in your built-in book, the key references may also be different. Please refer to the grid below for help in determining how a particular key functions.

Deutsch	Français	English	Italiano	Español	Symbols
hilfe	aide	help	guida	ayuda	-----
clear	effac	clear	canc	borrar	-----
zurück	arr	back	indietro	retro	⏪
eingabe	entrer	enter	invio	intro	-----
menü	menu	menu	menu	menú	-----
groß	maj	cap	maiusc	mayús	⇧
fn	fn	fn	fn	fn	fn
karte	carte	card	sched	tarjet	-----
leer	espace	space	spazio	espaciador	␣
auf	ht	pg up	giu	abajo	⏶; fn+⇧
ab	bas	pg dn	su	arrib	⏷; fn+⇩
nächste	suiv	next	seg	sig	⏴; ⇧; fn+➡
vorig	préc	prev	prec	prev	⏵; ⇩; fn+⬅

Installing Book Cards

Warning: Never install or remove a book card while your unit is on. Any information that was entered in the built-in book or book card will be erased.

1. Turn the device off and turn it over.
2. Remove the blank protector or any other book card that might be installed.
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 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.

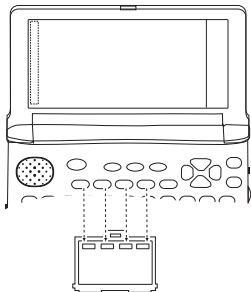
- 1. Turn on the device.**
 - 2. Press CARD.**
An icon for each book installed in the unit appears.
 - 3. Press  or  to highlight the book you want to use.**
 - 4. Press ENTER to select it.**
- **Resuming Where You Left Off**

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



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

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 the device 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  or  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 book card, 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**.
The dictionary entry appears.
4. Press  or **SPACE** to read.
5. Hold **FN** and press  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 **FN** and press  to view the next definition with your word in it.
To see the previous one, hold **FN** and press .
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).**
The first thesaurus entry appears.
4. **Press  to view synonyms.**
5. **Hold FN and press  to view more thesaurus entries.**
To return to the previous thesaurus entry, hold **FN** and press .
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 **FN** 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.

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

2. Press the arrow keys to highlight a word.

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 ?*.

4. Press ENTER and then highlight a word.

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 SAY (green).

In Text

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

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	ENTER
view a thesaurus entry	THES (red)
view Confusables	?*
add word to User list	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 have not 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*.

The User list of one word appears.

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 can choose one of 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 ten (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 book card 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.**

To highlight a word in a list, see "Highlighting Words" on page 10.

2. **Hold FN and press CARD.**

3. **Highlight the icon for 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 the words the games uses to play. If you select *Type Them in*, you will 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.

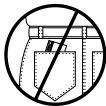
Cartridge Care

- **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 book card 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 book card.

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 book card slot.

► Troubleshooting BOOKMAN

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

Model: MWS-3053 Merriam Webster Speaking Dictionary and Thesaurus

- size: 5.9 x 4.2 x 0.6 cm

- weight: .4 oz. (without batteries)

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U.S. Patents: 4,830,618; 4,891,775; 5,113,340; 5,203,705; 5,218,536; 5,497,474; 5,627,726.
ISBN 1-59074-321-0

Note: If the keyboard fails to respond or if the screen performs erratically, perform a system reset.

Warning! Pressing the reset button with more than light pressure may permanently disable your unit. In addition, resetting the unit erases settings and information you may have entered.

This device complies with Part 15 of the 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.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.

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(C) WARRANTY SERVICE: UPON DISCOVERING A DEFECT, YOU MUST CALL FRANKLIN'S CUSTOMER SERVICE DESK, 1-800-266-5626, TO REQUEST A RETURN MERCHANDISE AUTHORIZATION ("RMA") NUMBER, BEFORE RETURNING THE PRODUCT (TRANSPORTATION CHARGES PREPAID) TO:

FRANKLIN ELECTRONIC PUBLISHERS, INC.
ATTN: SERVICE DEPARTMENT
ONE FRANKLIN PLAZA
BURLINGTON, NJ 08016-4907

IF YOU RETURN A FRANKLIN PRODUCT, PLEASE INCLUDE A NOTE WITH THE RMA, YOUR NAME, ADDRESS, TELEPHONE NUMBER, A BRIEF DESCRIPTION OF THE DEFECT AND A COPY OF YOUR SALES RECEIPT AS PROOF OF YOUR ORIGINAL DATE OF PURCHASE. YOU MUST ALSO WRITE THE RMA PROMINENTLY ON THE PACKAGE IF YOU RETURN THE PRODUCT, OTHERWISE THERE MAY BE A LENGTHY DELAY IN THE PROCESSING OF YOUR RETURN. WE STRONGLY RECOMMEND USING A TRACKABLE FORM OF DELIVERY TO FRANKLIN FOR YOUR RETURN.

Limited Warranty (EU and Switzerland)

This product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin for a period of two years from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the European Union and Switzerland that are returned under warranty should be returned 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.

Limited Warranty (outside U.S., EU and Switzerland)

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

Products purchased outside the United States, the European Union and Switzerland that are returned under warranty should be returned 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, lose information stored in memory, or fail to respond due to Electro-static Discharge or Electrical fast transients. Normal operation of this unit may be re-established by pressing the reset key, by pressing **ON/OFF**, or by removing and replacing the batteries.

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