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Electronic Publishers

**B·O·O·K·M·A·N™**  
Cartridge

**Read *with* Me Bible**

**User's Guide**

**RMB-2030**

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The *Read With Me Bible* is easy to use. And this manual can help.

With the *Read With Me Bible*, you can read your favorite Bible stories or look at just the pictures. There are even moving pictures that you can see again and again.

You can also learn the meaning of

many Bible words, play the Jacob's Ladder word game, and look up words in other BOOKMAN books.

To learn how, just look up what you want to do in this manual. Then follow the numbered steps.

Are you ready to use the *Read With Me Bible*? O.K. Let's get started!

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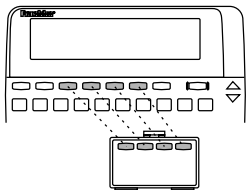
# What the Keys Do

## Red, Green, Yellow, and Blue

- AGAIN** (red) See a moving picture again.
- GO** (green) At the menu, go to a picked item. At the chapter titles, go to a chapter. At Bible stories, go to the next page or picture. At meanings, go back to the story.
- GAME** (yellow) Play Jacob's Ladder.
- LEARN** (blue) Learn about words.




## ► Using the Color Keys

When you are using the *Read With Me Bible*, the red, green, yellow, and blue keys do not do what is printed on the keys.









Instead, they do what is printed on the *Read With Me Bible* card.

## Other Keys

- CARD** Leave the *Read With Me Bible*.
- CLEAR** Go to the OLD and NEW screen.
- ENTER** Works like the green key, except when learning words.
- HELP** Get help.
- ?\*** At a story, see the chapter title. In Jacob's Ladder, see the word.
- MENU** Go to the menu.
- ON/OFF** Turn the BOOKMAN on or off.
- SPACE** Works like the green key, except at meanings. In Jacob's Ladder, play a new game.
-  Move in menus and Bible stories.
-   See just the pictures.

## The Star and CAP Keys

-  + **CARD** Look up a learning word in another BOOKMAN book.
-  +  At a story, go to the next or previous story or chapter.
- or** 
- CAP** +  **or**  At the chapter titles, go to the last or the first chapter.

# How to Get Started

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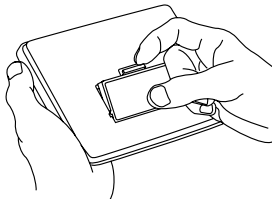
Before you can use the *Read With Me Bible*, you have to put it in your BOOKMAN. Follow these steps.

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

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

**2. Turn your BOOKMAN over.**

**3. Line up the *Read With Me Bible* card with a hole on the back.**



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

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

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

**7. Press **↔** or **↔** to pick *Read With Me Bible*.**



**8. Press **ENTER** to start using the *Read With Me Bible*.**

# How to Use the Menu

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The menu of the *Read With Me Bible* has three choices. READ THE BOOK lets you read the Old or New Testament. SEE IT WORK shows how to use this Bible. HOW IT WORKS tells what the keys do.

1. Press **MENU**.



2. If you want to, hold **☆** and press **UP** or **DN** to make the screen darker or lighter.
3. Press **↓** to pick *See It Work*.



4. Press **ENTER** or the green key (**GO**) to see a show about the *Read With Me Bible*.

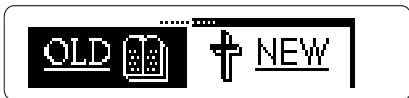


5. To stop the show, press **CLEAR**.

# How to Find a Bible Story

It is easy to find your favorite Bible stories. Try this example.

1. Press **CLEAR** .



OLD means the Old Testament. NEW means the New Testament. To pick NEW, press **↵**. To make the screen darker or lighter, hold **☆** and press **△UP** or **▽DN**.

2. Press **ENTER** or the green key (**GO**) to see the title of the first chapter in the Old Testament.



The line at the bottom shows where the chapter is in the Old or New Testament.

3. Press **↓**, **↵**, or **▽DN** to see the next chapter title.



To see the chapter title that comes before, press **↑**, **↵**, or **△UP**. To go to the first or last chapter in the Old Testament, hold **CAP** and press **↓** or **↑**.

4. Press **ENTER** or the green key (**GO**) to go to the chapter.
5. Hold **☆** and press **▽DN** to go to the next story or chapter.

# How to Read a Bible Story

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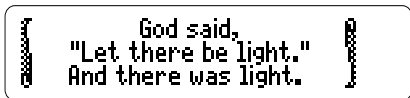
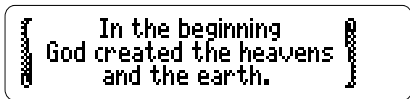
Once you have found a Bible story, use the green key to GO to the next page or picture.

## 1. Go to the first chapter in the Old Testament, *God Creates the World*.



To learn how, read "How to Find a Bible Story."

## 2. Press the green key (**GO**) or ↓ many times to go to the next pages.



You can also press **ENTER**, ↵, ↓, or **SPACE** to go to the next page or picture. To go back to the page you just saw, press ↶ or ↵.

## 3. Press **?\*** to see the title of the chapter that you are reading.

## 4. Hold **☆** and press **GO** to go to the next story or chapter.

## 5. Press **BACK** to go back to the chapter titles.



# How to See Just Pictures

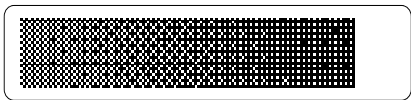
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All the Bible stories have pictures, and some have moving pictures. Use and when you want to see only the pictures. Use the red key when you want to see a moving picture AGAIN.

**1. Go to the first chapter in the Old Testament, *God Creates the World*.**

To learn how, read "How to Find a Bible Story."

**2. Press many times to see the pictures in the story.**



**3. Press the red key (AGAIN) to see a moving picture again.**



**4. Press to see a picture that came before.**

**5. Press more times to see more pictures.**

You also see the story and chapter titles when you press .

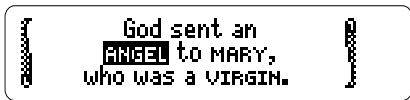
**6. Press BACK to go back to the chapter titles.**

# How to Learn What Words Mean

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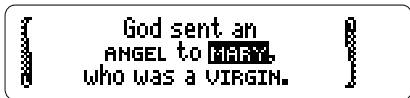
Use the blue key when you want to LEARN what certain Bible words mean.

- 1. Go to the first chapter in the New Testament, *Mary and the Angel*.**  
To learn how, read “How to Find a Bible Story.”
- 2. Press the green key (GO) to go to the first page.**
- 3. Press the blue key (LEARN) to see the learning words.**

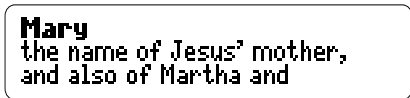


The learning words are in capital letters.

- 4. Press the arrow keys to pick the learning word *Mary*.**



- 5. Press the blue key (LEARN) or (ENTER) to learn about Mary.**



- 6. Press ↓ to read the meaning.**

You can press the blue key now to see if there are any learning words in the meaning. Then press the arrow keys to pick the one you want and the blue key or (ENTER) to learn its meaning.

- 7. Press the green key (GO) or (BACK) to go back to the story.**

# How to Play Jacob's Ladder

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The yellow key is the GAME key. Press the yellow key when you want to play Jacob's Ladder, the fun game that makes you guess mystery Bible words.

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

```
??????  
9 guesses left  
#####
```



Each ? hides a letter of the mystery word.

## 2. Type the letters that you think are in the mystery word.

```
a??les  
9 guesses left  
#####
```



When you type a correct letter, an angel flies up the stairs.

## 3. To get a hint, press (**ENTER**) to see a letter in the mystery word.

## 4. If you give up, press (**?>**) to see the mystery word.

```
ankles  
0 guesses left  
#####
```

**game  
over**

## 5. Press the blue key (**LEARN**) to learn what the word means.

## 6. Press (**BACK**) to go back to the game.

## 7. When the game is over, press (**SPACE**) to try another word.

# How to Look Up Words in Other Books

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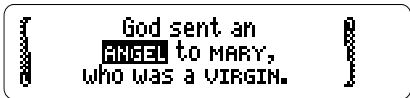
You can look up learning words from the *Read With Me Bible* in some other BOOKMAN books—for example, in the *New International Bible*. But you cannot look up words from other BOOKMAN books in the *Read With Me Bible*.

**1. Go to the first chapter of the New Testament, *Mary and the Angel*.**

To learn how, read “How to Find a Bible Story.”

**2. Press the green key (GO) to go to the first page.**

**3. Press the blue key (LEARN) to see the learning words.**



**4. Hold (☆) and press (CARD).**

**5. Press (↔) or (↔) to pick the symbol of the other book.**



We are picking the *New International Bible*.

**6. Press (ENTER).**

You see the learning word from the *Read With Me Bible*.

**7. If needed, press (ENTER) to look up the word in the other book.**

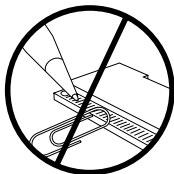
**8. Hold (☆) and press (CARD) to go back to the *Read With Me Bible*.**

# How to Take Care of This Bible

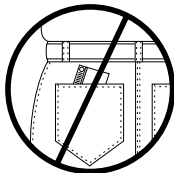
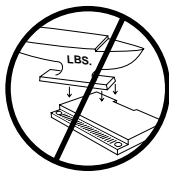
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## **Do not touch the metal parts of the *Read With Me Bible* card.**

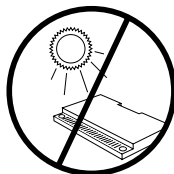
This is important! If you touch the metal parts of the card with metal objects or objects charged with static electricity, including your fingers, you might erase information or damage the card.



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



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



# Limited Warranty (U.S. only)

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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., One Franklin Plaza, Burlington, New Jersey 08016-4907, within one year of purchase. Alternatively, FRANKLIN may, at its option, refund your purchase price.

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# Specifications

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## **Model RMB-2030**

*The Read With Me Bible*

- size: 5.9 x 4.2 x 0.6 cm
- weight: 0.4 oz

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U.S. Patents 4,490,811; 5,153,831; 5,113,340; 5,321,609; 5,218,536; 4,830,618; 5,396,606; 4,891,775; 4,982,181; 5,203,705; 5,249,965. Deut-sch. Pats. M9409743.7 and M9409744.5.

European Patent 0 136 379.

Patents Pending

ISBN 1-56712-238-8.

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## ► About Stopping and Starting

If you forget to turn off your BOOKMAN when you are using the *Read With Me Bible*, your BOOKMAN will shut off by itself in about two minutes. When you turn it on again, it will start where you left off.

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FRB-28032-00  
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