

Franklin®

BOOKMAN®

EXPANDABLE ELECTRONIC BOOK

Merriam-Webster®
**Advanced Dictionary
& Thesaurus**

USER'S GUIDE

ADV-640

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Welcome to the world of BOOK-MAN! With this *Advanced Dictionary & Thesaurus* you can find over 110,000 dictionary words with 300,000 entries, 500,000 synonyms, as well as antonyms, etymologies,

Classmates®, Confusables® and more. You can also correct misspellings, save words to your User list, and play three challenging word games. Read this User's Guide to learn how.

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Key Guide

Function Keys

- CLEAR** Clears to *Enter your word*.
- MENU** Displays the main menus.
- THES** **(red)** Displays a thesaurus entry.
- CLASS** **(green)** Displays Classmates®.
- GAMES** **(yellow)** Displays the games list.
- LIST** **(blue)** Displays the UserList 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 books have their own color key functions, which are labelled on their book cards or on the keyboard. For more information, read "Using the Color Keys."

Other Keys







- BACK** Backs up and erases letters.
- CAP** Shifts keys to type punctuation.
- ENTER** Enters a search, selects a menu item, or starts a highlight.
- HELP** Displays help messages.
- ? *** Types a question mark to stand for an unknown letter in a word; shifted, types an asterisk to stand for a series of unknown letters.

Direction Keys



- SPACE** Types a space or pages down.

Star Key Combinations*

-  + **CARD** Sends a word between books.
-  + **DN** Displays next entry or match.
-  + **UP** Displays previous entry or match.
-  + **C** Displays Confusables®.
-  + **D** Displays a definition.
-  + **P** Displays the Path list.

*Hold  while pressing the other key.

Installing Batteries

BOOKMAN model ADV-640 uses four AAA batteries. Here is how to install or replace them.

Warning: When the batteries lose power or are removed from BOOKMAN, information that you entered in its built-in book, and in an installed book card, may be erased.

1. Turn **BOOKMAN** over.
2. Slide off its battery cover in the direction of the triangle.
3. Install the batteries following the diagram on the case.
4. Replace the battery cover.

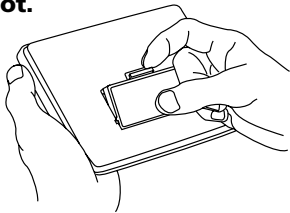
► About Screen Illustrations

Some screen illustrations may differ from what you see on your screen. This does not mean that your BOOKMAN is malfunctioning.

Installing a Book Card

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

► Removing a Book Card

Warning: When you remove a book card to install another, information that you 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 .



These are sample books.

3. Press  or  to highlight the book you want to use.



4. Press  to select it.

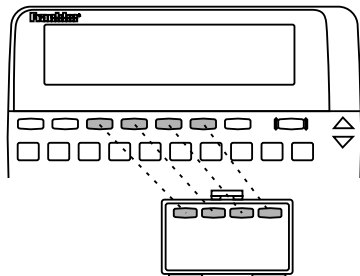
► Resuming Where You Left Off

You can turn your BOOKMAN off 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 book card book is selected, the color keys function as labelled on that book card.



Remember, the color keys for book cards function as labelled on their book cards, not as on the BOOKMAN keyboard.

Changing the Settings

You can adjust the font size, shutoff time, and screen contrast. 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 **Other** 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.

Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can use to scroll.

Viewing a Demonstration

Before you start using a book, you may want to see a demonstration.

If no book card is installed, the demonstration appears automatically when you turn on your BOOKMAN. To disable the automatic demonstration, highlight *Disable Demo* on the **Other** menu and then press **ENTER**. To re-enable it, select *Enable Demo*.

If a book card is installed, first press **CARD** and select this book. Then press **MENU** and select *View Demo* from the **Other** menu to see the demonstration.

Help is Always at Hand

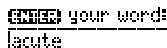
You can view a help message at virtually any screen by pressing **HELP**. Use **↓** or **SPACE** to read it. To exit help, press **BACK**.

If you need a reminder of what each key does, select *Tutorial* from the **Other** menu.

Finding Definitions

It's easy to find definitions in this dictionary. Simply type a word and then press **ENTER**.


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



ENTER your word:
acute

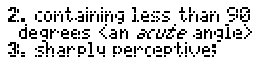
You cannot type capitals. To erase a letter, press **BACK**.

3. Press **ENTER**. Or hold **☆** and press **D**.



acute (adjective)
acute•er acute•est
1. SHARP, POINTED

4. Press **↓** or **SPACE** to read the definition.



2. containing less than 90 degrees <an acute angle>
3. sharply perceptive

5. Hold **☆** and press **▽** or **△** to see the next or previous definition listed alphabetically.
6. Press **CLEAR** when done.

Finding Words in Definitions

You can also search for all the definitions in which a specific word occurs.

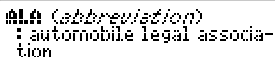
1. Press **CLEAR**.
2. Press **MENU**.
3. On the Other menu, highlight *Search for a word* and then press **ENTER**.
4. Type a word (e.g., *legal*) and then press **ENTER**.



action (noun)
plural actions
1. a legal proceeding

Note: You can also search for a word in definitions by entering a word, pressing **MENU**, and then selecting *Search for...* from the Other menu.

5. Press **↓** or **SPACE** to read.
6. Hold **☆** and press **▽** repeatedly to see the next definitions containing your word.



ALL (abbreviation)
: automobile legal association

7. Press **CLEAR** when done.

Finding Thesaurus Entries

Each thesaurus entry contains a thesaurus meaning and synonyms for that meaning. Some thesaurus entries also contain antonyms and etymologies.

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

splendid *adv.*, extraordinarily or transcendently impressive.

This is its first thesaurus entry.

4. Press **↓** to see its synonyms.

SYNONYMS:
glorious, gorgeous, magnificent, proud, resplen-

5. Hold **☆** and press **▽** to see the next thesaurus entry.

splendid *adjective*, marked by great magnificence, display, and usually

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

6. Press **CLEAR** when done.

Finding Thesaurus Entries

► Other Ways to Find Thesaurus Entries

When you look up a dictionary definition of a word, THES may briefly appear at the upper right of the screen. THES indicates that the word you entered has one or more thesaurus entries. Press **THES** (red) to see them.

THES also flashes at the upper right of the screen when a highlighted word has thesaurus information. Again, press **THES** (red) to see that information.

► Comparing Synonyms

Some thesaurus entries include comparisons to dictionary definitions to help you understand their meaning. For example, if you see *COMPARE: promise 1*, read the first definition of *promise* to learn more.

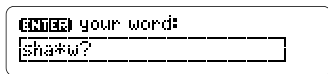
Finding Letters in Words

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 a while 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.

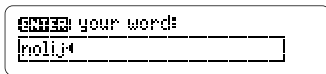
4. Press **ENTER** to define it.

5. Press **CLEAR** when done.

Correcting Misspellings

If you misspell a word, a list of corrections automatically appears.

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



2. Press **ENTER**.



3. Highlight a correction.

4. Press **ENTER** to view its dictionary definition.

5. To go back to the corrections, press **BACK**.

6. Press **CLEAR** when done.

► Two Ways to Back Up

Pressing **BACK** takes you back to the previous screen you viewed.

Holding **☆** and pressing **UP** takes you to the previous screen of similar information.

Highlighting Words to Look Up

Another way to look up words is by highlighting them in dictionary definitions, thesaurus entries, and word lists.

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

understanding (*noun*)
1. understanding gained by actual experience <a

You can turn off the highlight by pressing **BACK**.

2. Use the arrow keys to highlight a word.

knowledge (*noun*)
1. understanding gained by actual ~~experience~~ <a

3. Do one of the following:

To...

define the word
see thesaurus entry
see Classmates
see Confusables
add word to User list
search for the word in definitions

Press...

ENTER
THES (red)
CLASS (green)
☆ + C
LIST (blue)
MENU and then select *Search for...*

Finding Classmates®

Classmates are words classified by subject. If an entry word or a highlighted word has Classmates, CLAS will flash once in the upper right of the screen.

1. Type a word (e.g., *lynx*).

ENTER your word:
lynx

2. Press **CLASS** (green).

bobcat, catamount, cheetah,
cougar, jaguar, leopard, lion,
lioness, lynx, mountain

3. Press **↓** to read.

► Look for the Flashing Messages

When you enter a word or scroll down a word list, often messages such as THES, CLAS, or CONF will flash at the upper right of the screen. These messages show that the word has thesaurus information, Classmates, or Confusables. A word can have more than one message, so watch closely.

Finding Confusables®

Confusables are words that sound alike but are spelled differently. If an entry word or a highlighted word has Confusables, CONF will flash once in the upper right of the screen.



1. Type a word (e.g., *rein*).
2. Hold  and press C.

```
rein: harness
rain: precipitation
reign: rule
```

Each Confusable is followed by an identifying word.

3. Press  and then highlight a word.


```
rein: harness
rain: precipitation
reign: rule
```

4. Press  to define it, or press  (red) to view its thesaurus entry, if any.

```
harness (noun)
# turns harnesses;
# gear of a draft animal
```

Reviewing Words








Use the Path list to review the last 15 words you looked up. The Path list is automatically saved between sessions unless the batteries lose power or your BOOKMAN is reset.

1. Select **Path list** from the Other menu. Or hold  and press P.

```
Path list
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	
see thesaurus entry	 (red)
see Classmates	 (green)
see Confusables	 + C
add word to User list	 (blue)
4. Press  to go back to the list.
5. Press  when done.

Saving Words

You can save up to 40 words in the User list for personal study or review. Your User list is saved between sessions unless the batteries run out of power or your BOOKMAN is reset. Here is how to save your first word.

1. Press **LIST** (blue).



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

2. **Highlight Add word.**
3. Press **ENTER**.
4. **Type a word.**
5. Press **ENTER** to add the word.
6. **Select View list: 1 word.**
7. **Do one of the following:**

To...

define the word
see thesaurus entry
see Classmates
see Confusables

Press...

ENTER
THES (red)
CLASS (green)
☆ + C

Saving Words

► 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."**
5. Press **CLEAR** when done.

► Adding Words Not Found in This Dictionary

When you try to add a word not in this dictionary, you're given three options from which to choose: *Cancel*, *Add anyway*, and *Correction candidate(s)*. **Caution:** Adding words that are not in this dictionary uses considerably more memory than adding words that are. If you add only those words that are not in this dictionary, it is possible that as few as 10 words can be added.

Deleting Saved Words

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.

Changing Game Settings

You can change the game settings at any time. Each setting applies to all the games.

1. Press **MENU**.
2. Press **←** to highlight the Game menu.



3. Highlight an option.
4. Press **ENTER**.
5. Highlight a setting.
6. Press **ENTER** to select it.

► Understanding the Settings

Word List lets you pick the words with which you'll play the games. If you select *Type Them In*, you'll need to type in words after you select a game.

Word Length lets you pick how many letters will be in the words.

Skill Level lets you select the level of difficulty.

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 playing.
4. To exit a game and return to the list of games, press **BACK**.

▶ Seeing the Score

Your score appears after each round of a game.

```
Won 1 Lost 0
```

Playing the Games

Hangman

```
re????e?
##### 9
make a letter guess
```

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

```
worshipping 61
ENTER word: 4
```

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.

Playing the Games

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 entry. Press **BACK** to exit Anagrams.

Word Train™



SPACE to continue
t i p e l l i e r

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 define the word.

Sending Words Between Books

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

To send or receive a word to or from another book, you must have installed a book card in your BOOKMAN that is able to send or receive words, as well. To learn if a book card can send or receive words, read its User's Guide.

1. Highlight a word in this book.



understanding (noun)
If understanding gained by
experience

To highlight a word in text, press **ENTER** and then press the arrow keys. To highlight a word in a list, press the arrow keys.

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.

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 erases settings and information entered into its built-in book, and in any currently installed book cards.

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.

The reset button is recessed in a pin-sized hole on the back of your BOOKMAN.

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 batteries.

Limited Warranty (U.S. only)

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BOOKMAN Model ADV-640

- batteries: 4 AAA, 1.5 volt
- size: 14 x 2.5 x 10.3 cm
- weight: 6 oz. (without batteries)

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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; 5,333,313; European Patent 0 136 379. Pat. Pend.

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