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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.

This *Merriam-Webster's Collegiate Dictionary, Tenth Edition* has over 500,000 definitions, including biographical and geographical names. The list of tables contains useful information on subjects such as world moneys, chemical elements, and more. You can find a word's

inflected forms at the touch of a key and also correct misspellings, save words to your User List, and play five fun, educational word games.

A list of the abbreviations used throughout this dictionary can be found on pages 19-22 of this User's Guide.

To learn how to use other books with your BOOKMAN, read their User's Guides.

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Key Guide

Function Keys

- CLEAR** Clears to *Enter a word*.
- MENU** Shows the dictionary's word list and Setup menu.
- INFL** (red) Shows inflected forms.
- TABLES** (green) Shows the Tables list.
- GAMES** (yellow) Shows the Games menu.
- LIST** (blue) Shows the User list menu.
- CARD** Exits the selected book.
- ON/OFF** Turns BOOKMAN on or off.

Other Keys

- BACK** Backs up, erases letters, or stops a highlight.
- CAP** Shifts keys.
- ENTER** Enters a search, selects a menu item, or starts a highlight.
- HELP** Shows a help message.
- SPACE** Types a space or pages down.
- ? *** Types a ? to stand for an unknown letter in a word; shifted, types an * to stand for a series of unknown letters.



Direction Keys

- Move in indicated direction.
- DN/UP** Page up or down.

Star Key Combinations*

- ☆** + **CARD** Sends a word between books.
- ☆** + **DN** Shows the next headword.
- ☆** + **UP** Shows the previous headword.
- ☆** + **Q...** Shifts the top row of letters to type numbers.

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

► Understanding the Color Keys

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

Other 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."

Using BOOKMAN

Once the batteries are installed, you're ready to start using BOOKMAN. This section shows you how to install the batteries and other BOOKMAN cartridges, and how to select which book you want to use. It explains how to adjust the screen contrast, type size, and the automatic shutoff time.

You can watch an automatic demonstration of the main features of this dictionary and learn how to get help at the touch of a key.

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Installing Batteries

BOOKMAN model 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 cartridge, will 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 inside the case.**
- 4. Replace the battery cover.**

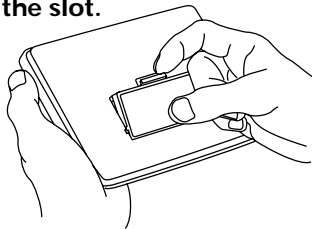
► Resuming Where You Left Off

You can turn off BOOKMAN at any screen. As long as the automatic demonstration is disabled, when you turn BOOKMAN on again, the screen that you last viewed appears.

Installing Cartridges

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

- 1. Turn BOOKMAN off.**
- 2. Turn BOOKMAN over.**
- 3. Align the tabs on the book 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 into the removed cartridge will be erased.

Selecting Books

Once you have installed a book 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.

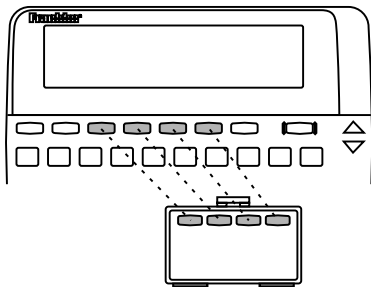
► About Screen Illustrations

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

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



Remember, the color keys for BOOKMAN book 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. The 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 **(MENU)**.
2. Press **←** or **→** to highlight the Setup menu.
3. Highlight *Change Font*, *Set Shutoff* or *Set Contrast*.



4. Press **(ENTER)** to select it.
5. Highlight a setting.
Or press **↑** or **↓** if you selected *Set Contrast*.
6. Press **(ENTER)** to select it.
To exit without changing settings, press **(BACK)**.

Viewing a Demonstration

You can view an automatic demonstration of what this book can do.

The demonstration automatically appears the first time you press **(ON/OFF)**.

To stop the demonstration, press **(CLEAR)**. To disable it, press **(MENU)**, highlight the Setup menu, and then select *Disable Demo*.

► 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)**.

If you'd like to read an overview of how this dictionary works and what the keys do, highlight *Tutorial* under the Setup menu, and then press **(ENTER)**. Press **(CLEAR)** when done.

► 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.

Using this Dictionary

With this electronic dictionary, you can look up words by typing them at the entry screen, the word list, or by highlighting a word within a definition. You can also learn how to correct misspellings and how to find phrases or words when you only know how to spell part of it.

You can use the Inflection Guide and go to a list of the tables at the touch of a key.

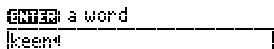
You can add words to your User list and play five educational word games using your choice of settings to help build your vocabulary. If you have a BOOKMAN cartridge installed that can send and receive words, you can send words between this dictionary and the cartridge. Read on to learn how.

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Looking Up Words

Looking up a word in this dictionary is easy. Simply type it at the entry screen and press **ENTER**. Try this example.

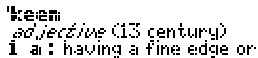
1. Press **CLEAR**.
2. Type a word (e.g., *keen*).



ENTER: a word
keen!

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

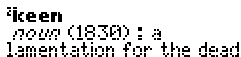
3. Press **ENTER** to look it up.



'keen
adjective (13 century)
1 a: having a fine edge or

This is a dictionary entry.

4. Press **↓**, **▽**, or **SPACE** to move through the definitions.



'keen
noun (1830): a
lamentation for the dead

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

Looking Up Words

► Understanding Definitions

The main word at the top of the dictionary entry is called the headword. The headword is followed by the part of speech, the approximate date of its origin, and then its definition. After the definition, you may see usage examples and other forms of the word.

The asterisk (★) in a geographical definition denotes that location is the capital city.

For the list of abbreviations in definitions, see “Abbreviations in This Work” on pages 19-22 in this User’s Guide.

► Browsing Definitions

While in a definition, you can go to the next or previous dictionary entry by holding **☆** and pressing **▽** or **△**.

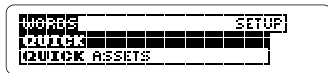
Searching the Word List

Another way to find a word is by picking one from the dictionary's word list. By typing the word you seek at the word list, you will zoom directly to the word(s) that begin with the letters you typed. Try this.

1. Press **CLEAR**.
2. Press **MENU**.



3. Start typing a word (e.g., *quick*).

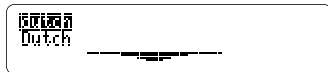


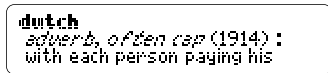
- To go back a letter, press **BACK**.
To scroll down the list, press **↓**.
4. Press **ENTER** to go to the highlighted word's definition.
 5. Press **BACK** to go back to the word list.
 6. Press **CLEAR** when done.

Choosing Multiple Forms

There are so many definitions in this dictionary, it is not uncommon for a word to have more than one form. When the word you are looking up has multiple forms, the different forms appear listed on the screen. Simply select the form you want.

1. Press **CLEAR**.
2. Type *dutch*.
3. Highlight the word you want.



4. Press **ENTER** view its definition.
- 
5. Press **BACK** to go back to the multiple forms list.
 6. Press **CLEAR** when done.


Highlighting Words

Another way to look up words is by highlighting them in dictionary entries or word lists. Then you can find their definitions, inflections, or add them to your User list. Use this feature to also quickly look up abbreviations.

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

To turn the highlight off, press **BACK**. You can highlight most words.

2. Press the arrow keys to highlight a word.



the cause of a **magnetic** of
magnetic induction

3. Do one of the following.

To...	Press...
define the word	ENTER
view its inflections	INFL
add it to the User list	LIST
go back a screen	BACK

Correcting Misspellings

If you misspell a word, don't worry. You will go to a list of corrections.

1. Type a misspelled word.



Type a word

airudishun4

2. Press **ENTER**.



irradiation
irradiations
irradiation

This is the list of corrections.

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.

► Typing Numbers

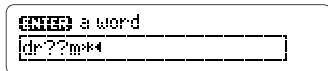
Some definitions include numbers, such as 4WD, 4-F, 4-H, and so on. To type a number, hold **☆** while pressing a numbered key.

Finding Letters in Words

If you are uncertain about the spelling of a word, type a question mark (?) in place of each unknown letter.

Use an asterisk (*) to find prefixes, suffixes, and other parts of words. Each asterisk stands for any number of letters. NOTE: If you type an asterisk at the beginning of a word, it may take a while to find the matches.

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 or **INFL** to view its inflections.

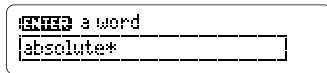
5. Press **CLEAR** when done.

Finding Phrases

Phrases can be headwords too. Some of these definitions might be missed if the root word is the only word typed at the entry screen.

For example, if you are looking for “circumstantial evidence” and you entered only the word *circumstantial*, you may not know that “circumstantial evidence” has its own dictionary entry. Instead, type an * after the root word to find an expanded list.

1. Type a word ending with an asterisk.



To type an asterisk, hold **CAP** and press **?***.

2. Press **ENTER**.

3. Press **↓** to scroll down the list of matches.



4. Select the match you want.

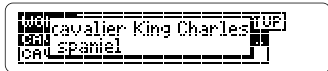
Finding Inflections

Inflections are the changes in a word's form such as case, gender, number, tense, person, mood, or voice. Verbs will have more inflections than other parts of speech.

1. **Type a word at the entry screen or go to a definition.**
2. Press **INFL**.
If you go to a list of parts of speech, highlight the one you want and press **INFL** again.
3. Press **↓** to scroll down the list.
4. **If your word is a verb, repeatedly press **INFL** to move through the other verb forms.**
To go to a previous verb form, hold **☆** and press **▲**.
5. Press **CLEAR** when done.

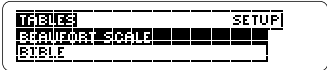
► Expanding a Menu Item

Some menu items are too long to fit onto one line. To see the full menu item, press **?**.



Viewing Tables

This dictionary includes tables that contain useful information on topics such as chemical elements, geologic time, world moneys, and more. Here's how to find them.

1. Press **CLEAR**.
2. Press **TABLES**.
A screenshot of a menu titled 'TABLES' with a 'SETUP' option in the top right corner. Below the title, there are several menu items: 'ELEMENT SCALE', 'GEOLOGIC TIME', and 'WORLD MONEYS'. The 'ELEMENT SCALE' item is highlighted with a black bar.
3. Press **↓** to highlight a table.
Or type the name of the table at the list, if you know it.
4. Press **ENTER** to select it.
5. Select subitems, if needed.
6. Press **↓** to view the table.
7. Press **BACK** repeatedly to go back.
8. Press **CLEAR** when done.

Using the User List

You can create a User List of up to 20 words. Use it to study word lists or use it as a placeholder for quick access to the added words. Words are listed in the order they are entered, not alphabetically. Only words in this dictionary can be added to the User list.

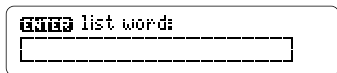
► Adding a Word

1. Press **LIST** to go to the User list menu.



2. Highlight *Add a word*.

3. Press **ENTER**.



4. Type a word.

5. Press **ENTER** to add the word.

If the word is not one in this dictionary, you will go to a spell correction list.

6. Press **ENTER** to view the list.

Using the User List

► Adding a Highlighted Word

At any text, you can highlight a word and then add it to your User list.

1. At text, press **ENTER** to start the highlight.
2. Highlight a word.
3. Press **LIST**.
4. Select *Add "your word"*.

► Deleting One Word

1. Go to the User list menu.
2. Select *Delete a word*.
3. Highlight a word on the list.
4. Press **ENTER** to delete it.
Or press **BACK** to cancel.

► Erasing Your User List

1. Go to the User list menu.
2. Select *Erase the list*.
3. Press **Y** to erase the entire list.
Or press **N** to cancel.

Changing Game Settings

You can select the skill level you will play the games with by selecting *Game Skill Levels* from the Games list. The skill level you choose will pertain to all the games.

1. Press **GAMES**.



2. Press **ENTER** to select *Game Skill Levels*.

3. Select a skill level.

The check mark shows the selected item.

4. Press **GAMES** to return to the Games menu.

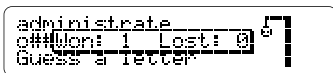
Playing the Games

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

1. Press **GAMES**, if not already at the Games menu.
2. Press **↑** or **↓** to highlight a game.
3. Press **ENTER** to start it.

► Keeping Score

Your score appears after each round of Hangman, Jumble, and Anagrams until you change games or until you exit the games.



Playing the Games

Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time. The number of guesses you have left 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. To view the definition of the word, press **ENTER**. Press **BACK** to return to Hangman. To start a new round, press **SPACE**. To select a new game, press **GAMES**.

Flashcards

Flashcards flashes words for you to define or study. To go to the definition of the current word, press **ENTER**. Then press **BACK** to return to Flashcards and try another word. To flash another word, press **SPACE**.

Jumble

Jumble shuffles the letters of a mystery word. You must unscramble all the letters to form a word. The

Playing the Games

number of words that can be formed appears to the right of the letters. Type your guess and then press **ENTER**. To shuffle the letters, hold **CAP** and press **?***. The difficulty of the word is determined by the skill level.

To quit and see the answer, press **?***. When there is more than one word, highlight a word, and then press **ENTER** to see its dictionary definition. Press **BACK** to return to Jumble. To play another round press **SPACE**.

Anagrams

Anagrams challenges you to find all of the words that can occur within a given word. Each letter can only be used as many times as it appears in the given 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.

Playing the Games

Type an anagram and then press **ENTER**. Use the arrow keys to view anagrams you've already entered. Hold **CAP** and press **?*** to shuffle the letters of the given 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 exit Anagrams.

Word Builder

Word Builder takes letters you've typed and shuffles them to make words. Type letters at the *enter letters* screen and press **ENTER**. Use the arrow keys to scroll through the list of anagrams.

You can look up a word's definition by pressing **ENTER** and highlighting the word you want. Press **ENTER** again to look up the word. Press **BACK** to return to Word Builder. Press **SPACE** to continue.

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 a cartridge in your BOOKMAN, and that cartridge must be able to send or receive words. To learn if a cartridge can send or receive words, read its User's Guide.

1. Highlight a word in this book.



A screenshot of a word list on a handheld device. The text is displayed in a pixelated font. The word "cinnamon stone" is highlighted with a thick black underline. Below it, the text "(1805) :cinnamon" is visible. The entire screenshot is enclosed in a rounded rectangular border.

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

2. Hold **☆** and press **CARD**.
3. Highlight the other book.
4. Press **ENTER**.
5. Press **ENTER** to look up the word, if needed.

Appendices

In this section, you will find the glossary of abbreviations which is taken directly from the printed version of *Merriam-Webster's® Collegiate® Dictionary, Tenth Edition*. These abbreviations will appear in most dictionary entries.

You will also learn how to care for BOOKMAN cartridges and how to troubleshoot and reset BOOKMAN if needed.

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Abbreviations in This Work

<i>A.&M.</i>	Agricultural and Mechanical	<i>aor</i>	aorist	<i>biol</i>	biologist
<i>ab</i>	about	<i>Ar</i>	Arabic	<i>Braz</i>	Brazilian
<i>abbr</i>	abbreviation	<i>Arab</i>	Arabian	<i>BrazPg</i>	Brazilian Portuguese
<i>abl</i>	ablative	<i>Aram</i>	Armaic	<i>Bret</i>	Breton
<i>Acad</i>	Academy	<i>archaeol</i>	archaeologist	<i>Brit</i>	Britain, British
<i>acc</i>	accusative	<i>Arm</i>	Armenian	<i>bro</i>	brother
<i>act</i>	active	<i>art</i>	article	<i>Bulg</i>	Bulgarian
<i>A.D.</i>	anno Domini	<i>astron</i>	astronomer, astronomy	<i>c</i>	century
<i>adj</i>	adjective	<i>attrib</i>	attributive, attributively	<i>C</i>	centigrade, College
<i>adv</i>	adverb	<i>atty</i>	attorney	<i>ca</i>	circa
<i>AF</i>	Anglo-French	<i>aug</i>	augmentative	<i>Canad</i>	Canadian
<i>AFB</i>	Air Force Base	<i>Austral</i>	Australian	<i>CanF</i>	Canadian French
<i>Afrik</i>	Afrikaans	<i>Av</i>	Avestan	<i>cap</i>	capital, capitalized
<i>Agric</i>	Agriculture	<i>AV</i>	Authorized Version	<i>Catal</i>	Catalan
<i>Alb</i>	Albanian	<i>b</i>	born	<i>caus</i>	causative
<i>alter</i>	alteration	<i>bacteriol</i>	bacteriologist	<i>Celt</i>	Celtic
<i>Am</i>	America, American	<i>B.C.</i>	before Christ, British Columbia	<i>cen</i>	central
<i>Amer</i>	American	<i>bef</i>	before	<i>cent</i>	century
<i>AmerF</i>	American French	<i>Belg</i>	Belgian	<i>chem</i>	chemist
<i>AmerInd</i>	American Indian	<i>Beng</i>	Bengali	<i>Chin</i>	Chinese
<i>AmerSp</i>	American Spanish	<i>bet</i>	between	<i>comb</i>	combining
<i>anc</i>	ancient, anciently	<i>bet</i>	between	<i>Comm</i>	Community
<i>ant</i>	antonym	<i>bib</i>	biblical	<i>compar</i>	comparative
<i>anthropol</i>	anthropologist; anthropology	<i>biochem</i>	biochemist	<i>Confed</i>	Confederate
				<i>conj</i>	conjugation, conjunction

Abbreviations in This Work

<i>constr</i>	construction	<i>equiv</i>	equivalent	<i>hist</i>	historian
<i>contr</i>	contraction	<i>esp</i>	especially	<i>Hitt</i>	Hittite
<i>Copt</i>	Coptic	<i>est</i>	estimated	<i>Hung</i>	Hungarian
<i>Corn</i>	Cornish	<i>ethnol</i>	ethnologist	<i>lcel</i>	Icelandic
<i>criminol</i>	criminologist	<i>exc</i>	except	<i>IE</i>	Indo-European
<i>d</i>	died	<i>F</i>	Fahrenheit,	<i>imit</i>	imitative
<i>D</i>	Dutch		French	<i>imper</i>	imperative
<i>Dan</i>	Daniel, Danish	<i>fem</i>	feminine	<i>incho</i>	inchoative
<i>dat</i>	dative	<i>Finn</i>	Finnish	<i>indef</i>	indefinite
<i>dau</i>	daughter	<i>fl</i>	flourished	<i>indic</i>	indicative
<i>def</i>	definite	<i>Flem</i>	Flemish	<i>infin</i>	infinitive
<i>deriv</i>	derivative	<i>fr</i>	from	<i>Inst</i>	Institute
<i>dial</i>	dialect	<i>Fr</i>	France, French	<i>instr</i>	instrumental
<i>dim</i>	diminutive	<i>freq</i>	frequentative	<i>intens</i>	intensive
<i>disc</i>	discovered	<i>Fris</i>	Frisian	<i>interj</i>	interjection
<i>Dor</i>	Doric	<i>ft</i>	feet	<i>interrog</i>	interrogative
<i>dram</i>	dramatist	<i>fut</i>	future	<i>Ir</i>	Irish
<i>Du</i>	Dutch	<i>G</i>	German	<i>irreg</i>	irregular
<i>DV</i>	Douay Version	<i>Gael</i>	Gaelic	<i>Is</i>	island
<i>e</i>	eastern	<i>gen</i>	general, genitive	<i>ISV</i>	International Scientific Vocabulary
<i>E</i>	east, eastern, English	<i>Ger</i>	German		
<i>econ</i>	economist	<i>Gk</i>	Greek	<i>It, Ital</i>	Italian
<i>Ed</i>	Education	<i>Gmc</i>	Germanic	<i>ital</i>	italic
<i>educ</i>	educator	<i>Goth</i>	Gothic	<i>Jav</i>	Javanese
<i>Egypt</i>	Egyptian	<i>gov</i>	governor	<i>Jp</i>	Japanese
<i>emp</i>	emperor	<i>govt</i>	government	<i>L</i>	Latin
<i>Eng</i>	England, English	<i>Gr Brit</i>	Great Britain	<i>LaF</i>	Louisiana French
		<i>Heb</i>	Hebrew		

Abbreviations in This Work

<i>lat</i>	latitude	<i>MLG</i>	Middle Low		Slavonic
<i>Lat</i>	Latin		German	<i>OE</i>	Old English
<i>LG</i>	Low German	<i>modif</i>	modification	<i>OF</i>	Old French
<i>LGk</i>	Late Greek	<i>MPer</i>	Middle Persian	<i>OFris</i>	Old Frisian
<i>LHeb</i>	Late Hebrew	<i>MS</i>	manuscript	<i>OHG</i>	Old High German
<i>lit</i>	literally, literary	<i>mt</i>	mountain	<i>Olr</i>	Old Irish
<i>Lith</i>	Lithuanian	<i>Mt</i>	Mount	<i>OIt</i>	Old Italian
<i>LL</i>	Late Latin	<i>MW</i>	Middle Welsh	<i>OL</i>	Old Latin
<i>long</i>	longitude	<i>n</i>	northern, noun	<i>ON</i>	Old Norse
<i>m</i>	meters	<i>N</i>	north, northern	<i>ONF</i>	Old North French
<i>manuf</i>	manufacturer	<i>naut</i>	nautical	<i>OPer</i>	Old Persian
<i>masc</i>	masculine	<i>NE</i>	northeast	<i>OPg</i>	Old Portuguese
<i>math</i>	mathematician	<i>neut</i>	neuter	<i>OProv</i>	Old Provençal
<i>MBret</i>	Middle Breton	<i>NewEng</i>	New England	<i>OPruss</i>	Old Prussian
<i>MD</i>	Middle Dutch	<i>NewZeal</i>	New Zealand	<i>orig</i>	original, originally
<i>ME</i>	Middle English	<i>NGk</i>	New Greek	<i>ORuss</i>	Old Russian
<i>Mech</i>	Mechanical	<i>NHeb</i>	New Hebrew	<i>OS</i>	Old Saxon
<i>Med</i>	Medical	<i>NL</i>	New Latin	<i>OSp</i>	Old Spanish
<i>Mex</i>	Mexican, Mexico	<i>No</i>	North	<i>OW</i>	Old Welsh
<i>MexSp</i>	Mexican Spanish	<i>nom</i>	nominative	<i>PaG</i>	Pennsylvania German
<i>MF</i>	Mexican French	<i>nonstand</i>	nonstandard	<i>part</i>	participle
<i>MGk</i>	Middle Greek	<i>Norw</i>	Norwegian	<i>pass</i>	passive
<i>MHG</i>	Middle High German	<i>nov</i>	novelist	<i>Per, Pers</i>	Persian
<i>mi</i>	miles	<i>n pl</i>	noun plural	<i>perf</i>	perfect
<i>mil</i>	military	<i>NZ</i>	New Zealand	<i>perh</i>	perhaps
<i>min</i>	minister	<i>obs</i>	obsolete	<i>pers</i>	person
<i>Mlr</i>	Middle Irish	<i>occas</i>	occasionally	<i>Pg</i>	Portuguese
<i>ML</i>	Medieval Latin	<i>OCS</i>	Old Church	<i>philos</i>	philosopher

Abbreviations in This Work

<i>PhilSp</i>	Philippine Spanish	<i>RSV</i>	Revised Standard Version	<i>subsp</i>	subspecies
<i>physiol</i>	physiologist			<i>substand</i>	substandard
<i>pl</i>	plural	<i>Russ</i>	Russian	<i>superl</i>	superlative
<i>Pol</i>	Polish	<i>S</i>	south, southern	<i>Sw, Swed</i>	Swedish
<i>polit</i>	political, politician	<i>Sc</i>	Scottish, Scots	<i>syn</i>	synonym, synonymy
<i>pop</i>	population	<i>Scand</i>	Scandinavian	<i>Syr</i>	Syriac
<i>Port</i>	Portuguese	<i>ScGael</i>	Scottish Gaelic	<i>Tag</i>	Tagalog
<i>pp</i>	past participle	<i>Sch</i>	School	<i>Tech</i>	Technology
<i>prec</i>	preceding	<i>Scot</i>	Scotland, Scottish	<i>theol</i>	theologian
<i>prep</i>	preposition			<i>Theol</i>	Theological
<i>pres</i>	present, president	<i>secy</i>	secretary	<i>Toch</i>	Tocharian
<i>prob</i>	probably	<i>Sem</i>	Seminary, Semitic	<i>trans</i>	translation
<i>pron</i>	pronoun, pronunciation	<i>Shak</i>	Shakespeare	<i>treas</i>	treasury
		<i>sing</i>	singular	<i>Turk</i>	Turkish
<i>pronunc</i>	pronunciation	<i>Skt</i>	Sanskrit	<i>U</i>	University
<i>Prov</i>	Provençal	<i>Slav</i>	Slavic	<i>ultim</i>	ultimately
<i>prp</i>	present participle	<i>So</i>	South	<i>usu</i>	usually
<i>Pruss</i>	Prussian	<i>SoAfr</i>	South Africa, South African	<i>var</i>	variant, variety
<i>pseud</i>	pseudonym			<i>v, vb</i>	verb
<i>psychol</i>	psychologist	<i>sociol</i>	sociologist	<i>vi</i>	verb intransitive
<i>R.C.</i>	Roman Catholic	<i>Sp, Span</i>	Spanish	<i>VL</i>	Vulgar Latin
<i>redupl</i>	reduplication	<i>specif</i>	specifically	<i>voc</i>	vocative
<i>refl</i>	reflexive	<i>spp</i>	species	<i>vt</i>	verb transitive
<i>rel</i>	relative	<i>St</i>	Saint	<i>W</i>	Welsh, west, western
<i>resp</i>	respectively	<i>Ste</i>	Sainte	<i>WGmc</i>	West Germanic
<i>rev</i>	revolution	<i>subj</i>	subjunctive	<i>zool</i>	zoologist
<i>Rom</i>	Roman, Romanian				

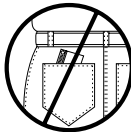
Cartridge Care

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

Limited Warranty (US only)

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Copyrights & Patents

Model: COL-640

- batteries: 4-AAA • 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; 4,982,181; 5,007,019; 5,113,340; 5,153,831; 5,203,705; 5,218,536; 5,229,936; 5,249,965; 5,295,070; 5,321,609; 5,333,313; 5,396,606; European Patent: 0 136 379.

Deutsch Patents: M 9409743.7; M 9409744.5. UK Reg. DES 2043954.

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