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## Key Guide

















### Soft Keys

Soft Key functions are represented by the labels displayed along the bottom of the screen. To perform a Soft Key function, press the unlabelled key at the top of the keyboard that corresponds to the label you want. These labels change to reflect the different functions available in the various books and exercises in this device.

For example, in the main menu, the following Soft keys are available:  
**BOOKS** Displays the Books menu.  
**LEARN** Displays the Learning Zone menu.  
**SOLVE** Displays the Solvers menu.  
**GAMES** Displays the Games menu.  
**TOOLS** Displays the Tools menu.  
Please refer to the specific topics in this User's Guide to learn the function of any available Soft Keys.

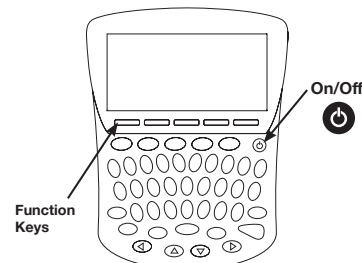
### Function Keys

-  Turns the product on or off.
-  Enables user to access extra content if a BOOKMAN book card is in the card slot.
-  Goes to the *Advanced Crossword Search* screen, or returns to the last advanced search screen you used.
-  Goes to the top of the Books menu.
-  Displays a help message.
-  Goes to the main menu. Goes to the word entry screen in any book that has one. Clears the calculator. In the metric converter, goes to its main menu.
-  Backs up, erases a letter, or turns off the highlight in an entry.
-  Enters a word, selects an item, or begins a highlight in an entry.
-  At a word entry screen, types a ? to stand for a letter in a word. At a menu, displays a menu item. At a dictionary entry, displays the headword. In games, reveals the word and forfeits the game.

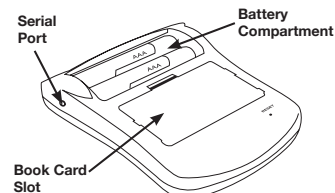
-  Types an underscore.
  -  Shifts to type capital letters and punctuation marks.
  -  Shifts to allow previous, next, page up, page down, and to type a hyphen (-).
  - Combination Keys\***
    -  At a dictionary entry, pages up or down.
    -  At a dictionary entry, displays the previous or next entry.
    -  Transfers a word between books.
    -  At a menu, goes to the first or last menu item. At an entry, goes to the start or end of the entry.
    -  Types a hyphen.
    -  Types an apostrophe.
    -  Types a slash.
    -  At a word entry screen, types an asterisk to stand for a series of letters in a word. In games, gives a hint.
- \*Hold the first key while pressing the second.
-  Move up.
  -  Move down.
  -  Move left.
  -  Move right.
  -  At menus and dictionary entries, pages down. At a word entry screen, types a space.

### Using the Special Features

Your device is equipped with several special features that many, but not all BOOKMAN book cards use. To learn if you can use the special features with a particular book card, read its User's Guide.



**On/Off:** Turns the unit on and off.  
**Function Keys:** Each of these unlabelled keys corresponds to the function that appears directly above it on the screen.



**Serial Port:** Plug in a serial-to-USB or serial-to-serial cable here to connect this unit to your PC.  
**Book Card Slot:** The card slot is located on the back of the unit. It enables you to read electronic books purchased from [www.franklin.com](http://www.franklin.com) and is compatible with all BOOKMAN and BMC cards.  
**Battery Compartment:** The battery compartment is located on the back of the unit. It holds two AAA batteries.

### Replacing Batteries

Your device is powered by two AAA batteries. Follow these easy instructions to install or replace them. Please have the new batteries at hand before you remove the old ones.

1. Turn your product off and turn it over.
2. Lift the battery cover on the back of the product by pushing up on the catch.
3. Remove the old batteries.
4. Install the batteries following the +/- markings in the battery compartment.
5. Replace the battery cover.

**Warning:** If the batteries wear out completely or if you take more than a few seconds while changing the batteries, any information that was entered in the built-in book or book card may be erased. You should always keep written copies of your important information.

**Battery disposal:** Do not dispose of the batteries with normal household waste. Please obey your local regulations when disposing of used batteries.

#### Battery Precautions

- Non-rechargeable batteries are not to be re-charged. Never recharge batteries that come with the device.
- Rechargeable batteries are to be removed from the device before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- The supply terminals are not to be short-circuited.
- Do not expose batteries to direct heat or try to take the batteries apart. Follow the battery manufacturer's instructions for battery use.
- Always remove a weak or dead battery from the device.
- To avoid damage caused by leakage of the battery fluid, replace the battery or batteries once every two years regardless of how much the device has been used during that time.
- Should a battery leak, the device may become damaged. Clean the battery compartment immediately, avoiding contact with your skin.
- Keep batteries out of reach of small children. If swallowed, consult a physician immediately.

#### For Your Information

##### ✓ 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.

##### ✓ Help is Always at Hand

You can view a help message at any screen by pressing **HELP**. Press **▲** or **▼** to read. To exit help, press **BACK**.

### Using the Main Menu

Use the main menu to quickly take you to different books, tools and exercises in your device. The main menu contains five tabs: **Books, Learning Zone, Solvers, Games** and **Tools**. Use **◀** and **▶** to move to another tab. Use **▲** and **▼** to highlight the option you want and press **ENTER** to select it. You can also go directly to a tab by pressing the tab's respective Soft Key.

### Understanding the Menus

The **Books** tab enables you to look up definitions, thesaurus entries and crossword solutions. Search definitions for words using *Bradford's Crossword Solver's Dictionary* and *Crossword Lists*, the *Collins Compact Thesaurus* and the *Collins Solutions English Dictionary*. You can also access the *Collins Discovery Encyclopedia*.

The **Learning Zone** tab enables you to access Practice Crossword Clues, Word Games and Crossword Indicators, an alpha-searchable list of indicator words for anagrams and other puzzles. You can also research language tools, including grammar, spelling and sentence structure, using *The Good Writing Guide*.

The **Solvers** tab allows you to access Anagram Solver, Crossword Solver, and Word Builder. Use these tools to help you find words used in crossword puzzles and other word games.

The **Games** tab allows you to access the eleven games included in your device: *Anagram Game*, *Antonym Game*, *Hangman*, *Synonym Game*, *Word Blaster*, *Word Deduction*, *Word Train*, 1 and 2 player *Link Four* and 1 and 2 player *Noughts & Crosses*. You can also adjust the game settings.

The **Tools** tab allows you to access a demonstration and tutorial of how this device works. You can also utilize the Timer, Calculator, the Metric and Currency Converters. From the Tools menu you can also adjust the device settings or view copyright information for this device.

### Viewing a Demonstration or Tutorial

1. **Press MENU.**
2. **Press TOOLS.**  
You can also press **◀** or **▶** until you reach the Tools menu.
3. **Press ▼ to highlight either Tutorial or View Demo and press ENTER.**  
To stop the demonstration or exit from the Tutorial and return to the Tools menu, press **CLEAR**.

### Changing the Settings

When using this device, you can activate the *Learn a Word* feature, adjust the screen contrast, the shutoff time and the type size.

1. **Press MENU.**
2. **Press TOOLS.**  
You can also press **◀** or **▶** until you reach the Tools menu.
3. **Settings will be highlighted. Press ENTER to select it.**
4. **Press ▲ or ▼ to move to Learn a Word, Contrast, Shutoff, or Type Size.**  
*Learn a Word* determines whether you see a word every time you turn on your device.  
*Contrast* determines how dark or light the screen is.  
*Shutoff* determines how long your device stays on if no key is pressed.  
*Type Size* determines how large or small the text is on this device.
5. **Press ◀ or ▶ to change the setting.**  
Your changes are automatically saved.
6. **Press ENTER when done.**  
Press **CLEAR** to return to the Tools menu.

#### ✓ Learn a New Word

Your dictionary comes with a *Learn a Word* feature to help you increase your vocabulary. Each time you turn your dictionary on, you can see a random headword.

### Using the Crossword Solver's Dictionary

Use the *Crossword Solver's Dictionary* to find solutions to crossword puzzle clues.

1. **Press MENU.**
2. **Press BOOKS.**
3. **Use ▲ or ▼ to highlight Crossword Solver's Dict, then press ENTER.**
4. **Type a word (e.g., friend).**  
To erase a letter, press **BACK**.  
To type a capital, hold **CAP** and press a letter key. To type a hyphen, hold **FN** and press **J**.
5. **Press ENTER to view the entry.**  
Press **SPACE** or **▼** to scroll.
6. **Hold FN and press ▶ or ◀ to view the next or previous entry, if available.**
7. **Press CLEAR when done.**  
Press **MENU** to go to the main menu.  
**Note:** You can look up the word you entered in another book by pressing the Soft Keys at the bottom of the screen.

#### ✓ Understanding Crossword Dictionary Entries

A crossword dictionary entry is a list of words, synonyms and other words similar in meaning to the headword. Entries are organized according to the length of the word, so if you are looking for a 4 letter word for "friend", you can go immediately to that area of the entry and select from "ally", "chum" or "mate".

#### ✓ Misspelled Words

If you enter a misspelled word, a list of corrections appears. Highlight the word you want and then press **ENTER** to see its entry.

#### ✓ Choosing Multiple Forms

Some words in the dictionaries have more than one form (e.g., *resume*, *resumé*, *résumé*). When the word you are looking up has multiple forms, the different forms appear in a list. Simply highlight the form you want and press **ENTER** to see its entry.

For example, select *Crossword Solver's Dict* from the Books menu, then type *resume* at the word entry screen and press **ENTER**. Highlight the form you

want and press **ENTER** to see its entry. To go back to the Multiple Forms list, press **BACK**.

## Highlighting Words

Another way to look up words is by highlighting them in entries or word lists. You can then find their definitions, thesaurus entries, encyclopedia entries or find them in the *Crossword Lists*.

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

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

2. **Use the arrow keys to move the highlight to the word you want.**

To...	Press...
define the word	<b>ENTER</b>
view the thesaurus entry	<b>THES</b>
view the encyclopedia entry	<b>ENCYC</b>
view the <i>Crossword Dictionary</i> entry	<b>XDICT</b>
view the <i>Crossword List</i> entry	<b>XLIST</b>

3. **Press CLEAR when done.**

Press **MENU** to go to the main menu.

## 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. **Note:** If you type an asterisk at the beginning of a word, it may take a little while to find the matching words.

1. **Go to any word entry screen.**

You can access a word entry screen by selecting the *Crossword Solver's Dictionary*, *Collins Compact Thesaurus*, *Collins Solutions English Dictionary*, or *Collins Discovery Encyclopedia*.

2. **Type a word with ?s and \*s.**

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

3. **Press ENTER.**

4. **Press ▼ to move the highlight to the word you want and press ENTER to view its entry.**

5. **Press CLEAR when done.**

Press **MENU** to go to the main menu.

## Using the Advanced Search

The Advanced Search function enables you to perform an *Advanced Crossword Search*, *Advanced Reference Search*, *Advanced Anagram Search*, save the results of your searches and utilize the Workspace.

To access the advanced searches, press **SEARCH**. Available options are indicated by the Soft Keys at the bottom of the screen.

<b>XWORD</b>	Goes to the <i>Advanced Crossword Search</i> screen.
<b>REF</b>	Goes to the <i>Advanced Reference Search</i> screen.
<b>ANAG</b>	Goes to the <i>Advanced Anagram Search</i> screen.
<b>WORK</b>	Opens your list of saved searches.
<b>SAVE</b>	Saves your current search results.

## Using the Advanced Crossword Search

The *Advanced Crossword Search* searches the entries of the *Crossword Solver's Dictionary*, the *Compact Thesaurus* and the *Crossword Lists* for any matches to the information you enter.

1. **Press SEARCH.**
2. **Press XWORD, if necessary, to go to the Advanced Crossword Search screen.**
3. **Enter your search information in the various fields.**

Press ▼ or ▲ to move between the fields.

The *Keywords* field should contain important words from your crossword clue that indicate the entries you want to search.

The *Known letters* field should contain a pattern of letters the word you are looking for should match.

The *Length* field can contain the length of the word you are looking for, if you do not know any letters.

**Note:** You do not have to have information in every field to complete a search.

For example, type **correct** in the *Keywords* field, **????d?** in the *Known letters* field and leave the *Length* field empty. Remember, **?** replaces a single letter in a word.

To erase a letter, press **BACK**. To type a capital, hold **CAP** and press a letter key. To type a hyphen, hold **FN** and press **J**.

4. **Press ENTER to search.**

Your list of results is displayed. "XDICT" indicates matches in the *Crossword Solver's Dictionary*. "THES" indicates matches in the *Compact Thesaurus*. "XLIST" indicates matches in the *Crossword Lists*.

5. **Press ▲ or ▼ to highlight the results you want to view.**

Press **SAVE** to save the highlighted search results to your Workspace.

6. **Press ENTER.**

You see a list of matching entries in the selected book. Press **BACK** to return to the list of search results.

7. **Press ▲ or ▼ to highlight the entry you want to view and press ENTER.**

The text of the selected entry that matches your search is displayed. Press **BACK** to return to the list of matching entries.

8. **Press CLEAR when done.**

Press **MENU** to go to the main menu.

## Using the Advanced Reference Search

The *Advanced Reference Search* searches the entries of the *Solutions English Dictionary* and the *Discovery Encyclopedia* for any matches to the information you enter.

1. **Press SEARCH.**

2. **Press REF, if necessary, to go to the Advanced Reference Search screen.**

3. **Enter your search information in the various fields.**

Press ▼ or ▲ to move between the fields.

The *Keywords* field should contain important words from your crossword clue that indicate the entries you want to search.

The *Known letters* field should contain a pattern of letters the word you are looking for should match.

The *Length* field can contain the length of the word you are looking for, if you do not know any letters.

**Note:** You do not have to have information in every field to complete a search.

For example, type **second smallest planet** in the *Keywords* field, **m?????** in the *Known letters* field and leave the *Length* field empty. Remember, **?** replaces a single letter in a word.

To erase a letter, press **BACK**. To type a capital, hold **CAP** and press a letter key. To type a hyphen, hold **FN** and press **J**.

4. **Press ENTER to search.**

Your list of results is displayed. "DICT" indicates matches in the *Solutions English Dictionary*. "ENCYC" indicates matches in the *Discovery Encyclopedia*.

5. **Press ▲ or ▼ to highlight the results you want to view.**

Press **SAVE** to save the highlighted search results to your Workspace.

6. **Press ENTER.**

You see a list of matching entries in the selected book. Press **BACK** to return to the list of search results.

7. **Press ▲ or ▼ to highlight the entry you want to view and press ENTER.**

The text of the selected entry that matches your search is displayed. Press **BACK** to return to the list of matching entries.

8. **Press CLEAR when done.**

Press **MENU** to go to the main menu.

## Using the Advanced Anagram Search

The *Advanced Anagram Search* searches the entries of the *Crossword Solver's Dictionary*, the *Crossword Lists*, the *Compact Thesaurus*, the *Solutions English Dictionary* and the *Discovery Encyclopedia* for any matches to the information you enter.

1. **Press SEARCH.**

2. **Press ANAG, if necessary, to go to the Advanced Anagram Search screen.**

3. **Enter your search information in the various fields.**

Press ▼ or ▲ to move between the fields.

The *Anagram letters* field should contain the letters of the anagram you are trying to solve.

The *Keywords* field should contain important words from your anagram clue that indicate the entries you want to search.

The *Known letters* field should contain a pattern of letters the word you are looking for should match.

**Note:** You do not have to have information in every field to complete a search.

For example, type **dangerl** the *Anagram letters* field, **twist** into the *Keywords* field, and type **g?a????** into the *Known letters* field. Remember, **?** replaces a single letter in a word.

To erase a letter, press **BACK**. To type a capital, hold **CAP** and press a letter key. To type a hyphen, hold **FN** and press **J**.

#### 4. Press ENTER to search.

Your list of results is displayed. "DICT" indicates matches in the *Solutions English Dictionary*. "XDICTIONARY" indicates matches in the *Crossword Solver's Dictionary*. "XLIST" indicates matches in the *Crossword Lists*. "ENCYC" indicates matches in the *Discovery Encyclopedia*. "THES" indicates matches in the *Compact Thesaurus*.

#### 5. Press ▲ or ▼ to highlight the results you want to view.

Press **SAVE** to save the highlighted search results to your Workspace.

#### 6. Press ENTER.

You see a list of matching entries in the selected book. Press **BACK** to return to the list of search results.

#### 7. Press ▲ or ▼ to highlight the entry you want to view and press ENTER.

The text of the selected entry that matches your search is displayed. Press **BACK** to return to the list of matching entries.

#### 8. Press CLEAR when done.

Press **MENU** to go to the main menu.

## Using the Workspace

Your device allows you to save your advanced search results so that you can access them again quickly at another time.

#### 1. Press SEARCH.

#### 2. Press WORK.

Your list of saved results is displayed.

#### 3. Press ▲ or ▼ to highlight the search results you want.

#### 4. To view those search results again, press ENTER.

Press **DELETE** to delete the highlighted search results. You are asked to confirm the deletion. Press **Y** to delete or **N** to cancel.

Press **ERASE** to erase your entire Workspace. You are asked to confirm the deletion. Press **Y** to delete or **N** to cancel.

#### 5. Press CLEAR when done.

Press **MENU** to go to the main menu.

## Using Crossword Lists

Use *Crossword Lists* to search wordlists covering a wide range of subjects. Each list sorted by length, and then alphabetically.

#### 1. Press MENU.

#### 2. Press BOOKS.

#### 3. Use ▲ or ▼ to highlight Crossword Lists, then press ENTER.

#### 4. Press SPACE or ▼ to scroll to highlight a crossword list (e.g., Board games).

Press **ENTER** to select the highlighted list.

#### 5. Press SPACE or ▼ to scroll to highlight a word length (e.g., 10 Letters) and then press ENTER.

Press **SPACE** or **▼** to scroll.

#### 6. Press CLEAR when done.

Press **MENU** to go to the main menu.

## Using the Thesaurus

Use the *Collins Compact Thesaurus* to find synonyms, antonyms and other information about a word.

#### 1. Press MENU.

#### 2. Press BOOKS.

#### 3. Use ▲ or ▼ to highlight Compact Thesaurus, then press ENTER.

#### 4. Type a word (e.g., complete).

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

To type a capital, hold **CAP** and press a letter key. To type a hyphen, hold **FN** and press **J**.

#### 5. Press ENTER to view the thesaurus entry.

Press **SPACE** or **▼** to scroll.

#### 6. Hold FN and press ► or ◀ to view the next or previous entry, if available.

#### 7. Press CLEAR when done.

Press **MENU** to go to the main menu.

### ✓ Understanding Thesaurus Entries

A thesaurus entry is organized by part of speech and definition sense. Each sense consists of a group of synonyms. Synonyms are words that have similar meanings (e.g., *complete/whole*). Some senses contain usage examples to clarify the sense in which the word is used. Also, some senses include antonyms. Antonyms are words that have the opposite meaning of the word being defined (e.g., *complete/partial*).

## Using the Solutions Dictionary

Use the *Collins Solutions English Dictionary* to look up definitions.

#### 1. Press MENU.

#### 2. Press BOOKS.

#### 3. Use ▲ or ▼ to highlight Solutions Dictionary, then press ENTER.

#### 4. Type a word (e.g., crash).

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

To type a capital, hold **CAP** and press a letter key. To type a hyphen, hold **FN** and press **J**.

#### 5. Press ENTER to view the definition.

Press **SPACE** or **▼** to scroll.

#### 6. Hold FN and press ► or ◀ to view the next or previous definition.

#### 7. Press CLEAR when done.

Press **MENU** to go to the main menu.

### ✓ Understanding Definitions

Entries may consist of headwords, pronunciation information, parts of speech, definitions, and etymology. Other forms of the word may follow the headword. After the definition, you may see usage examples.

## Using the Discovery Encyclopedia

*Collins Discovery Encyclopedia* enables you to find in-depth entries on many topics, places and people.

#### 1. Press MENU.

#### 2. Press BOOKS.

#### 3. Use ▲ or ▼ to highlight Discovery Encyclopedia, then press ENTER.

#### 4. Type a word (e.g., penguin).

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

To type a capital, hold **CAP** and then press a letter key. To type a hyphen, hold **FN** and press **J**.

#### 5. Press ENTER to view the encyclopedia entry.

Press **SPACE** or **▼** to scroll.

#### 6. Hold FN and press ► or ◀ to view the next or previous entry.

#### 7. Press CLEAR when done.

Press **MENU** to go to the main menu.

## Using the Learning Zone

Using the Learning Zone, you can read a variety of additional material about different language and writing tips, techniques and suggestions.

## Practice Crossword Clues

Select *Practice Crossword Clues* to read about the different kinds of clues in crossword puzzles.

#### 1. Press MENU.

#### 2. Press LEARN.

#### 3. Use ▲ or ▼ to highlight Practice Crossword Clues, then press ENTER.

#### 4. Press SPACE or ▼ to read the text.

#### 5. Press CLEAR when done.

## Crossword Indicators

*Crossword Indicators* is list of words you might find in clues and what they indicate.

#### 1. Press MENU.

#### 2. Press LEARN.

#### 3. Use ▲ or ▼ to highlight Crossword Indicators, then press ENTER.

#### 4. Press ▲ or ▼ to highlight a crossword indicator (e.g., Infer).

You can also type the first few letters of a word to go directly to that part of the list.

#### 5. Press ENTER to select the highlighted indicator.

#### 6. Press SPACE or ▼ to read the text.

#### 7. Press CLEAR when done.



## Good Writing Guide

The *Good Writing Guide* displays topics describing tips and techniques for various styles of writing.

1. Press **MENU**.
2. Press **LEARN**.
3. Use **▲** or **▼** to highlight *Good Writing Guide*, then press **ENTER**.
4. Press **▲** or **▼** to scroll to highlight a chapter, then press **ENTER**.
5. Continue selecting sections until you reach the text.
6. Press **SPACE** or **▼** to read the text.
7. Press **CLEAR** when done.

## Word Games

*Word Games* displays tips and suggestions for solving word games and puzzles.

1. Press **MENU**.
2. Press **LEARN**.
3. Use **▲** or **▼** to highlight *Word Games*, then press **ENTER**.
4. Press **▲** or **▼** to scroll to highlight a topic, then press **ENTER**.
5. Continue selecting sections until you reach the text.
6. Press **SPACE** or **▼** to read the text.
7. Press **CLEAR** when done.

## Using the Solvers

Your device contains three solvers to help you find words.

### Anagram Solver

*Anagram Solver* builds words using all the letters you enter.

1. Press **MENU**.
2. Press **SOLVE**.
3. *Anagram Solver* will be highlighted. Press **ENTER** to select it.
4. Type a group of letters (e.g., *ptosrte*). The list of anagrams that match the entered group of letters is displayed.
5. Press **▲** or **▼** to scroll through the list of results, if necessary.

To look up the definition of an anagram, first press **ENTER** to turn on the highlight. Use the arrow keys to move the highlight to the word you want and then press **ENTER** to look it up. Press **BACK** to return to the solver.

6. Press **CLEAR** or **MENU** when done.

## Crossword Solver

Use *Crossword Solver* to find words in which you only know some of the letters.

1. Press **MENU**.
2. Press **SOLVE**.
3. Use **▲** or **▼** to highlight *Crossword Solver*, then press **ENTER**.
4. Type a pattern of letters (e.g., *con?e??*). Remember, **?** replaces a single letter in a word.
5. Press **ENTER**. The list of words that match the entered pattern is displayed.
6. Press **▲** or **▼** to scroll through the list of results, if necessary.
7. Press **ENTER** to look up the definition of the highlighted word. Press **BACK** to return to the list.
8. Press **CLEAR** or **MENU** when done.

## Word Builder

*Word Builder* generates a list of words that can be made from any numbers of letters you enter.

1. Press **MENU**.
2. Press **SOLVE**.
3. Use **▲** or **▼** to highlight *Word Builder*, then press **ENTER**.
4. Type a group of letters (e.g., *ptyssti*). A list of words that can be spelled using any number of the entered letters is displayed.
5. Press **▲** or **▼** to scroll through the list of results, if necessary. To look up the definition of a word, first press **ENTER** to turn on the highlight. Use the arrow keys to move the highlight to the word you want and then press **ENTER** to look it up. Press **BACK** to return to the solver.
6. Press **CLEAR** or **MENU** when done.

## Playing the Games

You have 11 games to choose from.

## Changing the Game Settings

Before you play, you can choose the source of the words, the skill level, the language and whether or not graphics will be used.

1. Press **MENU**.

2. Press **GAMES**.
3. *Game Settings* will be highlighted. Press **ENTER** to select it.
4. Use **▲** or **▼** to move **▶** to *Words, Skill* or *Graphics*.  
*Words* chooses the source of the words: *All of them*, *Enter your own*, or *Learn a Word list*.  
*Skill* determines how easy or difficult a game is.  
*Graphics* determines if additional graphics are displayed at the end of a round.
5. Use **◀** or **▶** to change the setting(s) you want.
6. Press **ENTER** when done.

## Selecting a Game

In the Games menu, use **▲** or **▼** to move the highlight to the game of your choice and press **ENTER**.

## Getting Help in the Games

During any game you can read instructions by pressing **HELP**.

You can get a hint by holding **CAP** and pressing **?**, or reveal the game word by pressing **?**.

**Note:** If you reveal the game word, you lose the round.

## Using the Timer

The timer allows you to time yourself playing a game or solving a puzzle.

1. Press **MENU**.
2. Press **TOOLS**.
3. Use **▲** or **▼** to highlight *Timer*, then press **ENTER**.
4. To start the timer, press **ENTER**. To pause the timer once it is started, press **SPACE**. Press **SPACE** again to resume timing.
5. Press **ENTER** again to stop the timer. If your completed time is one of your ten best, you are prompted to save the record. Press **Y** to save it or **N** to cancel. If you choose to save the record, you can enter a description of the task you were timing. To erase a letter, press **BACK**. To type a capital, hold **CAP** and press a letter key. To type a hyphen, hold **FN** and press **J**.

## ✓ Viewing Your Best Times

Press **TIMER** to view your list of best times. Press **▲** or **▼** to scroll through your list. Press **BACK** to return to the time. Press **SPACE** to erase your list. You are prompted to erase the list. Press **Y** to erase it or press **N** to cancel.

## Using the Calculator

1. Press **MENU**.
2. Press **TOOLS**.
3. Use **▲** or **▼** to highlight *Calculator*, then press **ENTER**.
4. Type a number.  
**Note:** **Q-P** will type numbers 0-9 automatically. You can type up to 10 digits. To type a decimal, press **G(.**). To change the sign of a number, press **Z(+/-)**.
5. Press a math function key.
6. Type another number.
7. Press **ENTER**. To repeat the calculation, press **ENTER** again.

To calculate...	Press...
reciprocals	<b>A(1/x)</b>
squares	<b>D(x<sup>2</sup>)</b>
percentages	<b>F(%)</b>
square roots	<b>S(√x)</b>
negative numbers	<b>Z(+/-)</b>
8. Press **CLEAR** to clear the current calculations.

## Using the Calculator Memory

1. In the calculator, make a number calculation or type a number.
2. To add the number on the screen to the number stored in memory, press **X(M+)**. To subtract the number on the screen from the number stored in memory, press **C(M-)**. **m** indicates the number is stored in memory.
3. To retrieve the number from memory, press **V(MR)**.
4. To clear the memory, press **B(mc)**.

## Using the Metric Converter

1. Press **MENU**.
2. Press **TOOLS**.
3. Use **▲** or **▼** to highlight *Metric Converter*, then press **ENTER**.

- Use ▼ to select a conversion category (e.g., *Weights*).
- Select a conversion (e.g., *grams/ounces*).
- Type a number after one of the units.  
**Note:** Q-P will type numbers 0-9 automatically. Press ▲ or ▼ to move between the lines. Press **BACK** to delete a number.
- Press **ENTER** to convert.
- Press **CLEAR** to clear the current conversion.

### Using the Currency Converter

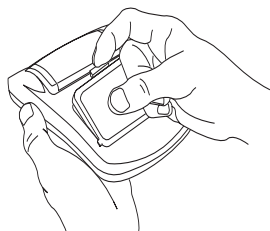
- Press **MENU**.
- Press **TOOLS**.
- Use ▲ or ▼ to highlight *Currency Converter*, then press **ENTER**.
- Enter a conversion rate.

The rate should be in units of the other currency per one unit of the home currency (*n* other/1 home). For example, to convert between British Pounds and Euros, enter an exchange rate of 0.680476. This means that 0.680476 Euros is the equivalent of 1 British Pound.

- Enter an amount for the home or other currency.  
Press ▲ or ▼ to move between the lines. Use **BACK** to delete a number.
- Press **ENTER** to convert.
- Press **CLEAR** to clear the current conversion.

### Installing Book Cards

- Turn your device off and turn it over.
- Remove the blank protector or any other book card that might be installed.
- Align the tabs on the book card with the notches in the slot.



- Press the book card down until it snaps into place.

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

### Selecting a Book

Once a book card is installed in the device, you can select which book you want to use.

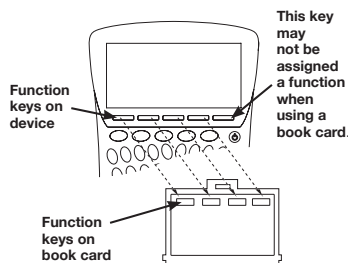
- Turn your device on.
- Press **CARD**.  
Icons appear for each available book.
- Press ◀ or ▶ to highlight your selection.
- Press **ENTER** to select it.
- Press **CARD** to return to the card menu.

### ✓ BOOKMAN Card Troubleshooting

Make sure your book card is installed correctly. If your card is performing erratically, follow the reset instructions in "Resetting Your Product". If this does not fix the problem, remove the card and then remove the white rubber strip with your fingers. Once this strip is removed, replace it, making sure it is completely in its notch.

### Using Function Keys in Book Cards

The function keys appear at the top of the keyboard on your device. These keys correspond in the order listed to the book keys at the bottom of your screen (DICT, THES, ENCYC, etc.). These book function keys change when a book card is inserted into your device. The function keys on your device correspond to the function keys on your card as illustrated below.



### Transferring Words Between Books

This device can transfer words with certain other BOOKMAN cards. To send a word to another book, you must first install a book card in your device, and that book card must be able to send or receive words. To learn if a book card can send or receive words, read its User's Guide.

- Highlight a word on your unit.  
To highlight a word, press **ENTER** to start the highlight, then use the arrow keys to move the highlight to the word you want.
- Hold **FN** and press **CARD**.
- Highlight the icon of the other book.
- Press **ENTER**.  
The word you highlighted appears in the other book.
- Press **ENTER** again, if needed, to search for that word.  
**Note:** You can go back to the content on your device from the book card screen by pressing **BACK**, but you will lose your place. If, for example, you are looking at an entry in the device's encyclopedia, then switch to a French dictionary on a book card and then go back to the encyclopedia, you cannot go back to where you left off before going to the French dictionary.

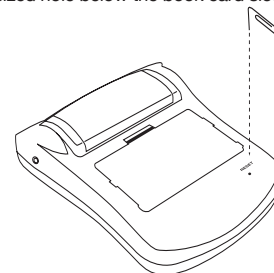
### Resetting Your Product

If the keyboard fails to respond, or if the screen performs erratically, perform a system reset by following the steps below.

- Hold **CLEAR** and press **⏻**.  
If nothing happens, try Step 2.

- Use a paper clip to gently press the reset button on your unit.

The reset button is recessed in a pin-sized hole below the book card slot.



**Warning!** Pressing the reset button with more than light pressure may permanently disable your device. In addition, resetting the device erases settings and information entered in its built-in book and in an installed book card.

### Specifications

**Model CSB-1470U: Bradford's Crossword Solver**

- Batteries: two AAA
- Size: 8.65 x 11.2 x 2.2 cm
- Weight: 99.22 g (without batteries)

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U.S. PATENTS: 4,830,618; 5,113,340; 5,203,705; 5,218,536; 5,396,606

**Note:** Dispose of this device through your local electronic product recycling system - do not throw in the trash bin.



This device may change operating modes, lose information stored in memory, or fail to respond due to electrostatic discharge or electrical fast transients. Normal operation of this device may be re-established by pressing the reset key, by pressing **⏻**, or by removing and replacing the batteries.

## **FCC NOTICE**

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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Franklin Electronic Publishers, Inc.  
Attn: Service Department  
One Franklin Plaza  
Burlington, NJ 08016-4907

If you return a Franklin product, please include 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. Franklin strongly recommends using a trackable form of deliver to Franklin for your return.

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This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This warranty does not affect the consumer's statutory rights.