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**Deutsch/Englisch**  
*Professor*

**User's Guide**

**DBD-440**

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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.  
With this German/English Dictionary  
you can translate more than 200,000

words, view their inflections with ex-  
amples, correct misspellings, save  
words to your User list, and play fun,  
educational word games that will help  
you learn German. To learn how to use  
other books, read their User's Guides.

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# Key Guide

## Function Keys

- CLEAR** Clears to an entry screen.
- MENÜ** Shows the main menu.
- FLEKT** **(red)** Shows inflections.
- E/D** **(green)** Switches languages.
- SPIEL** **(yellow)** Shows the games menu.
- LISTE** **(blue)** Shows the User list menu.
- KARTE** Exits the selected book.
- AN/AUS** 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 BOOKMAN book described in this User's Guide.

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


\*Hold  while pressing the other key.

## Other Keys




- ZURÜCK** Backs up, erases letters, or stops a highlight.
-  Shifts keys to type capitals.
- EINGABE** Enters a search, selects a menu item, or starts a highlight.
- HILFE** Shows help messages.
-  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.
-  Accents a German letter.
- AUF/AB** Page up or down.

## Star Key Combinations\*

-  + **KARTE** Sends a word between books.
-  + **AB** Shows the next match.
-  + **AUF** Shows the previous match.

## Installing Batteries

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BOOKMAN model 440 uses two CR2032 lithium 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, will be erased.

1. Turn **BOOKMAN** over.
2. Slide off its battery cover in the direction of the triangle.
3. Install the batteries with their plus signs facing you.
4. Replace the battery cover.

### ► Resuming Where You Left Off

You can turn off BOOKMAN at any screen. When you turn BOOKMAN on again, the screen that you last viewed appears.

### ► About Screen Illustrations

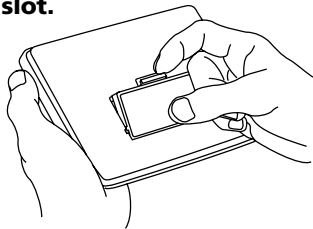
Some screen illustrations in this User's Guide may differ from what you see on screen. This does not mean that your BOOKMAN is malfunctioning.

## Installing Book Cards

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**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 **BOOKMAN** off.
2. Turn **BOOKMAN** over.
3. Align the tabs on the book card with the notches in the slot.



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

### ► Removing Book Cards

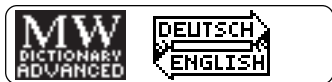
**Warning:** When you remove a book card to install another, information that you entered into the removed book card will be erased.

## Selecting Books

Once you have installed a book card in your BOOKMAN, you must select which book you want to use.

**1. Turn BOOKMAN on.**

**2. Press** .



These are sample books.

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



**4. Press**  **to select it.**

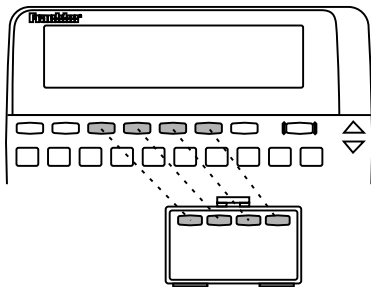
The first time you use this dictionary, you will need to choose the language you want the messages to appear in.

**5. Press B if you speak English or press A if you speak German.**

## 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 BOOKMAN books in book cards function as labelled on their book cards, 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 the arrow keys to highlight the **Other** menu.
3. Highlight **Select Font** or **Set Shutoff**.



4. Press **ENTER**.
5. Highlight a setting.  
Or press  $\uparrow$  and  $\downarrow$  if you selected *Set Contrast*.
6. Press **ENTER** to select it.

### ► Setting Other Book Cards

When you install a BOOKMAN book card, you will not need to change the settings. It will copy the settings you have selected for this product.

## Viewing a Demonstration

Before you start using this book, you can view a demonstration of what it can do.

The demonstration automatically appears the first time that you select it. If you want to stop the demonstration, press **CLEAR**. To disable it, press **MENU**, highlight the *Other* menu, and then select *Disable Demo*.

### ► Help is Always at Hand

You can view a help message at virtually any screen by pressing **HILFE**. Press the direction keys to read it. To exit help, press **ZURÜCK** or **HILFE**.

If you want to read a tutorial of what this product can do and what the keys do, select *Tutorial* from the *Other* menu.

### ► 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.

## Changing the Language

### ► Message Language

The message language is the language of prompts, help and other messages. NOTE: For examples in the English half of this manual, the message language is English.

1. If not at menus, press **MENU**.
2. Highlight *Message Language* from the Other menu.
3. Press **EINGABE**.

### ► Entry Language

The entry language is the language in which you enter words at entry screens. This determines which dictionary you will use, German or English.

1. If not at an entry screen, press **CLEAR**.
2. Press **E/D** to switch dictionaries.

Type a word in German

Type a word in English

## Beginner Tips

### ► A Faster Way to Change Languages

At the main menus press **E/D**. Pressing **E/D** changes the message language at the menus and help, or changes the entry language at the entry screen.

### ► Understanding Definitions

Each dictionary entry contains a wealth of information. Headwords (i.e., main-words) are in bold type followed by a part-of-speech label. Grammatical information is in angle brackets (< >). Special usages are noted in regular brackets ([ ]).

### ► If You Misspell a Word

Don't worry. A list of corrections automatically appears. Highlight a correction and then press **EINGABE** to view its definition(s).



## Finding Words

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The simplest way to translate or define a word is to enter it at an entry screen. You do not need to type accents or capital letters.

1. At the German entry screen, type a German word (e.g., *geld*).



To erase a letter, press **ZURÜCK**.

2. Press **EINGABE**.



3. Press **↓** or the space key to move down.
4. Hold **☆** and press **AB** to view the next or dictionary entry.  
Or hold **☆** and press **AUF** to view the previous one.
5. Press **CLEAR**.

## Finding Phrases

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This product also contains many phrases. You can find phrases simply by entering a single word from a phrase.

1. Select *German Phrases* from the Topics menu.
2. Type a word in a German phrase (e.g., *noch*).



3. Press **EINGABE**.



4. Hold **☆** and press **AB** repeatedly to view the next matches.
5. Press **CLEAR** when done.

## Finding Inflections

This dictionary includes extensive inflections of nouns, verbs, modifiers, and other words.

**1. At the German entry screen, type a German word (e.g., *schwimmen*).**

**2. Press** **FLEKT**.



ich schwimme (now)  
ich schwamm (past)  
ich bin geschwommen +

These are the principal parts of the verb *schwimmen*.

**3. Press** ↓ **or the space key to read.**

**4. Press** **FLEKT** **repeatedly to view more inflections.**

**5. Press** **CLEAR** **when done.**

### ► Getting Grammar Guidance

When viewing inflections, you can press **HILFE** to view detailed descriptions of how to use inflections, with usage examples.

## Advanced Tips

### ► Viewing Complete Menu Items

The words and phrases followed by ellipses are too long to fit onto one line. At any highlighted menu item, press **?\*** to view the whole item.

### ► Umlauting & Capitalizing German Letters

You don't need to type umlauts at entry screens. However, if you want to umlaut a letter, first type the letter and then press ↑ repeatedly until the correct umlaut, or accent, appears. To capitalize a letter do the same until the letter is capitalized.

### ► Another Way to Find Words

Instead of entering words only at entry screens, try searching the dictionary menus. First, press **MENÜ**. Then start typing a word. When the word you want is highlighted, press **EINGABE** to view its definition(s).

## Highlighting Words

To learn more about a word appearing in a definition, you can highlight the word and find its definition(s) and inflections.

1. **At the German entry screen, type a German word (e.g., *frei*).**
2. Press **EINGABE**.
3. Press **EINGABE** again to start the highlight.



**frei** (adjective):  
frei  
[Stelle, Sitzplatz]: freet

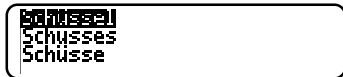
To turn off the highlight, press **ZURÜCK**.

4. **Press the arrow keys to highlight *Mitarbeiter*.**
5. **Press one of these keys.**  
**To . . .**                      **Press . . .**  
view its definition(s)    **EINGABE**  
view its inflections      **FLEKT**  
add it to a word list     **LISTE**
6. **Press **ZURÜCK** to back up.**

## Finding Spellings

If you're not sure how to spell a word, type a question mark in place of each unknown letter or an asterisk in place of a series of unknown letters.

1. **At the German entry screen type a word with ?'s and a \* (e.g., *sch?ss\**).**  
To type an \*, hold **↑** and press **?\***.
2. Press **EINGABE**.



**Schüsse**  
Schusses  
Schüsse

3. **Highlight a matching word.**
4. **Press **EINGABE** to view its definition(s) or **FLEKT** to view its inflections.**

### ► Tips for Finding Spellings

Use ?'s to help solve crossword puzzles and other word games (e.g., if the second letter of a five-letter word is *p* and its last letter is *r*, enter *?p???r*).

## Using the User List

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### ► Adding Words

For study or fun, you can add words to the personal word lists. Your words are saved as long as the batteries have power or you reset your BOOKMAN. NOTE: Only words from the dictionaries in this product can be added to the personal word lists.

1. At an entry screen or dictionary menu, type a German word (e.g., *bild*).

2. Press **(LISTE)**.



3. Press **(EINGABE)** to add *bild*.

Note that this word was added to your German word list.

4. Press **(CLEAR)**.

### ► Adding Highlighted Words

You can also add words to your personal word lists from definitions, correction lists, and MatchMaker lists. Highlight a word and then press **(LISTE)**.

## Using the User List

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### ► Viewing Your List

1. Press **(LISTE)**.

2. Press **(EINGABE)** to view the list.

3. Highlight a word on the list.

4. Press **(EINGABE)** to view its definition(s) or **(FLEKT)** to view its inflections.

### ► Deleting a Word

1. Press **(LISTE)**.

2. Highlight *Delete a word*.

3. Press **(EINGABE)**.

4. Highlight a word.

5. Press **(EINGABE)** to delete it.

6. Press **(CLEAR)** when done.

### ► Erasing Your List

1. Press **(LISTE)**.

2. Highlight *Erase the list*.

3. Press **(EINGABE)**.

4. Press the **Y** key for yes.

## Playing the Games

To set the difficulty of the games, first press **(SPIEL)**, and then select *Game Settings* from the games menu. Next select a word list, skill level, inflections or no inflections, and a language.



Under Words, *All If Them* means all the words in this dictionary, *TOEFL* means Test of English as a Foreign Language, and *Type Them In* means that you will enter a word before you play.

To start playing a game, press **(SPIEL)** and then select a game.

### ► Help in Games

Press **(HILFE)** while you're in a game whenever you need help. It will explain the game you are playing.

To exit **(HILFE)**, press **(ZURÜCK)**.

## Playing the Games

### Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time. As you type letters, your correct guesses appear in place of the question marks and your wrong guesses appear below (#). You must guess the word before you run out of tries and your man hangs.

### Word Auction™

In Word Auction, you try to bid for all the letters of a mystery word, indicated by \$'s, before your cash runs out. Your starting pot is set by the skill level. The amount of each bid depends on the frequency of the letter. All bids will cost you whether correct or incorrect. You can buy a letter, at a fee, by holding **(↑)** and pressing **(?\*)**. If you guess the word, your remaining cash is added to the next round.

### Word Blaster™

In Word Blaster you try to guess the mystery word, represented by ?'s, before all its letters appear. As soon as you know the word, press **(EINGABE)** to stop the clock. Then type your guess and press **(EINGABE)**. The speed at which the letters appear is set by the skill level.

### Flashcards

Flashcards flashes words for you to define or study. To view the definitions of the word, press **EINGABE**. Then press **ZURÜCK** to return to Flashcards and try another word.

### Word Train™

All aboard the Word Train spelling game! You and the train take turns typing letters to form a word. Whoever types the last letter wins. To view the letters you can type at your turn, hold **↑** and press **?\***.

### ✓ Keys to the Games

#### To . . .

change the language

**E/D**

view help

**HILFE**

get a hint

**↑** + **?\***

reveal answer(s)

**?\***

and end a round

view definition(s)

**EINGABE**

go back to the game  
after viewing the defn.

**ZURÜCK**

play a new round

the space key

NOTE: These two games test your knowledge of German words only.

### Gender Tutor™

Gender Tutor asks you to guess the gender of German nouns. Type *m* for masculine, *f* for feminine, or *n* for neuter. But hurry! There is a time limit set by the skill level. To view inflections after a round, press **FLEKT**. To go back to Gender Tutor, press **ZURÜCK**.

### Conjumania!™

Conjumania! teaches verb conjugations. It shows you an infinitive German verb and asks you to enter a conjugation. Your conjugation must include accents where needed. To accent a letter, press **↑** repeatedly until the accent you want appears. To try a new conjugation, press **?\*** for the answer and then press the space key for a new conjugation.

## Sending Words Between Books

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

To send a word, you must first install a book card in your BOOKMAN, 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.

### 1. Highlight a word in this book.




calendar (noun):  
Kalender <m>  
calendar month (noun):

See “Highlighting Words” in this User's Guide.

### 2. Hold and press .



### 3. Highlight the other book.

### 4. Press .

The other book may automatically enter your word. However, if your word stops at the initial screen of the receiving book, simply press  to look it up.

## Resetting BOOKMAN

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If the BOOKMAN keyboard fails to respond, or if its screen performs erratically, first press  and then press  twice. If nothing happens, follow the steps below to reset it.

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

### 1. Hold and press .

If nothing happens, try Step 2.

### 2. Use a paperclip to *gently* press BOOKMAN's reset button.

The reset button is recessed in a pin-sized hole on the back of BOOKMAN. Look for it on the battery cover or near the book card slot.

### ► Troubleshooting BOOKMAN

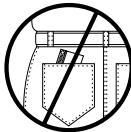
- Make sure your book card, if any, is installed correctly.
- Check that the book card's metal contacts are dirt-and dust-free.

## Book Card Care

- **Do not touch the metal contacts on the book cards.**  
**Caution:** Touching these electrical contacts with statically charged objects, including your fingers, could erase information entered in a book card or built-in book.



- **Do not put excessive pressure on the book cards.**



- **Do not expose the book cards to heat, cold, or liquids.**



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## Model: DBD-440

- batteries: 2 CR2032, 3-volt lithium
- size: 12 x 1.4 x 8.3 cm
- weight: 3.5 oz. (without batteries)

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U.S. Patents 4,490,811; 4,830,618; 4,891,775;

5,113,340; 5,203,705; 5,218,536; 5,295,070;

European Patent 0 136 379.

Pat. Pend.

ISBN 1-56712-158-6

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.



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