

Franklin®

Collins

English Dictionary
& Thesaurus

*Advanced English Reference
Suite*

DMQ-1870

USER'S GUIDE

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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 menu.
- SOLVE** Displays the Solvers menu.
- GAMES** Displays the Games menu.
- SETUP** Displays the Setup menu.

In the Organiser, the following Soft Keys are available:

Organiser Keys

- CLOCK** Goes to the clock.
- DATA** Goes to the Databank menu.
- CALC** Goes to the calculator.
- CONV** Goes to the metric converter.
- CURR** Goes to the currency converter.

Please refer to the specific topics in this User's Guide to learn the function of any available Soft Keys.

Function Keys



Located on the top of the device, turns the product on or off.

HELP

Displays a help message.

CLEAR

Goes to the main menu. Goes to the word entry screen in any book that has one. Clears the calculator. In the metric converter and databank, goes to its main menu.

BACK

Backs up, erases a letter, or turns off the highlight at an entry.

ENTER

Enters a word, selects an item, or begins a highlight in an entry.



Says a word.

ORG

Goes to the Organiser: clock, databank, calculator, metric converter and currency converter.

MENU

Goes to the main menu.

CARD

Exits the book you were reading.

?*

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.

CAP

Shifts to type capital letters.






















FN

Shifts to allow **prev**, **next**, **pg up**, **pg down**, and to type a hyphen (-).

- '






Types an underscore.

Combination Keys*

-  +  or  At a dictionary entry, pages up or down.
-  +  or  At a dictionary entry, displays the previous or next entry.
-  +  or  At a menu, goes to the first or last menu item. At an entry, goes to the start or end of the entry.
-  +  Speaks a definition.
-  +  Transfers a word between books.
-  + **J** Types a hyphen.
-  + **M** Types an @.
-  +  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.

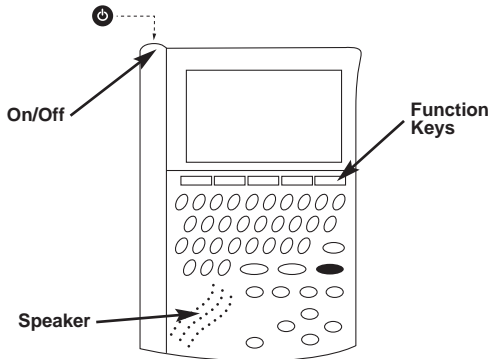
**Hold the first key while pressing the second.*

Direction Keys

-     Move up (▲), down (▼), left (◀), or right (▶).
-  At menus and dictionary entries, pages down. At a word entry screen, types a space.

Using the Special Features

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



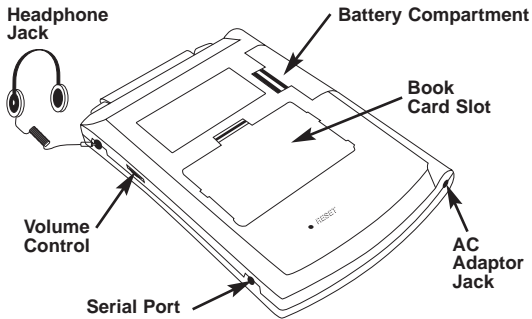
On/Off: Turns the unit on and off.

Function Keys: Each of these keys corresponds to the dictionary or organiser functions that appear directly above it on the screen.

Speaker: The speaker is located on the front of the unit.

Headphone Jack: The headphone jack is designed for 3.5 mm, 35 ohm impedance stereo headphones. **Caution:** Monophonic headphones will not work with this unit.

Volume Control: The dial, located under the headphone jack, controls the volume of the speaker or headphones.



Serial Port: Plug in a serial cable here to connect your dictionary to your PC.

AC Adaptor Jack: The AC/DC adaptor is in the 9 volt range within a current range of 200 to 300 milli-amperes.



This symbol indicates that the inner core of the plug of an AC adaptor is negative and that the outer part of the plug is positive. If the symbol on your AC/DC adaptor does not match the above symbol, confirm its compatibility at its place of purchase.

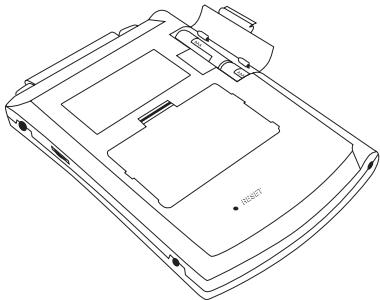
Book Card Slot: The card slot is located on the back of the unit. It enables you to read electronic books purchased from www.franklin.com and is compatible with most BOOKMAN and BMC cards.

Battery Compartment: The battery compartment is located on the back of the unit. It holds two AAA batteries.

Replacing Batteries

Your product 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 your unit by pushing up on the catch.**



3. **Remove the old batteries.**
4. **Install the batteries following the +/- markings in the battery compartment.**

Important: Be sure that the batteries are installed correctly. Wrong polarity may damage the unit.

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 books may be erased. You should always keep written copies of your important information.

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

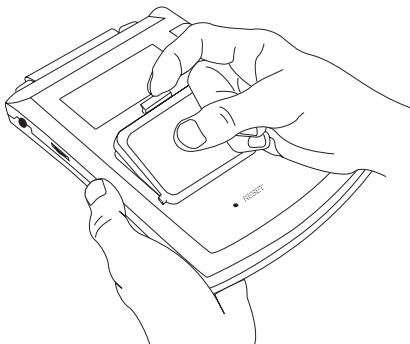
Battery Precautions

- Different types of batteries or new and used batteries should not be mixed.
- 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 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.

Installing Book Cards

Your unit contains a built-in book. You can purchase more titles on book cards at www.franklin.com. To install a book card, follow these steps.

1. Turn your unit off and turn it over.
2. Remove the blank protector or any other book card that might be installed.
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.

Warning: Never install or remove a book card while your unit 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 unit, you can select the book you want to use.

1. Turn your unit on.
2. Press **CARD**.



Icons appear for each available book. The built-in book is highlighted.

3. Press **►** or **◀** to highlight your selection.
4. Press **ENTER** to select it.
5. Press **CARD** to return to the Card menu.

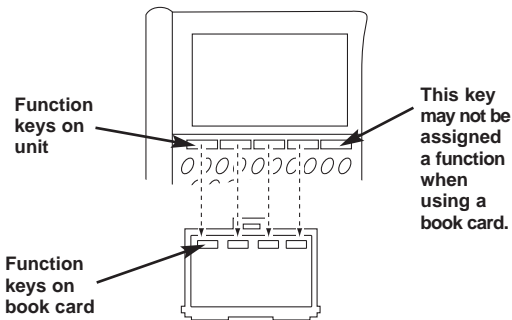
✓ **Book Card Troubleshooting**

Make sure your book card is installed correctly. If your card is performing erratically, follow the reset instructions in “Resetting Your Product” on page 90. If this does not fix the problem, remove the card and then remove the white rubber strip located between the two metal pins. Clean the rubber strip with your fingers and then 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 unit. These keys correspond in the order listed to the dictionary and organizer keys at the bottom of the screen. The dictionary function keys change with the book card. The organizer function keys are unaffected. **Note:** Once you access the organizer from a book card, you will exit the book card. You must press **CARD** and select your book card to return to it.

The function keys on your unit correspond to the function keys on your card as illustrated below.



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**.

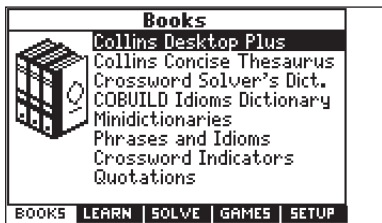
✓ **About Screen Illustrations**

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

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*, *Solvers*, *Games* and *Setup*. 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. You can use the Minidictionaries to find definitions by topic. You can also look up crossword puzzle clues, famous quotes, and common phrases and idioms. Search definitions for words using the Definition Search or search the Collins Desktop Plus, the Collins Concise Thesaurus, the Crossword Solver's Dictionary, and the COBUILD Idioms Dictionary at once using the Multibook Search.



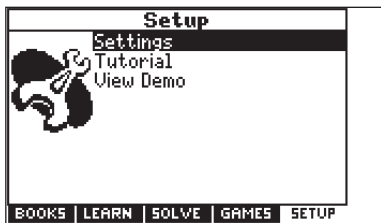
The **Learning** tab enables you to access *My Vocabulary List*, *Spelling Bee*, *Speaking Spelling Bee*, *Flashcards*, *Keyboard Wizard* and grammar quizzes. You can also access a variety of additional material for information about different language tools and writing tips, techniques and suggestions. You can try *Spelling Bee*, *Speaking Spelling Bee* and *Flashcards* using words saved to *My Vocabulary List* and those found in the dictionary.



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 thirteen games included in your device: *Anagram Game*, *Antonym Game*, *Hangman*, *Letris*, *Letter Poker*, *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 **Setup** tab allows you to access a demonstration and tutorial of how this device works. You can also adjust the device settings.

Viewing a Demonstration or Tutorial

1. Press **MENU**.
2. Press **SETUP**.

You can also press ◀ or ▶ until you reach the Setup menu.

3. Press ▼ to highlight either *Tutorial* or *View Demo* and press **ENTER**.

Press  to view this help message.

This tutorial describes how to navigate the main menu and also includes a guide to the keys. The key guide is followed by some basic

DICT	THES	LIST	PHRASE
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To stop the demonstration or exit from the Tutorial and return to the Setup 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 SETUP.

You can also press ◀ or ▶ until you reach the Setup 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 or not 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 product stays on if no key is pressed.

Type Size determines how large or small the text is in this device.

5. Press ◀ or ▶ to change the setting.

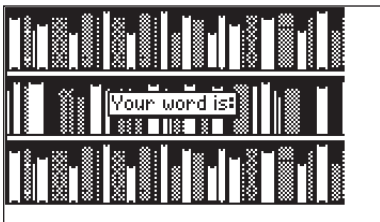
Your changes are automatically saved.

6. Press ENTER when done.

Press **CLEAR** to return to the Setup 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.



prodigious *adjective*

1. vast in size, extent, power, etc.

2. wonderful or amazing.

3. *obsolete* threatening.

[C16: from Latin

prōdigiōsus marvellous,

SPELL

THES

LIST

PHRASE

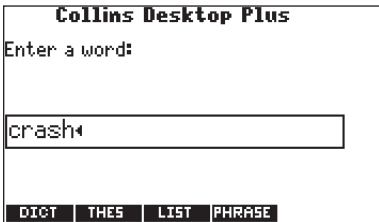
Finding Dictionary Entries

Use the Collins Desktop Plus to look up definitions.

1. Press **MENU**.
2. Press **BOOKS**.
3. Use **▲** or **▼** to highlight *Collins Desktop Plus*, 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**.

Press  to hear the word you typed pronounced.

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

crash¹ *verb*

1. to make or cause to make a loud noise as of solid objects smashing or clattering.

2. to fall or cause to fall with force, breaking in

SPELL | **THES** | **LIST** | **PHRASE**

Press **SPACE** or ▼ to scroll.

Press (▶) to hear the headword pronounced.

Hold **FN** and press (▶) to hear the definition read.

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.

✓ **Misspelling Words**

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

✓ **Second-level Spell Correction**

Your device comes with a second-level spell correction feature. This feature allows you to generate a list of spelling corrections based on an already correctly spelt word. When second-level spell correction is available, the **SPELL** Soft Key label appears. The **SPELL** Soft Key is available in correction lists and dictionary entries. Press **SPELL** to see a list of other words you might be looking for.

✓ **Choosing Multiple Forms**


Some words in the dictionaries have more than one form (e.g. *resume*, *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 *Collins Desktop Plus* 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**.

✓ **Understanding Confusables**

Confusables are homonyms, homophones and spelling variants that are easy to confuse, e.g. *rain*, *reign*, *rein*. If the word you looked up is a confusable, the **CONF** Soft Key is displayed. Press **CONF** to view the confusables.


Hearing Words

This dictionary can pronounce the words that appear on almost any screen - in definitions, thesaurus entries, spell correction lists, *My Vocabulary List*, Confusables and games. When you want to hear how a word is pronounced, just highlight it and press .

To adjust the volume, turn the volume control on the side of the unit. You can plug headphones into the headphone jack which is just above the volume control. Try this example.



1. Type a word at the dictionary Word Entry screen (for example, *ptarmigan*).



2. Press  to hear it pronounced.
3. Press ENTER to see its definition.


ptarmigan *noun, pl*
 ptarmigans or ptarmi-
 gan
 1.any of several arctic and
 subarctic grouse of the
 genus *Lagopus*, esp *L.*
mutus, which has a white


SPELL	THES	LIST	PHRASE
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4. Press  to hear the headword pronounced or hold FN and press  to hear the definition read.
5. Press ENTER for a highlight.
6. Move the highlight to a word you want to hear.

ptarmigan *noun, pl*
 ptarmigans or ptarmi-
 gan
 1.any of several arctic and
 subarctic grouse of the
 genus *Lagopus*, esp *L.*
mutus, which has a white

SPELL	THES	LIST	PHRASE
-------	------	------	--------

7. Press  to hear the highlighted word pronounced.

Note: If you have a word highlighted, you will not be able to hear the definition read by holding FN and pressing .

Using the Thesaurus

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

1. Press **MENU**.
2. Press **BOOKS**.
3. Use **▲** or **▼** to highlight *Collins Concise Thesaurus*, then press **ENTER**.

Collins Concise Thesaurus			
Enter your word for Thesaurus:			
<input type="text"/>			
DICT	THES	LIST	PHRASE

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

Collins Concise Thesaurus			
Enter your word for Thesaurus:			
<input type="text" value="complete"/>			
DICT	THES	LIST	PHRASE

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**.

Press  to hear the word you typed pronounced.

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

complete
[ADJECTIVE]
1= total; perfect; absolute; utter; outright; thorough; consummate; out-and-out; unmitigated; dyed-in-the- wool; thoroughgoing; deep-
DICT THES LIST PHRASE SPELL

Press **SPACE** or ▼ to scroll.

Press (▶) to hear the headword pronounced.

Hold **FN** and press (▶) to hear the entry read.

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*.

Note: Some entries contain links at the bottom of their entries to tables and subject lists. Highlight the title and press **ENTER** to view the information.

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**.



Crossword Solver's Dictionary

Enter a word:

DICT **THES** **LIST** **PHRASE**

4. Type a word (e.g., *friend*).



Crossword Solver's Dictionary

Enter a word:

DICT **THES** **LIST** **PHRASE**

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**.

Press  to hear the word you typed pronounced.

5. Press **ENTER** to view the entry.

Friend, Friendly, Friends				
3 Ami, Bud, Pal, Pen				
4 Ally, Chum, Mate				
5 Amigo, Bosom, Buddy, Chi- na, Crony, Damon, Sport				
6 Benign, Cobber, Gossip,				
DICT	THES	LIST	PHRASE	SPELL

Press **SPACE** or  to scroll.

Press  to hear the headword pronounced.

Hold **FN** and press  to hear the entry read.

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 Crossword Dictionary Entries**

A crossword dictionary entry is a list of words organized by 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”.

Using the COBUILD Idioms Dictionary

Use the COBUILD Idioms Dictionary to find idioms and their explanations.

1. Press **MENU**.
2. Press **BOOKS**.
3. Use **▲** or **▼** to highlight *COBUILD Idioms Dictionary*, then press **ENTER**.

COBUILD Idioms Dictionary			
Enter a word:			
<input type="text"/>			
DICT	THES	LIST	PHRASE

4. Type a word (e.g., *cat*).

COBUILD Idioms Dictionary			
Enter a word:			
<input type="text" value="cat"/>			
DICT	THES	LIST	PHRASE

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**.

Press  to hear the word you typed pronounced.

5. Press **ENTER** to view the entry.

cat
* cat and mouse
a game of cat and mouse
In a contest or dispute, if one person plays cat and mouse with another, the
DICT THES LIST PHRASE

Press **SPACE** or  to scroll.

Press  to hear the headword pronounced.

Hold **FN** and press  to hear the entry read.

6. Press **CLEAR** when done.

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

✓ **Understanding Idiom Entries**

An idiom entry lists the idiom and an explanation of what it means, followed by some usage examples. If the word you searched for contains multiple idioms, they are listed separately, following the previous idiom's usage examples.

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, or add them to *My Vocabulary List*.

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

rapture *NOUN*
1.the state of mind resulting from feelings of high emotion; joyous ecstasy.
2.(often plural) an expression of ecstatic joy.
3.the act of transporting a


SPELL **THES** **LIST** **PHRASE**

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

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

rapture *NOUN*
1.the state of mind resulting from feelings of high emotion; joyous **ecstasy**.
2.(often plural) an expression of ecstatic joy.
3.the act of transporting a

SPELL **THES** **LIST** **PHRASE**

To ...	Press ...
define the word	ENTER
hear the word pronounced	
view the thesaurus entry	THES
add word to <i>My Vocabulary List</i>	LIST
find phrases or idioms for the word	PHRASE
run spell correction on the word	SPELL

ecstasy *noun, pl ecstasies*

1. *(often plural)* a state of exalted delight, joy, etc; rapture.

2. intense emotion of any kind. **EXAMPLE:** *an ecstasy*

SPELL | **THES** | **LIST** | **PHRASE**

3. Press **CLEAR** when done.

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

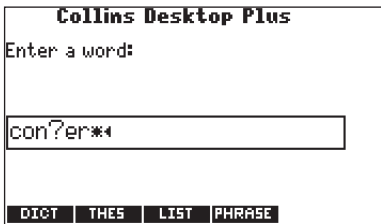
Finding Letters in Words

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 *Collins Desktop Plus*, *Collins Concise Thesaurus*, *Crossword Solver's Dict.*, *Definition Search*, or *Multibook Search* from the Books menu.

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



Collins Desktop Plus

Enter a word:

con?er*4

DICT THES LIST PHRASE

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

3. Press ENTER.

concern
concerned
concernedly
concernedness
concerning
concernment
concerns

DICT	THES	LIST	PHRASE
------	------	------	--------

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.

Searching Definitions

You can also search for words that occur in definitions of other words in the Collins Desktop Plus.

1. Press **MENU**.
2. Press **BOOKS**.
3. Use **▲** or **▼** to highlight *Definition Search*, then press **ENTER**.

Definition Search			
Enter a word or multiple words:			
<input type="text"/>			
DICT	THES	LIST	PHRASE

4. Type a word (e.g., *kingdom*).

Definition Search			
Enter a word or multiple words:			
<input type="text" value="kingdom"/>			
DICT	THES	LIST	PHRASE

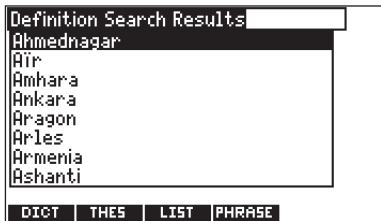
To erase a letter, press **BACK**.

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

To type a hyphen, hold **FN** and press **J**.

Note: You can type multiple words. The search results will only include those Definitions that contain all searchable keywords. Common words such as “the” and “and” are not searchable.

5. Press ENTER to search.



The list of entries that contain your word or words is displayed.

6. Press ▲ or ▼ to scroll through the list.

Press **SPACE** to scroll a page at a time. You can also type the first few letters of a word to go directly to that part of the list. For this example, type *eg*.



7. Press **ENTER** to see an entry.

a republic in NE Africa, on the Mediterranean and Red Sea: its history dates back about 5000 years. Occupied by the British from 1882, it became an independent kingdom in 1922 and a re-

DICT **THES** **LIST** **PHRASE** **SPELL**

Note: You go directly to the part of the entry that contains the word or words you searched for.

Press **▲** or **▼** to scroll up or down one line at a time. Hold **CAP** and press **▲** or **▼** to scroll up or down one page at a time. Press **SPACE** to scroll down one page at a time.

8. Press **CLEAR** when done.

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

Searching in Multiple Books

You can also simultaneously search for a word in the Collins Desktop Plus, the Collins Concise Thesaurus and the Crossword Solver's Dictionary.

1. Press **MENU**.
2. Press **BOOKS**.
3. Use **▲** or **▼** to highlight *Multibook Search*, then press **ENTER**.

Multibook Search			
Enter a word:			
<input type="text"/>			
DICT	THES	LIST	PHRASE

4. Type a word (e.g., *Eden*).

Multibook Search			
Enter a word:			
<input type="text" value="Eden"/>			
DICT	THES	LIST	PHRASE

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 search.

Multibook Search	
Eden	
Collins Desktop Plus	2
Collins Concise Thesaurus	0
Crossword Solver's Dictionary	1
COBUILD Idioms Dictionary	0

DICT **THES** **LIST** **PHRASE**

The list of books is displayed along with the number of entries for the word in each of the books.

6. Press **▲** or **▼** to highlight the book you want and then press **ENTER**.

Eden ² <i>noun</i> Sir (Robert) Anthony, Earl of Avon. 1897-1977, British Conservative statesman; foreign secretary (1935-38; 1940-45; 1951-55) and

SPELL **THES** **LIST** **PHRASE**

Press **SPACE** or **▼** to scroll. Hold **FN** and press **▶** or **◀** to see the next or previous entry, if necessary. Press **BACK** to return to the search results screen and select another book.

7. Press **CLEAR** when done.

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

Using the Minidictionaries

Use the Minidictionaries to search for dictionary entries by topic.

1. Press **MENU**.
2. Press **BOOKS**.
3. Use **▲** or **▼** to highlight *Minidictionaries* then press **ENTER**.



4. Use **▲** or **▼** to highlight the topic you want and press **ENTER**.

A list of dictionary entries pertaining to that topic is displayed.

5. Use **▲** or **▼** to highlight the entry you want.

Press **SPACE** to scroll a page at a time. You can also type the first few letters of a word to go directly to that part of the list.

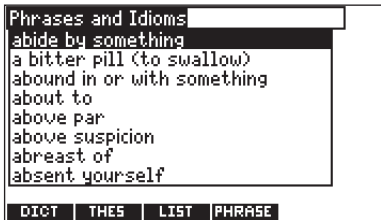
6. Press **ENTER**.
7. Press **SPACE** or **▼** to scroll.
8. Press **CLEAR** when done.

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

Finding Phrases and Idioms

You can easily find common phrases and idioms.

1. Press **MENU**.
2. Press **BOOKS**.
3. Use **▲** or **▼** to highlight *Phrases and Idioms* then press **ENTER**.



4. Use **▲** or **▼** to highlight the phrase or idiom you want.

Press **SPACE** to scroll a page at a time. You can also type the first few letters of a word to go directly to that part of the list.

5. Press **ENTER**.

take flight

= run away *or* off; flee;
bolt; abscond; decamp; do a
runner [slang]; turn tail; do
a bunk [Brit. slang]; fly the
coop [U.S. & Canad.
informal]; beat a retreat;

DICT

THES

LIST

PHRASE

SPELL

6. Press **SPACE** or **▼** to scroll.

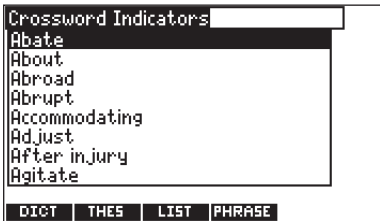
7. Press **CLEAR** when done.

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

Finding Crossword Indicators

Use the crossword indicators to help you determine what crossword puzzle clues might mean.

1. Press **MENU**.
2. Press **BOOKS**.
3. Use **▲** or **▼** to highlight *Crossword Indicators* then press **ENTER**.



The list of crossword indicators is displayed.

4. Use **▲** or **▼** to highlight the indicator you want.
Press **SPACE** to scroll a page at a time. You can also type the first few letters of a word to go directly to that part of the list.

5. Press **ENTER**.



6. Press **SPACE** or **▼** to scroll.

7. Press **CLEAR** when done.

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

Finding Quotations

You can find famous quotations by author or keyword.

1. Press **MENU**.
2. Press **BOOKS**.
3. Use **▲** or **▼** to highlight *Quotations* then press **ENTER**.



4. Use **▲** or **▼** to highlight the option you want.

Search by Authors displays a list of authors, arranged alphabetically by last name.

Search by Keywords displays a list of keywords, arranged alphabetically.

5. Press **ENTER**.

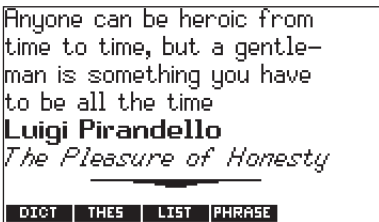


6. Use ▲ or ▼ to highlight the author or keyword you want.

Press **SPACE** to scroll a page at a time. You can also type the first few letters of a word to go directly to that part of the list.

Note: If multiple quotes exist for an author or keyword, press ▲ or ▼ to highlight the quote you want and then press **ENTER**.

7. Press ENTER



8. Press SPACE or ▼ to scroll.

9. Press CLEAR when done.

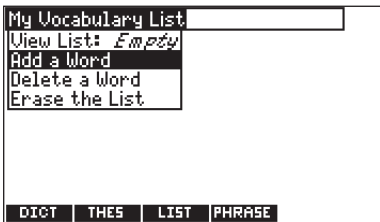
Press **MENU** to go to the main menu.

Using My Vocabulary List

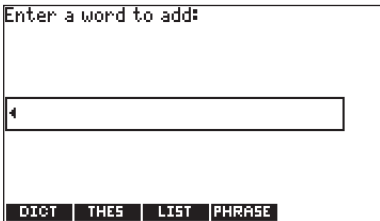
You can save up to 40 words in *My Vocabulary List* for personal study or review. *My Vocabulary List* is saved between sessions unless your product is reset.

Adding Words from the Learning Menu

1. Press MENU.
2. Press LEARN.
3. *My Vocabulary List* will be highlighted. Press ENTER to select it.



4. Press ▲ or ▼ to highlight *Add a Word* and press ENTER.



5. Type a word.

Enter a word to add:
victuals
DICT THES LIST PHRASE

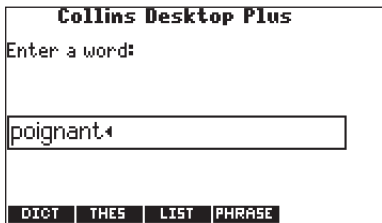
6. Press ENTER to add the word.

7. Press CLEAR when done.

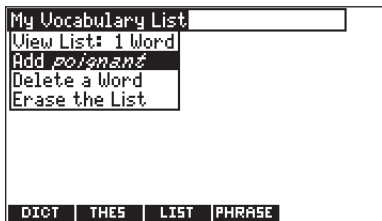
Adding Words from a Word Entry Screen

You can add words to *My Vocabulary List* directly from any word entry screen.

- 1. Press MENU.**
- 2. Press BOOKS.**
- 3. Use ▲ or ▼ to highlight *Collins Desktop Plus*, then press ENTER.**
- 4. Type the word you want to add to your word list (e.g., *poignant*).**



5. Press LIST.



Your selection is included in the menu item.

6. Press ENTER to add the word.

7. Press CLEAR to return to the word entry screen.

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

✓ Adding Highlighted Words

You can also add words to *My Vocabulary List* from definitions and correction lists. First highlight a word and then press **LIST**. Add “your word” will be highlighted. Press **ENTER** to add the word.

✓ Adding Words Not in This Dictionary

When you add a word not in this dictionary, you are given three options: *Add Anyway*, *Cancel* and *Correction List*.



Highlight the option you want and press **ENTER**.

Caution: Adding words that are not in this dictionary uses considerably more memory than adding words that are. If you add only words that are not in this dictionary, *My Vocabulary List* may contain as few as 10 words.

Viewing *My Vocabulary List*

1. Press **MENU**.
2. Press **LEARN**.
3. *My Vocabulary List* will be highlighted. Press **ENTER** to select it.

View List:... will be highlighted. *View List: Empty* will be displayed if it is empty.

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



5. Highlight a word on the list.
6. Press ENTER to view its definition.

Removing a Word from *My Vocabulary List*

1. Press MENU.
2. Press LEARN.
3. *My Vocabulary List* will be highlighted. Press ENTER to select it.
4. Press ▲ or ▼ to highlight *Delete a Word* and press ENTER.
5. Press ▲ or ▼ to highlight the word you want to delete.

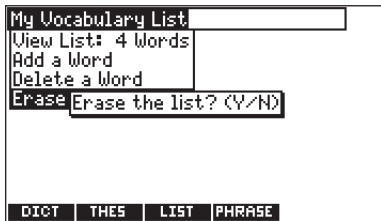


6. Press ENTER to delete the highlighted word.



Erasing *My Vocabulary List*

1. Press MENU.
2. Press LEARN.
3. *My Vocabulary List* will be highlighted. Press ENTER to select it.
4. Press ▲ or ▼ to highlight *Erase the List* and press ENTER.



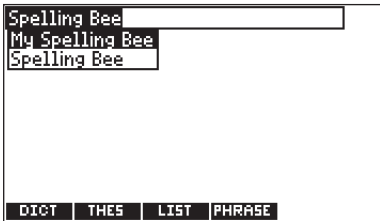
5. Press Y to erase the list or press N to cancel.

Using the Learning Tools

Using the learning tools, you can test your spelling, improve your vocabulary, become familiar with the keyboard, take grammar quizzes, and read a variety of additional material for information about language and writing tools, tips, techniques and suggestions.

Spelling Bee

1. Press **MENU**.
2. Press **LEARN**.
3. Use **▲** or **▼** to highlight *Spelling Bee*, then press **ENTER**.



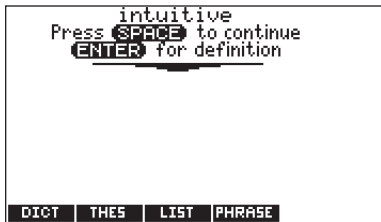
You can choose *My Spelling Bee* which uses words from *My Vocabulary List* or *Spelling Bee* which uses words from the dictionary.

4. Press **▲** or **▼** to highlight the one you want, then press **ENTER**.

A word will flash on the screen for you to spell.



5. Type in the word you just saw.
6. Press ENTER to see if you spelled it right.



7. Press ENTER to see the definition of the word.
Press BACK to return to *Spelling Bee*.
8. Press SPACE for a new word.
9. Press CLEAR or MENU when done.

Speaking Spelling Bee

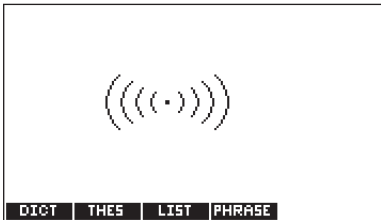
1. Press MENU.
2. Press LEARN.

3. Use ▲ or ▼ to highlight **Speaking Spelling Bee**, then press ENTER.

You can choose *My Speaking Spelling Bee* which uses words from *My Vocabulary List* or *Speaking Spelling Bee* which uses words from the dictionary.

4. Press ▲ or ▼ to highlight the one you want, then press ENTER.

A word is spoken by the dictionary.



5. Type in the word you just heard.



6. Press ENTER to see if you spelled it right.

Press (▶) to hear the word again.

7. Press **ENTER** to see the definition of the word.
Press **BACK** to return to *Speaking Spelling Bee*.
8. Press **SPACE** for a new word.
9. Press **CLEAR** or **MENU** when done.

Flashcards

1. Press **MENU**.
2. Press **LEARN**.
3. Use **▲** or **▼** to highlight *Flashcards*, then press **ENTER**.



You can choose *My Flashcards* which uses words from *My Vocabulary List* or *Flashcards* which uses words from the dictionary.

4. Press **▲** or **▼** to highlight the one you want, then press **ENTER**.

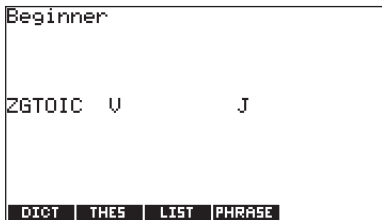
A word will appear on the screen for you to study or define. If needed, press **ENTER** to see the definition. Press **BACK** to return to *Flashcards*.



5. Press **SPACE** for a new word.
6. Press **CLEAR** or **MENU** when done.

Keyboard Wizard

1. Press **MENU**.
2. Press **LEARN**.
3. Use **▲** or **▼** to highlight *Keyboard Wizard*, then press **ENTER**.
4. Press **ENTER** again to begin.
5. As the letters move across the screen from right to left, press their respective key on the keyboard.

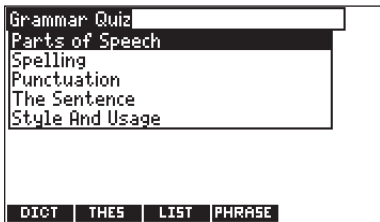


When the letters stack up on the left side of the screen, you have to press the left-most letter before you can remove any additional letters. If the stack gets too long, the round ends. The rate at which letters appear increases as you advance levels. Press **ENTER** to begin again.

6. Press CLEAR when done.

Grammar Quiz

- 1. Press MENU.**
- 2. Press LEARN.**
- 3. Use ▲ or ▼ to highlight *Grammar Quiz*, then press ENTER.**



- 4. Use ▲ or ▼ to highlight the topic you want to be quizzed on and press ENTER.**

Continue selecting sub-topics until you reach a quiz.

- 5. Follow the instructions on the screen to complete the quiz.**

Type the plural form of the sample word and press **ENTER**. Press **FN** **→** for a new question.

DICT **THES** **LIST** **PHRASE**

During a quiz, to move to the next question, hold **FN** and press **▶**. Press **BACK** to exit the quiz.

bench
Type your guess, then
press **ENTER**.
Press **FN** **→** for the next
word.

DICT **THES** **LIST** **PHRASE**

There are three types of quizzes.

“Select the solution” quizzes provide you with options. Use the arrow keys to move the highlight to the answer you want and press **ENTER** to see if you are correct.

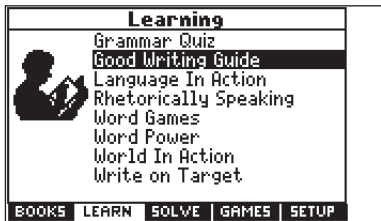
“Type the answer” quizzes ask you fill in a blank. Type your answer. To see the expected answer, press **?**.

“On your honor” quizzes ask you to say a solution to yourself. To see the expected answer, press **?**.

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

Additional Tools

1. Press MENU.
2. Press LEARN.
3. Use ▲ or ▼ to highlight the option you want and then press ENTER.



Good Writing Guide displays topics describing good writing.

Language in Action displays topics describing various kinds of writing.

Rhetorically Speaking displays topics about rhetoric.

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

Word Power displays lists of common subjects, ranging from actors to poets to volcanoes and to read about how some words are used.

World In Action displays lists of world terms, ranging from Internet domain names to tropical storms.

Write on Target displays topics about different kinds of writing, ranging from essays to reports to experiments.

- 4. Use ▲ or ▼ to highlight the topic you want and then press ENTER.**

Continue selecting sub-topics until you reach the text.

- 5. Press SPACE or ▼ to scroll.**

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

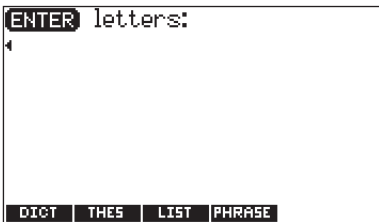
Using the Solvers

Your device contains three solvers to help you find words.

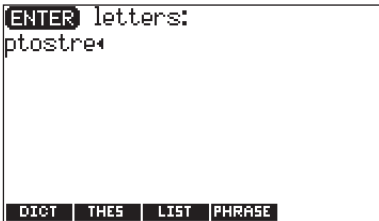
Anagram Solver

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*).



5. Press ENTER.



The list of anagrams that match the entered group of letters is displayed.

6. 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.

7. Press CLEAR or MENU when done.

Crossword Solver

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

1. Press **MENU**.
2. Press **SOLVE**.
3. Use ▲ or ▼ to highlight *Crossword Solver* then press **ENTER**.

Crossword Solver

Enter letters:

DICT	THES	LIST	PHRASE
------	------	------	--------

4. Type a pattern of letters (e.g., *pr??l????*).

Crossword Solver

Enter letters:

DICT	THES	LIST	PHRASE
------	------	------	--------

Remember, ? replaces a single letter in a word.

5. Press ENTER.

preclude			
problems			
proclaim			
prowlers			
prowling			
<hr/>			
DICT	THES	LIST	PHRASE

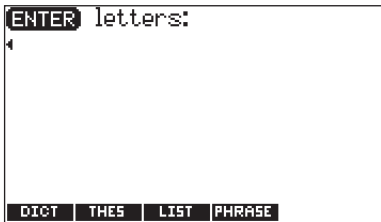
The list of words that match the entered pattern is displayed.

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.

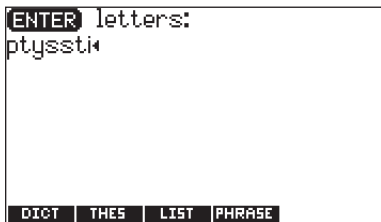
Word Builder

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

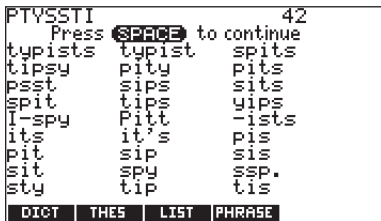
1. Press MENU.
2. Press SOLVE.
3. Use ▲ or ▼ to highlight *Word Builder* then press ENTER.



4. Type a group of letters (e.g., *ptyssti*).



5. Press ENTER.



A list of words that can be spelt using any number of the entered letters is displayed.

6. 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.

7. Press CLEAR or MENU when done.

Playing The Games

You have thirteen fun games to choose from.

Changing 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, My Vocabulary List, 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.

Anagram Game

Anagram Game challenges you to find anagrams of the game word. An anagram is a word formed from some or all of the letters of another word. The number to the right of the screen indicates the number of anagrams that can be formed from the game word.

Type an anagram and press **ENTER**. Use ▲ or ▼ to view the anagrams already entered, if necessary. Hold **CAP** and press ? to shuffle the letters. Press ? to give up.

After the round is over, press **ENTER** to look up the game word or press **THES** to view its thesaurus entry, if any. Then press **BACK** to return to the game. Press **SPACE** to play again.

Antonym Game

Antonym Game selects a mystery word and challenges you to guess it letter by letter. Your only clue is a antonym of the word, displayed at the top of the screen. The letters of the mystery word are hidden by question marks. The number to the right of the screen indicates the number of guesses allowed.

Type letters you think are in the mystery word. They get filled in everywhere they appear. Hold **CAP** and press ? for a hint. Press ? to give up.

After the round is over, press **ENTER** to look up the game word, or press **THES** to view its thesaurus entry, if any. Then press **BACK** to return to the game. Press **SPACE** to play again.

Hangman

Hangman selects a mystery word and challenges you to guess it letter by letter. Each letter you guess causes another piece of the little man to appear. When he is whole, you lose. The letters of the mystery word are hidden by question marks. The number to the right of the screen indicates the number of guesses allowed.

Type letters you think are in the mystery word. Hold **CAP** and press **?** for a hint. Press **?** to give up.

After the round is over, press **ENTER** to look up the game word, or press **THES** to view its thesaurus entry, if any. Then press **BACK** to return to the game. Press **SPACE** to play again.

Letris

In *Letris*, letters fall from the top of the display to the bottom. Use **▶** or **◀** to move the falling letter to a position where it can spell a word when it reaches the bottom. Hold **FN** and press **▶** or **◀** to move the letter as far right or left as you can. Press **▼** to drop the letter to the bottom of the screen. Press **SPACE** to pause the game. Press **SPACE** again to resume the game.

When you make a valid word, it disappears and your score increases based on the length of the word.

When the score reaches 50, a dinosaur appears on the display. At 100, the dinosaur shoots fire from its mouth, burns up all the letters and jumps off the display. At 200, the dinosaur jumps down and squishes all the letters. At each of these new levels, the falling letter drops faster.

After the round is over, press **SPACE** to play again.

Letter Poker

Letter Poker challenges you to make longer words with the letters you are dealt than the house does with its letters. You and the house take turns betting and discarding, but you do not see the house's letters until the end of the hand. The scoring is similar to

normal poker: one four-letter word is better than a three- and two-letter word (in normal poker four-of-a-kind is better than a full house). The longer your word, the better your chances of winning.

To play, type a word from your letter cards and press **ENTER**. You can make two words by typing a **SPACE** between them. Watch for the dealer's moves.

You need to know the following poker terms before you begin to play, as they appear as prompts on the screen.

Press the initial letter to make your choice. For example, to bet press **B**, to raise press **R**, and so on.

- | | |
|--------------|---|
| Bet | Means you want to bet on your hand. You can bet up to \$100. |
| Pass | Means you'll pass the bet to the dealer. |
| Fold | Means that you want to end, and lose, the hand. |
| See | Means you'll match the dealer's bet. |
| Raise | Means you'll increase the dealer's bet. You can raise it up to \$100. |

Note: To type a bet, press **Q-P** for numbers.

The pot starts at \$1000, with a \$10 ante (the initial bet to start the hand). If you are unable to make a word at tat time, type letters that you are likely to use later from those you are dealt. To erase a letter, press **BACK**. To continue without typing letters, press **ENTER**.

If you bet before the house does, you see a prompt, "**Pass, Bet, Fold**". If the house bets first, you see a prompt, "**See, Raise, Fold**".

You can discard up to three letters. After discarding, you see a message showing how many cards, if any, the house discarded. If the hand ends in a tie, you do not lose your money. The pot carries on to the next hand.

Synonym Game

Synonym Game selects a mystery word and challenges you to guess it letter by letter. Your only clue is a synonym of the word, displayed at the top of the screen. The letters of the mystery word are hidden by question marks. The number to the right of the screen indicates the number of guesses allowed.

Type letters you think are in the mystery word. They get filled in everywhere they appear. Hold **CAP** and press **?** for a hint. Press **?** to give up.

After the round is over, press **ENTER** to look up the game word, or press **THES** to view its thesaurus entry, if any. Then press **BACK** to return to the game. Press **SPACE** to play again.

Word Blaster

In *Word Blaster*, you must guess the mystery word before it appears fully on the screen. It gets filled in one letter at a time. When there are enough letters filled in for you to guess the word, press **ENTER**.

Type your guess and press **ENTER** to see if you were right. Hold **CAP** and press **?** to flash the partially completed word on the screen. Press **?** to give up.

After the round is over, press **ENTER** to look up the game word, or press **THES** to view its thesaurus entry, if any. Then press **BACK** to return to the game. Press **SPACE** to play again.

Word Deduction

In *Word Deduction*, you have to guess a mystery word based on the provided clues. The number to the left of the screen indicates how many guesses you have.

Type a word with the required number of letters and then press **ENTER**. You see columns for *Perfect* and *Misplaced* containing numbers. The number under *Perfect* stands for the number of letters in their correct position. The number under *Misplaced* stands for the number of letters present in the mystery word, but entered in the wrong position. Continue typing words and pressing **ENTER** using the information from *Perfect* and *Misplaced*. Press **?** to give up.

After the round is over, press **ENTER** to look up the game word, or press **THES** to view its thesaurus entry, if any. Then press **BACK** to return to the game. Press **SPACE** to play again.

Word Train

In *Word Train*, you and the computer take turns trying to complete a word. Continue typing letters until a word is typed. Winning words must be at least 4 letters long. Whoever types the last letter of the word wins. Hold **CAP** and press **?** for a hint. Press **?** to give up.

After the round is over, press **ENTER** to look up the game word, or press **THES** to view its thesaurus entry, if any. Then press **BACK** to return to the game. Press **SPACE** to play again.

Link Four

Link Four challenges you to connect four game pieces in any direction. You can play alone (*1 Player Link Four*) or with a friend (*2 Player Link Four*).

Use ► or ◀ to move your game piece to the post you want, then press **ENTER**. The game pieces flash along the bottom of the rack to show whose turn it is and the post where the game piece will land.

The first player to link four game pieces wins.

Noughts & Crosses

Noughts & Crosses challenges you to get three Xs in a row before your opponent gets three Os in a row. You can play alone (*1 Player Noughts & Crosses*) or with a friend (*2 Player Noughts & Crosses*).

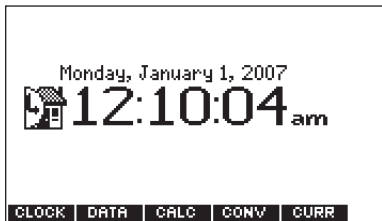
The game begins with the X in the center of the grid. Use the arrow keys to move your mark to the position you want, then press **ENTER**.

The first player to get three Xs or three Os in a row wins.

Using the Clock

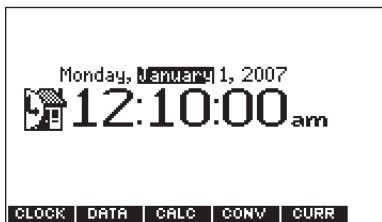
The clock displays the current time and date. You can save two times: Home time and World time.

1. Press **ORG**.



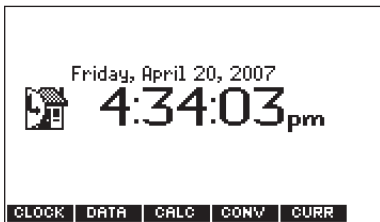
Press **CLOCK** to toggle between Home time and World time.

2. Press **ENTER** to set the time and date.



3. Use ▲ or ▼ to scroll through the options in the highlighted field.
4. Use ► or ◀ to move to another field.
5. Press ENTER when done.

Press **CLEAR** to exit without saving the settings.



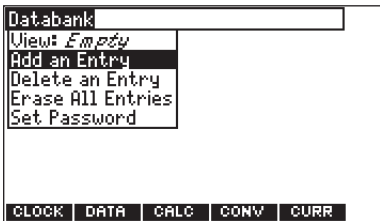
6. Set the World time the same way you set the Home time.

Using the Databank

Adding Entries

You can store as many as 100 names, telephone numbers, and addresses in the databank. The total number of names you can add depends on the size of each entry.

1. Press **ORG** and then press **DATA**.



2. Highlight *Add an Entry* and then press **ENTER**.



3. Type a name and press **ENTER**.

4. Type a phone number and press ENTER.

Note: Q-P will type numbers 0-9 automatically. To type a letter from this row, hold **FN** and press the letter key. To type a hyphen, press **J**.

5. Type a postal address or e-mail address and press ENTER.

To type an @, hold **FN** and press **M**.

Viewing or Editing Entries

1. Press **ORG** and then press **DATA**.

2. Highlight *View: XX entries (XX% free)* and then press **ENTER**.



3. To edit an entry, highlight it and press **ENTER**.



Type your changes. Use ◀ to move the cursor; use **BACK** to delete.

4. Press ENTER to move to the number field.

Press **ENTER** twice to move to the address field.

5. Press ENTER again to save your changes or hold down FN and press BACK to cancel your changes.

Deleting Entries

1. Press ORG and then press DATA.

2. Highlight *Delete an Entry* and then press ENTER.

3. Highlight the entry you want to delete and press ENTER.

4. To delete all databank entries, highlight *Erase the List* in the Databank Menu and then press ENTER.



Press **Y** to erase all databank entries or **N** to cancel the deletion.

Using a Password

You can use a password to prevent unauthorized access to the databank. **Warning!** Always write the password in a safe, separate location. If you lose or forget the password, you will be able to use the databank again only by removing the batteries from your device, which will permanently erase all the information stored in the databank.

1. Press **ORG** and then press **DATA**.
2. Highlight *Set Password* and then press **ENTER**.



Enter password:

4

GLOCK **DATA** **CALC** **CONV** **CURR**

3. Type a password of up to eight characters and press **ENTER**.

Use **◀** to move the cursor; use **BACK** to delete.

4. Press **C** to confirm or **CLEAR** to cancel the password.

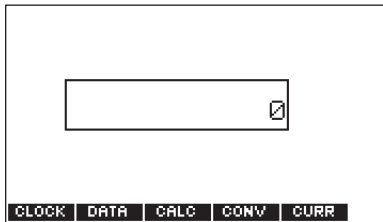
The password you set will be requested the first time that the databank is used during a session.

5. To change the password, repeat Steps 1-4.

To remove a password, press **ENTER** at the blank password screen.

Using the Calculator

1. Press **ORG** and then press **CALC**.



2. Perform your calculation.

Note: **Q-P** will type numbers 0-9 automatically. You can type up to 10 digits.

Press ...

To ...

G(.)

type a decimal point

Z(+/-)

use negative numbers

A(1/x)

calculate reciprocals

S(\sqrt{x})

calculate square roots

D(x^2)

calculate squares

F(%)

calculate percentages

3. Press **CLEAR** to clear the current calculations.

✓ Memory Keys

Press ...

To ...

X(M+)

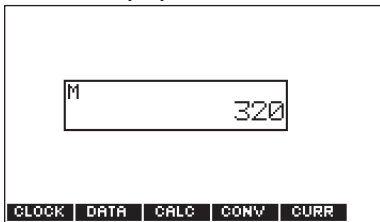
add the number on the screen to the number stored in memory

- C(M-)** subtract the number on the screen from the number stored in memory
- V(MR)** recall the number stored in memory
- B(MC)** clear the memory

Practice with the following equations.

a. $(32 \times 12) - (8 \times 8) = 320$

- Press **B(MC)**.
- Type **32**.
- Press **K(x)**.
- Type **12**.
- Press **ENTER**.
- Press **X(M+)**.
- Type **8**.
- Press **K(x)**.
- Press **8**.
- Press **ENTER**.
- Press **C(M-)**.
- Press **V(MR)**.



b. $320 \div 16 = 20$

- **Press V(MR).**
- **Press L(\div).**
- **Type 16.**
- **Press ENTER.**

c. $320 \times 7 = 2240$

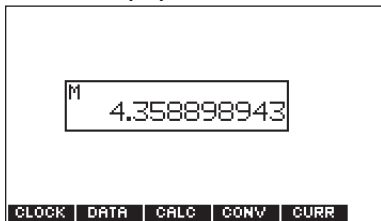
- **Press V(MR).**
- **Press K(x).**
- **Type 7.**
- **Press ENTER.**

d. $(-39) \div (-5) = 7.8$

- **Type 39.**
- **Press Z(+/-).**
- **Press L(\div).**
- **Type 5.**
- **Press Z(+/-).**
- **Press ENTER.**

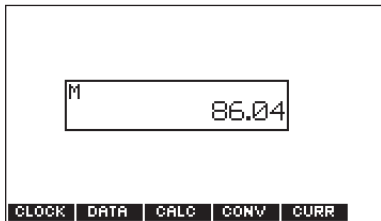
e. $\sqrt{19} = 4.358898943$

- **Type 19.**
- **Press S(\sqrt{x}).**



f. 18% of 478 = 86.04

- **Type 478.**
- **Press K(x).**
- **Type 18.**
- **Press F(%).**



Using the Metric Converter

1. Press **ORG** and then press **CONV**.



2. Use **▼** to select a conversion category (e.g., *Weights*).
3. Select a conversion (e.g., *grams/ounces*).
4. 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.

5. Press **ENTER** to convert.



6. Press **CLEAR** to clear the current conversion.

3. Enter an amount for the home or other currency.

Press ▲ or ▼ to move between the lines. Use **BACK** to delete a number.

4. Press ENTER to convert.

```
Exchange Rate: 0.660345
Home: 5,000
Other: 3,301.725
```

CLOCK	DATA	CALC	CONV	CURR
-------	------	------	------	------

5. Press CLEAR to clear the current conversion.

Transferring Words Between Books

This dictionary can transfer words with certain other book cards. To send a word to another book, you must first install a book card in your unit, 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 dictionary.

To highlight a word in a dictionary entry, press **ENTER** to start the highlight, and use the arrow keys to move the highlight to the word you want.

2. Hold FN and press CARD.

3. Highlight the icon of the other book.

4. Press ENTER.

The word you highlighted appears in the other book.

5. Press ENTER again, if needed, to search for that word.

Resetting Your Product

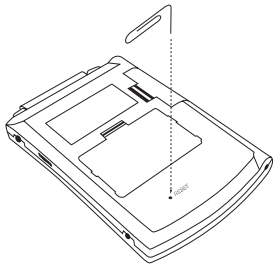
If the keyboard fails to respond, or if the screen performs erratically, perform a system reset by following the steps below.

1. Hold **CLEAR** and press .


If nothing happens, try Step 2.

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 unit. In addition, resetting the unit erases settings and information entered in its built-in book, and in an installed book card.

This unit 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 unit may be re-established by pressing the reset key, by pressing , or by removing and replacing the batteries.

Specifications

Model DMQ-1870: *Collins English Dictionary & Thesaurus Advanced English Reference Suite*

- **Batteries:** two AAA lithium
- **Size:** 13.6 cm x 9.3 cm x 1.6 cm

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L&H Quality Speech

U.S. Patents: 4,830,618; 4,891,775; 5,113,340;
5,203,705

ISBN 1-59074-401-2

Note: This device should be disposed through your local electronic product recycling system - do not throw into the trash bin.



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.

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