

Queen's English
Dictionary
& Thesaurus

USER'S GUIDE

Warning! Gently pull the battery insulation sheet to remove it. Use a thin pointed object to press the reset button on the back of the device.

License Agreement

READ THIS LICENSE AGREEMENT BEFORE USING ANY BOOKMAN CARD.

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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 *Dictionary & Thesaurus* you can look up thousands of dictionary en-

tries, thesaurus entries and synonyms. You can also correct misspellings, save words to your User list, and play three fun, educational word games. To learn how to use other books, read their User's Guides.

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Key Guide


Function Keys

- CLEAR** Clears to *Enter your word*.
- MENU** Shows the main menus.
- THES** **(red)** Shows the synonym list(s).
- CONF** **(green)** Shows Confusables™ list.
- GAMES** **(yellow)** Shows the games list.
- LIST** **(blue)** Shows the User list menu.
- CARD** Exits the selected book.
- ON/OFF** Turns BOOKMAN on or off.

► Understanding the Colour Keys

The colour 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 colour key functions, which are labelled on their cards and listed in their User's Guides. For more information, read "Using the Colour Keys."

*Hold  while pressing the other key.








Other Keys

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

Arrow Keys

-   Move up or down in text or lists; darken or lighten contrast at the Entry screen.
-   Move left or right.

Star Key Combinations*

-  + **CARD** Sends a word between books.
-  +  Shows the next match.
-  +  Shows the previous match.
-  +  Types a hyphen.

Installing Batteries

BOOKMAN model 440 uses two CR2032 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.

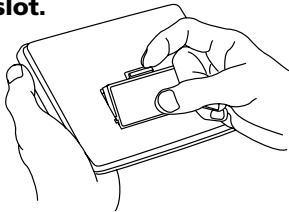
► Battery Information

1. Different types of batteries or new and used batteries are not to be mixed.
2. Only batteries of the same or equivalent type as recommended are to be used.
3. Batteries are to be inserted with the correct polarity.
4. Exhausted batteries should be removed.
5. Supply terminals are not to be short-circuited.

Installing Cards

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 card down until it snaps into place.

► Removing Cards

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

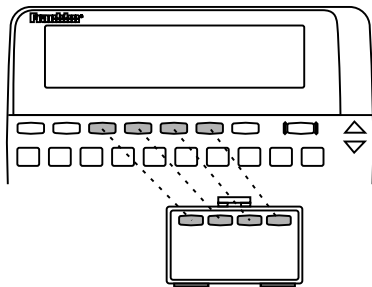
► About Screen Illustrations

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.

Using the Colour 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 colour keys function as labelled on the BOOKMAN keyboard. When a book card is selected, the colour keys function as labelled on that card.



Remember, the colour keys for BOOKMAN book cards function as labelled on their 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 Setup menu.
3. Highlight **Set Font**, **Set Shutoff**, or **Set Contrast**.



4. Press **(ENTER)**.
5. Highlight a setting.
Or press **↑** and **↓** if you selected *Set Contrast*.
6. Press **(ENTER)** to select it.

► 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.

Viewing a Demonstration

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

If the book is built-in, the demonstration automatically appears the first time that you select the book. To stop the demonstration, press **(CLEAR)**. To disable it, press **(MENU)**, highlight the Setup menu, and then select *Disable Demo*.

If the book is in a card, select *View Demo* from the Setup menu to view its demonstration.

► Help is Always at Hand

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

► 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.

Finding Definitions

You can find definitions by typing a word at the Entry screen and then pressing **ENTER**. Try this example.

1. Press **CLEAR**.



This is the Entry screen.

2. Type a word (e.g., *acumen*).
3. Press **ENTER**.



4. Press **↓** or **SPACE** to move down.

► Browsing the Dictionary

While in a definition, hold **☆** and press **DN** to view the next dictionary definition. To view the previous one, hold **☆** and press **UP**. Dictionary entries are not always in alphabetical order.

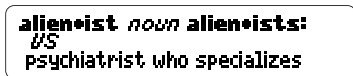
Finding Words in Definitions

Search for a Word lets you find all of the definitions in which a specific word appears.

1. Press **CLEAR**.
2. Press **MENU**.
3. Select *Search for a word from the Other* menu.
4. Type a word (e.g., *legal*).
5. Press **ENTER**.



6. Hold **☆** and press **DN** to view the next definition that includes your word.



To view the previous one, hold **☆** and press **UP**.

7. Press **↓** or **SPACE** to move down.
8. Press **CLEAR** when finished.

Correcting Misspellings

If you misspell a word, don't worry. It will be corrected automatically.

1. Type a misspelled word.

ENTER your word:

moli,j

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

2. Press **ENTER**.

1 **knowledge**

THES

2 neology

3 Noël's

3. Press **↓** to highlight a correction, if needed.

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

To go back to the correction list, press **BACK**.

5. Press **CLEAR** when finished.

Reviewing Words

The Path list lets you review the last 15 words you looked up. Your Path list is automatically saved between sessions until the batteries lose power.

1. Select **View Path list** from the **Other** menu.

pneumatic
conclave
splendid

This is a sample Path list. If you haven't looked up any words, you see: *Path is empty.*

2. Press **↓** to highlight a word.

3. Press **ENTER** to define it.

splendid *adjective:*
1 magnificent
2 brilliant

4. Press **THES** to view a thesaurus entry or **CONF** to view its Confusables, if any.

Finding a Letter

If you are uncertain about a letter in a word, type a question mark in place of each unknown letter.

1. Type a word with ?'s.

ENTER your word:

con??ve

2. Press **ENTER**.

con+ve

connive

3. Highlight a match.

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

con+**ve** *adjectives*
hollow, rounded inwards
con+**ve**ly *adverb*

5. Press **CLEAR** when finished.

► Spelling Finding Tips

You can also use ?'s to help solve crossword puzzles. For example, if the second letter of a five-letter word is *h* and its last letter is *w*. Enter *?h??w* to see possible answers.

Finding a Series of Letters

To find prefixes, suffixes, and other parts of words, type an asterisk in a word. Asterisks stand for a series of letters. NOTE: If you type an asterisk at the beginning of a word, it may take a while to find the matching words.

1. Type a word with an *.

ENTER your word:

pn**

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

2. Press **ENTER**.

pn+em**
pneumatics
pneumonia

3. Highlight a match, if needed.

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

pn+u+**mat+ic** *adjectives*
of, worked by, inflated with
wind or air

5. Press **BACK** to go back. Or press **CLEAR** when finished.

Finding Synonyms

When you see **THES** flash once in the upper right of the screen, that word has a thesaurus entry.

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

splendid
admirable
brilliant

This is the first synonym list.

4. Press **↓** or **SPACE** to move down.

heroic
outstanding
rare

5. Hold **☆** and press **DN** to view the next synonym list.

splendid
costly
dazzling

THES

To return to the previous synonym list, hold **☆** and press **UP**.

6. Press **CLEAR** when finished.

Finding Synonyms

► Understanding Dictionary Entries

In dictionary entries, the headword appears in bold with hyphenation points followed by its part of speech. NOTE: If the word you are searching for is grouped under a different headword, you'll go to the middle of the definition.

► Understanding Synonym Lists

Synonym lists start with your search word and then list the synonyms that have similar meanings.

► Looking Up a Word from a List

If you see a word in a synonym or correction list that you want to define, press **ENTER** and then use the arrow keys to highlight the word. Next, press **ENTER** when the word you want is highlighted to find its definition.

Finding Confusables™

Confusables are homonyms and spelling variants that are easy to confuse. If a word has Confusables, **CONF** will flash once in the upper right of the screen.

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

2. Press **ENTER**.

3. Press **CONF**.

Confusables come with identifying words.

4. Press **ENTER** and then use the arrow keys to highlight a word.

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

5. Press **ENTER** to define it, or press **THES** to view its synonym list(s).

```
har·ness noun har-
nesses!
1 equipment for attaching
```

6. Press **CLEAR** when finished.

Highlighting Words

Another way to look up words is by highlighting them in dictionary definitions, synonym or correction lists. Then you can find their definitions, thesaurus entries, Confusables, or add them to your User list.

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

```
in·op·er·ate adjective:
obstinate: contrary
```

To turn the highlight off, press

BACK.

2. Use the arrow keys to highlight a word.

```
ob·sti·na·te adjective:
1 stubborn
2 self-willed
```

3. Do one of the following:

To...

define the word

view a synonym list

view Confusables

add word to User list

Press...

ENTER

THES

CONF

LIST

Using the User List

You can create a User list of approximately 35 words. You can even add words to your User list that are not in this dictionary. Here's how to add and to view a word.

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

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

2. Select **Add word**.
3. Type a word (e.g., *restive*).



4. Press **ENTER** to add the word.
5. Select **View list: 1 word**.



This is a User list of one word.

Using the User List

► Adding Highlighted Words

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

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

► Adding Words Not Found in This Dictionary

When you add a word not in this dictionary, you're given three options: *Cancel*, *Add anyway*, or *Correction candidate(s)*. Select an option. **Caution:** Adding words not in this dictionary uses considerably more memory than adding words that are. If you add only words that are not in the dictionary, your User list may hold as few as 10 words.

Using the User List

You can delete one or all the words in your User list. Here's how.

► Deleting One Word

1. Press **LIST**.
2. Select **Delete word**.
3. Highlight a word on the list.
4. Press **ENTER** to delete it.
5. Press **CLEAR** when finished.

► Deleting Your User List

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

Sending Words

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

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

1. Highlight a word in this book.

circus *noun* **circuses**:
1 (performance of) travel-
ling group of **PERFORMERS**.

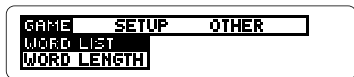
To highlight a word in a list, press the arrow keys. To highlight a word in text, press **ENTER** and then press the arrow keys.

2. Hold **☆** and press **CARD**.
3. Highlight the other book.
4. Press **ENTER**.
The word that you highlighted appears in the other book.
5. Press **ENTER** to look up the word.

Changing Game Settings

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

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



3. Highlight a setting.
4. Press **(ENTER)** to select it.

► About Game Settings

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

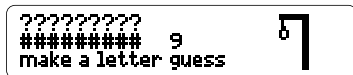
Word Length lets you pick how many letters will be in the words (3-13).

Skill Level lets you select the level of difficulty.

Playing the Games

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

1. Press **(GAMES)**.
2. Press **↑** or **↓** to highlight a game.
3. Press **(ENTER)** to start it.



4. Press **(SPACE)** to start a new round.

► Keeping Score

Your score automatically appears after each round of Hangman and Word Train until you exit the game.



Playing the Games

Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time. The number of guesses you can make appears to the right of the #'s. For a hint hold **CAP** and press **?*** Or press **?*** to end the round. NOTE: If you ask for a hint, you will lose the round. Press **SPACE** to start a new round. Press **ENTER** to view the definition of the word. Press **BACK** to exit a game and view the games list.

Anagrams

Anagrams challenges you to find all of the words that can occur within a selected word. Each letter can only be used as many times as it appears in the selected word. Each anagram must be a specified minimum length. This will flash on the screen before each game. The number of possible anagrams is shown on the right side of the screen.

Playing the Games

Type an anagram and then press **ENTER**. Use the arrow keys to view anagrams you've already entered. Hold **CAP** and press **?*** to shuffle the letters in the selected word. Press **?*** to end a round and reveal the remaining anagrams. Highlight a word, and then press **ENTER** to see its dictionary definition. Press **BACK** to exit Anagrams.

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 **CAP** and press **?***. Or press **?*** to end a round and reveal the word. Press **ENTER** to view the dictionary definition of the word.

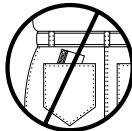
Card Care

- **Do not touch the metal contacts on the 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 cards.**



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



Resetting BOOKMAN

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

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

1. Hold **CLEAR** and press **ON/OFF**.

If nothing happens, try Step 2.

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

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

► Troubleshooting BOOKMAN

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

FCC Notice

Complies with the limits for a Class B computing device pursuant to Subpart B of part 15 of 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 undesirable operation.

Copyrights & Patents

Model: DMQ-440N

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

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U.S. Patents 4,490,811; 4,830,618;
4,891,775; 4,982,181; 5,007,019;
5,113,340; 5,153,831; 5,203,705;
5,218,536; 5,229,936; 5,249,965;
5,295,070; 5,321,609; 5,333,313;
European Patent 0 136 379.
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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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Warning! Gently pull the battery insulation sheet to remove it. Use a thin pointed object to press the reset button on the back of the device.