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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 find over 83,000 dictionary entries, 41,000 thesaurus entries with 496,000 synonyms, 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 a thesaurus entry.
- CONF** (green) Shows Confusables™.
- 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 Color Keys

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

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

* 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.
- ? *** Types a ? to stand for an unknown letter in a word; shifted types an * to stand for a series of unknown letters.

Direction Keys



- SPACE** Types a space or pages down.

Star Key Combinations*

-  + **CARD** Sends a word between books.
-  + **DN** Shows next entry or match.
-  + **UP** Shows previous entry or match.
-  + **P** Shows the Path list.
-  + **T** Shows a thesaurus entry.

Installing Batteries

BOOKMAN model 440 uses two CR2032, 3-volt 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 cartridge, 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.**

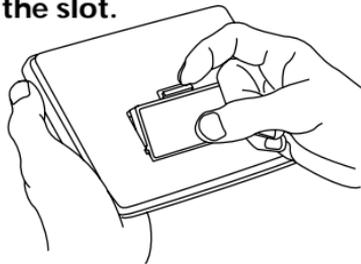
► Resuming Where You Left Off

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

Installing Cartridges

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

- 1. Turn BOOKMAN off.**
- 2. Turn BOOKMAN over.**
- 3. Align the tabs on the cartridge with the notches in the slot.**



- 4. Press the cartridge down until it snaps into place.**

► Removing Cartridges

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

Selecting Books

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

1. Turn **BOOKMAN** on.
2. Press **CARD**.



These are sample books.

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



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

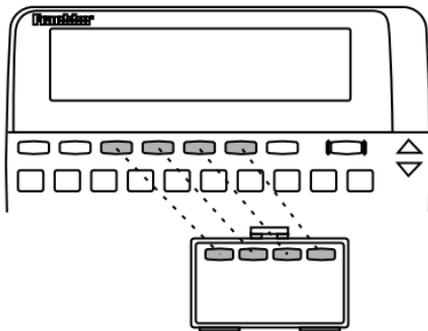
► About Screen Illustrations

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

Using the Color Keys

The red, green, yellow, and blue keys on your BOOKMAN change functions according to which book is selected.

When the built-in book is selected, the color keys function as labelled on the BOOKMAN keyboard. When a cartridge book is selected, the color keys function as labelled on that cartridge.



Remember, the color keys for BOOKMAN books in cartridges function as labelled on their cartridges, not as on the keyboard.

Changing Settings

You can adjust the font size, shutoff time, and screen contrast. *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 **CLEAR**.
2. Press **MENU**.
3. Press the arrow keys to highlight the **Setup** menu.
4. Highlight **Set Font**, **Set Shutoff**, or **Set Contrast**.



5. Press **ENTER**.
6. Highlight a setting.
Or press \uparrow or \downarrow if you selected *Set Contrast*.
To exit without changing settings, press **BACK**.
7. Press **ENTER** to select it.

Viewing a Demonstration

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

If the book is built-in, the demonstration automatically appears the first time that you select it. 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 cartridge, 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 the direction keys 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

It's easy to look up a word in the dictionary. Simply type it at the Entry screen and press ENTER. Try this example.

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

```
ENTER your word:  
knowledge
```

3. Press **ENTER**.

```
knowledge (noun)  
1: understanding gained by  
experience
```

This is a dictionary entry.

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

```
2: range of information  
--knowledgeable  
(adjective)
```

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

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 **CMD5** menu.
4. Type a word (e.g., *legal*).
5. Press **ENTER**.

```
action (noun)  
plural actions;  
1: legal proceeding
```

6. Hold **☆** and press **DN** to view the next definition with your word in it.

```
appellant (noun)  
plural appellants;  
: person who appeals a legal
```

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

7. Press **↓** or **SPACE** to read.
8. Press **CLEAR** when done.

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**.

Or hold  and press T.

splendid *adj.*, marked by great magnificence, display, and usually ceremony or

This is the first thesaurus entry.

4. Press  to view synonyms.

formality.
SYNONYMS: grand; gorgeous;
impressive; lavish; luxuri-

5. Hold  and press **DN** to view more thesaurus entries.

splendid *adj.*, extraordinarily or transcendently impressive.

To return to the previous thesaurus entry, hold  and press UP.

6. Press **CLEAR** when done.

Finding Synonyms

► Understanding Thesaurus Entries

Thesaurus entries consist of thesaurus meanings and a synonym list. A thesaurus meaning is a definition shared by a list of synonyms.

► Two Ways to Back Up

Pressing **BACK** takes you back to the previous screen you viewed. You can continue to back up until you get to *Enter your word*.

Holding  and pressing **UP** takes you to the previous screen of similar information. For example, if you were viewing a dictionary definition, you would go to the previous definition.

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.

conceive

connive

3. Highlight a match.

4. Press ENTER to define it.

conceive (*adjective*)
: curved like the inside of a sphere

5. Press CLEAR when done.

► 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:

pr*

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

2. Press ENTER.

presumptive
pneumatically
pneumonia

3. Highlight a match.

4. Press ENTER to define it.

preumonia (*noun*)
: inflammatory lung disease

5. Press CLEAR when done.

Correcting Misspellings

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

1. Type a misspelled word.

ENTER your word:
holij4

To erase a letter, press BACK.

2. Press ENTER.

1 ~~holij4~~
2 noels
3 nulls

3. Press ↓ to highlight a correction.

4. Press ENTER to view its dictionary entry.

To go back to the correction list, press BACK.

5. Press CLEAR when done.

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 CONF.

rein# harness
rain# precipitation
reign# rule

Confusables come with identifying words.

3. Press ENTER and then highlight a word.

rein# ~~harness~~
rain# precipitation
reign# rule

4. Press ENTER to define it, or press THES to view its thesaurus meaning.

harness (noun)
plural **harnesses**;
: gear of a draft animal

5. Press CLEAR when done.

Highlighting Words

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

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

knowledg (noun)
i: understanding gained by
experience

To turn the highlight off, press BACK.

2. Press the arrow keys to highlight a word.

knowledg (noun)
i: understanding gained by
experience

3. Do one of the following:

| | |
|------------------------|----------|
| To... | Press... |
| define the word | ENTER |
| view a thesaurus entry | THES |
| view Confusables | CONF |
| add word to User list | LIST |

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 **Path list** from the CMDS menu.

Or hold  and press P.

experience
experience
knowledge

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

2. Highlight a word.
3. Press ENTER to define it.

experience (noun)
plural experiences;
i: a participating in or living

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

experience noun, knowl-
edge of something based on
personal exposure.

Using the User List

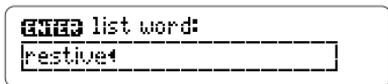
You can create a User list of up to 40 words. You can even add words to your User list that are not in this dictionary. Here's how to add and to view a word.

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



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

2. Highlight **Add word**. Then press **ENTER**.
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 list*. 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.

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

1. Highlight a word in this book.



EXPERIENCE (noun)
1: understanding gained by
experience

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.

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.

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

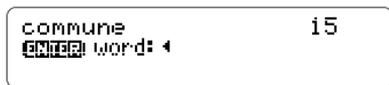


3. Highlight a setting.
4. Press **ENTER** to select it.

Playing the Games

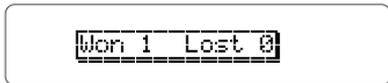
Now that you have the games set, let's play.

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



► Keeping Score

In Hangman and Word Train, your score appears after each round of a 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 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 arrows 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.

Cartridge Care

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

Caution: Touching these electrical contacts with statically charged objects, including your fingers, could erase information entered in a cartridge or built-in book.



- **Do not put excessive pressure on the cartridges.**



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



Resetting BOOKMAN

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

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

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

If nothing happens, try Step 2.

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

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

► Troubleshooting BOOKMAN

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

Limited Warranty (US only)

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Model: MWD-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; 5,007,019; 5,113,340; 5,203,705; 5,218,536; 5,249,965; 5,333,313; European Patent 0 136 379. Pat. Pend.

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