

Merriam-Webster®
speaking dictionary
& thesaurus

USER'S GUIDE / MANUAL DEL USUARIO

BOOKMAN® II

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Introduction

Welcome to the world of Franklin. This Franklin model is a powerful, electronic reference with a built-in book, plus one slot in the back for a book card. With *Merriam-Webster's Speaking Dictionary and Thesaurus*, you can:





- find over 120,000 words, with comprehensive definitions, most of which contain parts of speech and usage examples;
- see a word's synonyms, antonyms, and other related words using the built-in thesaurus;
- let state-of-the-art spell correction help you find the word you're looking for;
- hear the pronunciations of headwords and definitions;
- use the *Grammar Guide*, a comprehensive outline of English grammar that includes fun quizzes and lessons;
- learn a new word every time you turn the unit on;
- use the MatchMaker function to find words of whose spelling you're unsure, or to help solve crossword puzzles;
- browse the *SAT* Word List*, which contains words most commonly found on the Scholastic Assessment Tests;
- improve your spelling and vocabulary using the Learning Exercises;
- create your own list of study words in *My Word List*;
- play ten fun and educational games, including *Hangman*, *Anagrams*, *Jumble*, *Word Builder*, *Word Train*, *Letter Poker* and *Link Four*.

Your Franklin model also comes with a calculator and a metric and currency converter. To learn more, read this User's Guide.









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Key Guide




Color Keys

-  Goes to the dictionary.
-  Goes to the thesaurus.
-  Goes to the Games menu.
-  Goes to the Exercises menu (for Learning Exercises).



Function Keys

-  Turns the unit on or off.
-  Displays a help message.
-  Displays the main menus for the dictionary.
-  Enters a word, selects an item, or begins a highlight in an entry.
-  Goes to the Word Entry screen in the dictionary. Clears the calculator.
-  Says a word.
-  At the 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.
-  Backs up, erases a letter, or turns off the highlight at an entry.





Key Guide

-  Shifts to type capital letters and punctuation marks.
-  Exits the book you were reading.
-  Toggles between the calculator and converter.

Direction Keys

-  Moves in the indicated direction.
-  At menus and dictionary entries, pages down. At the Word Entry screen, types a space.

Combination Keys*

-  Speaks a definition.
-  Transfers a word between books.
-  At a dictionary entry, pages up or down.
-  At a menu, goes to the first or last item. At a dictionary entry, goes to the start or end of the entry.

*Hold the first key while pressing the second.

Key Guide



At a dictionary entry, displays the next or previous entry.



Types a hyphen.



At the Word Entry screen, types an asterisk to stand for a series of letters in a word. In games, gives a hint.

Calculator Keys

a (1/x)

Calculates a reciprocal.

s (\sqrt{x})

Calculates a square root.

d (x^2)

Squares a number.

f (%)

Calculates a percentage.

g (.)

Inserts a decimal point.

z (+/-)

Changes the number on the screen to a negative or positive number.

x (M+)

Adds the number to the number stored in the memory.

c (M-)

Subtracts the number from the number stored in the memory.

v (MR)

Recalls the number stored in the memory.

b (MC)

Clears the memory.

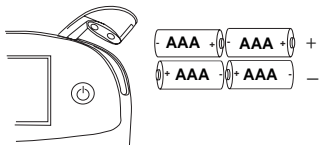
clear

Clears the calculation(s).

Installing Batteries

Your unit is powered by four AAA batteries. Follow these easy instructions to install or replace them.

- 1. Lift the battery cover on the top right of your unit by pushing up the tab.**



Follow the illustration on the back of the unit when installing the batteries.

- 2. Insert the two top batteries with the positive terminal facing out and the two bottom batteries with the negative terminal facing out.**

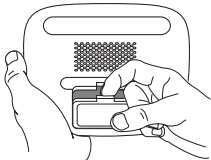
Note: If the battery door does not shut, please check the position of the batteries.

- 3. Replace the battery cover.**

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

Installing Book Cards

1. Turn your unit off.
2. Turn your unit over.
3. Align the tabs on the book card with the notches in the slot.



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

▶ Removing Book Cards

Warning: 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.

▶ 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.

Selecting a Book

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

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



These are sample books.

3. Press **→** or **←** to highlight your selection.



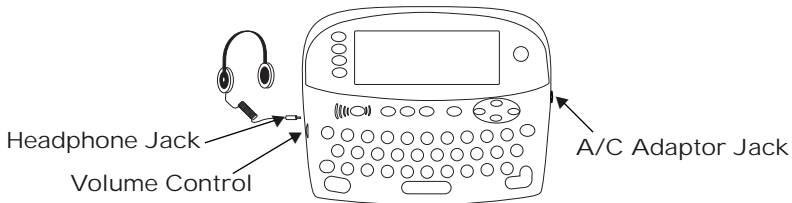
For information on available Franklin BOOKMAN products, select **INFO**.

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

▶ Help is Always at Hand

You can view a help message at any screen by pressing **help**. Use the direction keys to read the message. To exit help, press **back**.

Using the Special Features



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

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.

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

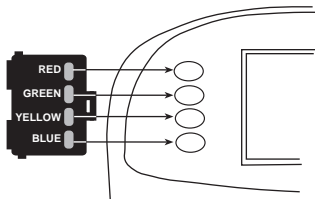


This symbol indicates that the inner core of the plug of an AC adaptor is negative and that the outer part of the plug is positive. If the symbol on your AC/DC adaptor does not match the above symbol, confirm its compatibility at its place of purchase.

Speaker: The speaker is located on the back of your unit, above the book card slot. For best results, do not cover the speaker with your hand.

Book Card Color Keys

The red, green, yellow, and blue keys on your unit change functions according to the book card you select. Their functions are labelled on individual cards.



When in your book card:

For ...

the red key

the green key

the yellow key

the blue key

Press ...

dict

thes

games

learn

To learn how the color keys on your *book card* correspond to the main keys on your *unit*, press **(fn)** and wait a few seconds.

Using the Dictionary Menu

When you press **(menu)**, you will see seven icons. Use these to quickly take you to different parts of the dictionary.



► Understanding the Menu



Goes to the dictionary Word Entry screen.



Goes to the thesaurus Word Entry screen.



Goes to the Exercises menu (for Learning Exercises).



Goes to the Games menu.



Goes to the Grammar Guide.



Goes to My Word List.



Goes to the Tools menu.

1. Press **(menu)**.



will be highlighted the first time you press **(menu)**.

2. Use the arrow keys to highlight the icon you want and press

(enter).

Viewing a Demonstration or Tutorial


You can view a demonstration or tutorial of this dictionary any time you want.

1. Press **menu**.
2. Use the arrow keys to highlight  and press **enter**.
3. Use **↓** to highlight either **Tutorial** or **View Demo** and press **enter**.

To stop the demonstration or exit from the Tutorial and go to the dictionary Word Entry screen, press **clear**.


When a book card is installed in your Franklin platform, select *View Demo* from the Setup menu to see the demonstration for that card.

► 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 different headword and definition. If you wish to turn this feature on, press **menu**. Highlight  and press **enter**. Press **enter** again to select Settings. Use **←** or **→** to turn the feature on and press **clear** when done.

Changing the Settings

When using this dictionary, you can activate the *Learn a Word* feature, adjust the type size, the shutoff time, and the screen contrast. The shutoff time is how long your unit stays on if you forget to turn it off.

1. Press **menu** in the dictionary, thesaurus, calculator, or converter.
2. Use the arrow keys to highlight  and press **enter**.
3. Settings will be highlighted. Press **enter** to select it.

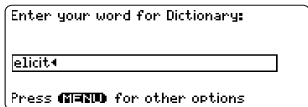


4. Use **↑** or **↓** to move **▶** to **Learn a Word**, **Contrast**, **Shutoff** or **Type Size**.
5. Use **←** or **→** to change the setting(s) you want. Your changes are automatically saved.
6. Press **clear** to return to the Word Entry screen.

Finding Dictionary Entries

It's easy to look up a word in this dictionary. Simply type it in at the dictionary Word Entry screen.

1. Press **(dict)**.
2. Type a word (e.g., *elicit*).



This is the Word Entry screen.

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*.

To type a number, hold **(fn)** and press *q-p*.

3. Press **(enter)** to view the definition. Press **(thes)** to view the thesaurus entry. Press **(say)** to hear the word pronounced. Note: Franklin authored data is marked with **■**.

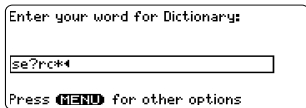
4. Press **(↓)** or **(space)** to read the definition.
5. Hold **(fn)** and press **(→)** or **(←)** to view the next or previous definition.
6. Press **(clear)** when done.

Finding Dictionary Entries

► Using MatchMaker

MatchMaker is a useful tool for finding words and groups of 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. Press **(dict)**.
2. Type a word with ?s and *s.






To type an asterisk, hold down **(cap)** and press **(?*)**.




3. Press **(enter)**.

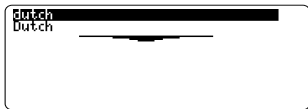


Finding Dictionary Entries

- Press  to move the highlight to the word you want and press  to view its definition.
- Press  when done.

► Choosing Multiple Forms

Some words in this dictionary have more than one form (e.g. resume, resumé). 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  to see its dictionary entry. For example, enter *dutch* at the Word Entry screen. Highlight the form you want and press  to see its dictionary entry. To go back to the multiple forms list, press .







Finding Dictionary Entries

► Correcting Misspellings

The dictionary has a spell corrector that helps you if you misspell a word. If you enter a misspelled word, you will see a list of possible corrections. For example, enter *noledge* at the Word Entry screen.



Use  or  to highlight the word you want and press  to see its dictionary entry. To go back to the correction list, press .

► Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to move around the screen.

Hearing Words

The Merriam-Webster speaking dictionary and thesaurus can pronounce the words that appear on almost any screen - in definitions, thesaurus entries, spell correction lists, *My Word List*, confusables and games. When you want to hear how a word is pronounced, just highlight it and press **(say)**.

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 Word Entry screen. For example, type *ptarmigan*.

Enter your word for Dictionary:

Press **(MENU)** for other options

2. Press **(say)** to hear it pronounced.
3. Press **(enter)** to see its definition.

Hearing Words

ptar•mi•gan (*noun*)
plural ptar•mi•gan or ptar•mi•gans
: any of various grouses of northern regions with completely feathered feet

4. Press **(say)** to hear the headword pronounced or hold **(fn)** and press **(say)** to hear the definition read.
5. Press **(enter)** for a highlight.

ptar•mi•gan (*noun*)
plural ptar•mi•gan or ptar•mi•gans
: any of various grouses of northern regions with completely feathered feet

6. Move the highlight to a word you want to hear.

ptar•mi•gan (*noun*)
plural ptar•mi•gan or ptar•mi•gans
: any of various **grouses** of northern regions with completely feathered feet

7. Press **(say)** 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 **(say)**.

Using the Thesaurus

Thesaurus entries consist of synonyms, antonyms, classmates and words to compare. Many words have more than one thesaurus entry.

1. Press **(thes)**.
2. **Type a word (e.g., *splendid*)**.
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**.
3. Press **(enter)** to view the thesaurus entry.

splendid: *adjective*, of the very top quality
SYNONYMS: Al, banner, blue-ribbon, capital, classic, excellent, fantastic, fine, first-class, first-rate, first-string, magnificent, number one, prime, quality, royal, sovereign, stunning, superior, su-

4. Press **(↓)** or **(space)** to read the entry.
5. Hold **(fn)** and press **(→)** or **(←)** to view the next or previous thesaurus entry.
6. Press **(clear)** when done.

Using the Thesaurus

► Understanding Thesaurus Entries

A thesaurus meaning is a definition shared by a group of synonyms. Synonyms are words that have similar meanings, e.g. *happy/joyous*. Antonyms are words that have the opposite meaning of the word being defined, e.g. *happy/unhappy*. Classmates are words that are related in some way to the word being defined, e.g. octagon/polygon, triangle, rectangle, pentagon

► Understanding Flashing Messages

When you first see a definition, notice the upper right corner of the screen. Often either THES or CONF (or both) will flash briefly. THES means the word you looked up has a thesaurus entry.

If you see THES flash, press **(thes)** to view the thesaurus entry.

CONF means the word you looked up has a confusable. To learn more about confusables, please see "Viewing Confusables" on page 14.

Viewing Confusables

Confusables are homonyms and spelling variants that are easy to confuse. If the word you looked up is a confusable, CONF will flash once in the upper right of the screen. To view confusables, do the following:

1. Press **(dict)**.
2. Type a word (e.g., *rein*) and press **(enter)**.
You will see CONF flash briefly.
3. Press **(?)** to view the confusables.

rain:	precipitation
reign:	rule
rein:	harness

Confusables include identifying words.

4. Press **(enter)** for a highlight. Use the arrow keys to move the highlight to the word you want.
5. Press **(enter)** to find the definition, or press **(thes)** to see the thesaurus entry (if any).

Highlighting Words

Another way to look up words is by highlighting them in dictionary entries, thesaurus entries, or word lists. You can then find *their* definitions, thesaurus entries or add them to *My Word List*.

1. At any text, press **(enter)** to start the highlight.

ion (*noun*)
: an electrically charged particle, atom, or group of atoms
[ETYMOLOGY: Greek, neutral of *ion*, present participle of *ienai* to go; so called because in electrolysis it goes to one of the two poles]
-- **ion•ic** (*adjective*)

To turn the highlight off, press **(back)**.

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

ion (*noun*)
: an electrically charged particle, atom, or group of atoms
[ETYMOLOGY: Greek, neutral of *ion*, present participle of *ienai* to go; so called because in **electrolysis** it goes to one of the two poles]
-- **ion•ic** (*adjective*)

To ...

define the word
view the thesaurus entry
add word to *My Word List*

Press ...

(enter)


(thes)

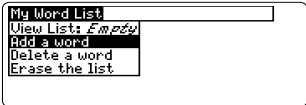
(learn)

3. Press **(clear)** when done.

Saving and Deleting Words

You can save up to 40 words in *My Word List* for personal study or review. This list is saved unless the batteries run out of power or your unit is reset. To add words, do the following:

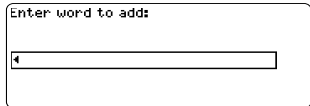
1. Press **learn**.
Or you can press **menu**, highlight , press **enter**, and skip to step 3.
2. Press **enter** to select **My Word List**.



My Word List
View List: Empty
Add a word
Delete a word
Erase the list

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

3. Press **enter** to select **Add a word**.



Enter word to add:

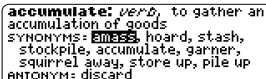
4. Type a word you want to remember or use later.
5. Press **enter** to add the word.

Saving and Deleting Words

► Adding Highlighted Words

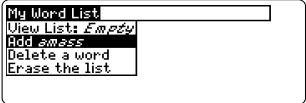
At any text, you can highlight a word and add it to *My Word List*.

1. At text, press **enter** to start a highlight.
2. Move the highlight to the word you want and press **enter**.



accumulate: *verb*, to gather an accumulation of goods
SYNONYMS: **amass**, hoard, stash, stockpile, accumulate, garner, squirrel away, store up, pile up
ANTONYM: discard

3. Press **learn**.



My Word List
View List: Empty
Add **amass**
Delete a word
Erase the list


Add ... will be highlighted.

4. Press **enter** to add the word to *My Word List*.

Saving and Deleting Words

► Viewing Saved Words

1. Press **learn**.

You can also press **menu**, highlight , press **enter**, and skip to step 3.

2. Press **enter** to select **My Word List**.

View List: is highlighted.

3. Press **enter** again to view the list of words you have saved.

► Adding Words Not in This Dictionary

When you add a word not in this dictionary, you're 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 Word List* may contain as few as 10 words.

Saving and Deleting Words

► Deleting One Word from My Word List

You can delete one or all the words in *My Word List*. To delete one word:


1. Press **learn**.

You can also press **menu**, highlight , press **enter**, and skip to step 3.

2. Press **enter** to select **My Word List**.
3. Use **↓** to highlight **Delete a Word** and press **enter**.
4. Use **↓** to highlight the word you want to remove and press **enter** to remove it.

► Erasing My Word List

1. Press **learn**.



You can also press **menu**, highlight , press **enter**, and skip to step 3.

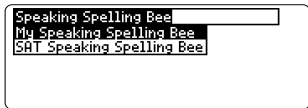
2. Press **enter** to select **My Word List**.
3. Use **↓** to highlight **Erase the List** and press **enter**.
4. Press **Y** if you want to erase the entire list. Press **N** to cancel.

Using Learning Exercises

Using Learning Exercises, you can get grammar guidance, test your spelling, and improve your vocabulary. You can also view a list of words that commonly appear on the Scholastic Assessment Test.

► Speaking Spelling Bee

1. Press **learn** or if you are in the Main menu, highlight  and press **enter**.
2. Use  to highlight **Speaking Spelling Bee** and press **enter**.



My Speaking Spelling Bee uses words on *My Word List*. *SAT Speaking Spelling Bee* uses words on the *SAT Word List*.

Note: Because you cannot enter accents, accented words in *My Word List* will not appear in *My Speaking Spelling Bee*.

Using Learning Exercises

3. Select the list you want and press **enter**.

A word will be pronounced for you to spell. To hear the word again, press **say**.

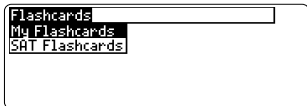


4. Type in the word you just heard and press **enter** to see if you spelled it right.
5. Press **enter** to see the definition of the word or press **thes** to see the thesaurus entry.
6. Press **space** for a new word.
7. Press **clear** when done.

Using Learning Exercises

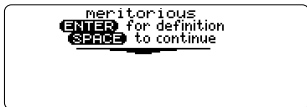
► Flashcards

1. Press **learn** or if you are in the Main menu, highlight **Learn** and press **enter**.
2. Use **↓** to highlight *Flashcards* and press **enter**.



My Flashcards uses words on *My Word List*. *SAT Flashcards* uses words on the *SAT Word List*.

3. Select the list you want and press **enter**.



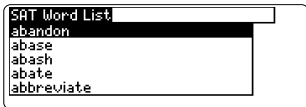
A word will appear on the screen for you to study or define. If needed, press **enter** to see the definition. Press **back** to return to *Flashcards*.

Using Learning Exercises

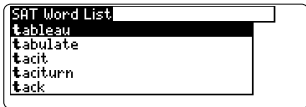
4. Press **space** to see a new word.
5. Press **clear** when done.

► SAT Word List

1. Press **learn**.
2. Use **↓** to highlight *SAT Word List* and press **enter** to view the list.



Press **↓** or **↑** to scroll through the *SAT Word List*. You can also type a letter to go to the first word beginning with that letter. For example, type *t*.



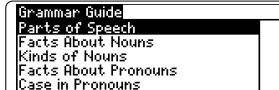
Press **say** to hear the word pronounced. Press **enter** or **thes** at any word to view its definition or thesaurus entry. Press **back** to return to the list.

Using Learning Exercises

► Viewing the Grammar Guide

Your dictionary is equipped with a Grammar Guide which contains an outline of English grammar topics such as parts of speech, phrases, clauses, the correct usage of punctuation, words often confused and so on. Many of the topics have fun quizzes and lessons. To view any grammar topic, do the following.

1. Press **(learn)**.
2. Use **(↓)** to highlight **Grammar Guide** and press **(enter)** to select it.



3. Press **(↓)** or **(↑)** to scroll through the list of topics.
Press **(space)** to move down one screen at a time.
4. When the topic you want is highlighted, press **(enter)** to select it.

Using Learning Exercises

I.C Facts About Verbs

> A verb combines with a noun or pronoun to express a thought. It usually has different forms for events in the past and events happening now. It typically expresses action.
e.g. I *spea*k Spanish. She *s*poke

Press **(↓)** or **(space)** to read.

Press **(fn) + (→)** to see the next topic.

I.C.1 Transitivity

> Verbs may be *transitive* or *in-transitive*. A *transitive verb* is one which has a receiver of the action, called the *direct object*.
☐ Mary *bought* (transitive verb) a *book* (direct object).
☐ She *saw* (transitive verb) her

Press **(fn) + (←)** to see the previous topic.


5. Press **(back)** to return to the list of topics.
6. Press **(clear)** to go the Word Entry screen.

Playing the Games


You have ten fun games to choose from.


► Changing Game Settings


You can choose the source and size of the words, the skill level, and whether or not to have win/lose graphics.

1. Press **(games)** or if you are in the Main menu, highlight  and press **(enter)**.
2. Use **(↓)** to highlight **Game Settings** and press **(enter)**.

You can also press **(cap)+(↓)** to highlight **Game Settings** which is at the bottom of the Games menu.



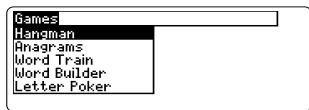
Words:  All of them
Skill: Beginner
Graphics: On

3. Use **(↑)** or **(↓)** to move  to **Words**, **Skill**, or **Graphics**.
4. Use **(←)** or **(→)** to change the setting(s) you want.
5. Press **(enter)** when done.

Playing the Games

► Selecting a Game

In the Games list, 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)**.

In all the games except Tic Tac Toe and Link Four, 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.

Playing the Games

Hangman

Hangman selects a mystery word and challenges you to guess it letter by letter. The letters of the mystery word are hidden by question marks. The number of guesses remaining is indicated by #s. Type letters that you think are in the mystery word. If you are correct, the letter appears in place of the corresponding question mark(s).

Anagrams

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 word(s). Press **enter** to see the definition of the word or press **thes** to see the thesaurus entry. Press **back** to return to Anagrams.

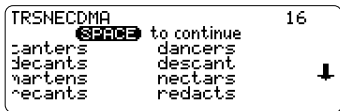
Word Train™

In Word Train, you and the train take turns typing letters to form a word. Whoever types the last letter of the word wins. To view the letters you can type at your turn, hold **cap** and press **?***. Press **?*** to end a round and reveal the word. Press **enter**

Playing the Games

to see the definition of the word or press **thes** to see the thesaurus entry. Press **back** to return to Word Train.

Word Builder



Word Builder makes anagrams for you. Before you play, type letters you want Word Builder to build words from and press **enter**. Word Builder shows the anagrams it has built. This could help you in games like Scrabble. To see the definition or thesaurus entry of a particular anagram, use **↑** or **↓** to move the highlight to the anagram you want and press **enter** or **thes**. Press **back** to return to Word Builder.

Letter Poker

Letter Poker challenges you to make longer words with the letters you're dealt than the house does with its letters. You and the house take turns betting and discarding, but you don't see the house's letters till the end of the game. The scoring is similar to

Playing the Games

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. Just 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

Playing the Games

(the initial bet to start the game). If you're unable to make a word at the time, type letters that you're likely to use later from those you're dealt. To erase a letter, press **back**. To type a space, press **space**. To continue without typing letters, press **enter**.



If you're betting before the house does, you see a prompt to Pass, Bet or Fold. If the house bets first, you see a prompt to See, Raise, or 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.

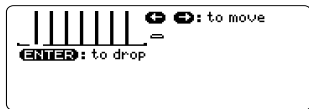
Jumble

Jumble tests your ability to unscramble letters and form words. Before you play, select a word list. You can also type a word to play by selecting "Enter Your Own". Jumble shows a series of letters. Type words made

Playing the Games

from these letters and then press **enter**. Hold **cap** and press **?** to shuffle the letters in the root word. To see the definition or thesaurus entry of a particular word, use **↑** or **↓** to move the highlight to the word you want and press **enter** or **thes**. Press **back** to return to Jumble.

Link Four



Link Four challenges you to connect four game pieces in any direction. You can play alone or with a friend. Use **→** or **←** to move your game piece to the position you want, then press **enter**. The game pieces are displayed to the right of the screen to show whose turn it is. The first player to link four game pieces wins.

Word Deduction

In Word Deduction, you try to guess the puzzle word, by guessing the sequence of its letters. You can only use letters

Playing the Games

within the given range, and you're limited to a certain number of guesses. You'll see each guess along with its score. The number of letters that are found in the puzzle exactly as you typed them are listed under *Perfect*. The number of letters that are found in the puzzle, but not where you typed them are listed under *Misplaced*.

You can use the arrow keys to view previous guesses along with their score. Hold **cap** and press **?** to reveal a single letter in the puzzle. Press **?** to end the game reveal the puzzle word. Press **back** to return to the Games List.

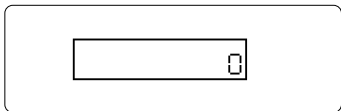
Word Blaster

In Word Blaster, you try to guess the mystery word before all of the letters are filled in on the screen. One letter at a time is revealed. When you know the mystery word, press **enter**, and type in the answer. Press **?** at any time to give up the round and reveal the hidden word.

Using the Calculator

► Making Calculations

1. Press $\frac{1}{x}$ till you see the calculator.



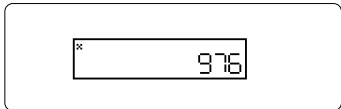
2. Type a number.

Note: $q-p$ will type numbers 0-9 automatically.

You can type up to 10 digits. To type a decimal, press g (.).

To change the sign of a number, press Z (+/-).

3. Press a math function key.



4. Type another number.

5. Press enter .

To repeat the calculation, press enter again.

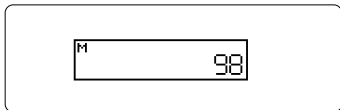
6. Press clear to clear the current calculations.

Using the Calculator

To Calculate ...	Use ...
reciprocals	a ($1/x$)
squares	d (x^2)
percentages	f (%)
square roots	S (\sqrt{x})
negative numbers	y (+/-)

► Using the Calculator Memory

1. In the Calculator, make a calculation or type a number.
2. To add the number on the screen to the number stored in memory, press x (M+). To subtract the number on the screen from the number stored in memory, press c (M-).



M indicates the number is stored in memory.

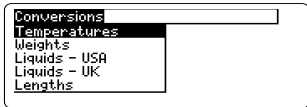
3. To retrieve the number from memory, press v (MR).
4. To clear the memory, press b (MC).

Using the Converter

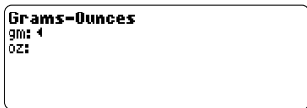
The converter allows you to convert measurements and currency.

► Making Metric Conversions

1. Press **($\frac{1}{x}$)** till you see the Conversions menu.



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



4. Type a number after one of the units.

Note: *q-p* will type numbers 0-9 automatically.
Use **(\downarrow)** or **(\uparrow)** to move between the lines.

5. Press **(enter)** to convert it.

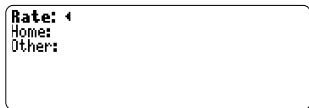
Using the Converter

6. Use **(back)** to delete a number.

► Making Currency Conversions

1. Press **($\frac{1}{x}$)** till you see the Conversions menu.
2. Use **(\downarrow)** to select *Currency Converter* and press **(enter)**.

You can also press **(cap) + (\downarrow)** to highlight *Currency Converter* which is at the bottom of the Conversions menu.



3. Enter a conversion rate.

The rate should be in units of the other currency per one unit of the home currency (n other/1 home).

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

Use **(\downarrow)** or **(\uparrow)** to move between the lines. Use **(back)** to delete a number.

5. Press **(enter)** to convert it.

Transferring Words Between Books

This dictionary can transfer words with certain other BOOKMAN 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 **in** 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 Unit

If the keyboard fails to respond, or if the screen performs erratically, follow the steps below.

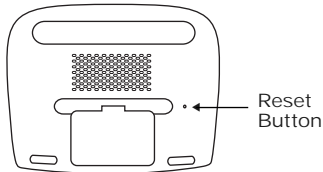
1. Hold **clear** and press **on/off**.

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 to the right of the book card slot.

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



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Model MWS-1840

- Batteries: four x AAA
- Size: 15 x 11.8 x 3.0 cm.
- Weight: 7 oz. (w/o batteries)

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L&H Quality Speech

FCC tested to Comply with FCC standards.

FOR HOME OR OFFICE USE.

U.S. Patents: 4,490,811; 4,830,618;
4,891,775; 5,113,340; 5,203,705; 5,218,536;
5,153,831; 5,497,474; 5,295,070; 5,333,313;
5,627,726.

German Patent: M940744.5;

Euro. Pat.: 0 136 379

PATENTS PENDING.


ISBN 1-56712-524-7

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This product, excluding batteries, is guaranteed by Franklin for a period of one year from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the United States that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

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

This unit may change operating modes due to Electrostatic 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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FCC Notice

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.