

## License Agreement

---

READ THIS LICENSE AGREEMENT BEFORE USING ANY BOOKMAN ELECTRONIC BOOK.

YOUR USE OF THE BOOKMAN ELECTRONIC BOOK DEEMS THAT YOU ACCEPT THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE WITH THESE TERMS, YOU MAY RETURN THIS PACKAGE WITH PURCHASE RECEIPT TO THE DEALER FROM WHICH YOU PURCHASED THE BOOKMAN ELECTRONIC BOOK AND YOUR PURCHASE PRICE WILL BE REFUNDED. BOOKMAN ELECTRONIC BOOK means the software product, hardware, and documentation found in this package and FRANKLIN means Franklin Electronic Publishers, Inc.

### LIMITED USE LICENSE

All rights in the BOOKMAN ELECTRONIC BOOK remain the property of FRANKLIN. Through your purchase, FRANKLIN grants you a personal and non-exclusive license to use the BOOKMAN ELECTRONIC BOOK on a single FRANKLIN BOOKMAN at a time. You may not make any copies of the BOOKMAN ELECTRONIC BOOK or of the preprogrammed data stored therein, whether in electronic or print format. Such copying would be in violation of applicable copyright laws. Further, you may not modify, adapt, disassemble, decompile, translate, create derivative works of, or in any way reverse engineer the BOOKMAN ELECTRONIC BOOK. You may not export or reexport, directly or indirectly, the BOOKMAN ELECTRONIC BOOK without compliance with appropriate governmental regulations. The BOOKMAN ELECTRONIC BOOK contains Franklin's confidential and propriety information which you agree to take adequate steps to protect from unauthorized disclosure or use. This license is effective until terminated. This license terminates immediately without notice from FRANKLIN if you fail to comply with any provision of this license.

# Contents









Welcome to the world of BOOK-MAN! With this *Power Dictionary with Thesaurus* you can find over 110,000 dictionary words with 300,000 definitions, 500,000 synonyms, as well as antonyms,

etymologies, Classmates<sup>®</sup>, Confusables<sup>®</sup> and more. You can also correct misspellings, save words to your User list, and play three challenging word games. Read this User's Guide to learn how.

Installing Batteries and Installing Book Cards .....	4
Selecting a Book and Using the Color Keys .....	5
Changing the Settings and Viewing a Demonstration .....	6
Finding Definitions .....	7
Finding Words in Definitions .....	7
Finding Thesaurus Entries .....	8
Finding Parts of Words .....	9
Correcting Misspellings .....	9
Highlighting Words .....	10
Finding Classmates <sup>®</sup> .....	10
Finding Confusables <sup>®</sup> .....	11
Reviewing Words .....	11
Saving Words for Study .....	12
Changing Game Settings .....	13
Playing the Games .....	14
Sending Words Between Books .....	15
Resetting Your BOOKMAN and Specifications .....	16

# Key Guide

## Function Keys






-  Clears to *Enter your word*.
-  Displays the main menus.
-  (red) Displays a thesaurus entry.
-  (green) Displays Classmates®, if any.
-  (yellow) Displays the games list.
-  (blue) Displays the User list menu.
-  Exits the book you are reading.
-  Turns your BOOKMAN on or off.

## ► Understanding the Color Keys

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



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

## Other Keys












-  Backs up, erases letters, or stops a highlight.
-  Shifts keys to type punctuation.
-  Enters a word, selects a menu item, or starts a highlight.
-  Displays help messages.
-  Types a question mark to stand for an unknown letter in a word; shifted, types an asterisk to stand for a series of unknown letters.



## Direction Keys

- Moves in indicated direction.
-  Types a space or pages down.
-  Pages down or up.

## Star Key Combinations\*

-  +  Sends a word between books.
-  +  Displays the next or previous entry or match.  
OR 
-  +  Displays Confusables®, if any.
-  +  Displays a definition.
-  +  Displays the Path list.

\* Hold  and press the other key.

## Installing Batteries

---

Your BOOKMAN, model PDT-440, uses two CR-2032 batteries. Here is how to install or replace them.

**Warning:** When the batteries lose power or are removed from your BOOKMAN, information that you entered in its built-in book, and in an installed book card, will be erased.

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

### ► Resuming Where You Left Off

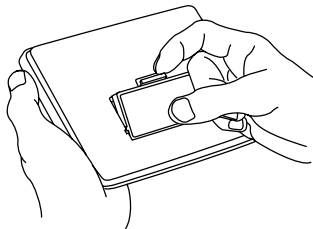
You can turn off your BOOKMAN at any screen. When you turn your BOOKMAN on again, the screen that you last viewed appears.

## Installing Book Cards

---

**Warning:** Never install or remove a book card while your BOOKMAN is on. If you do, information that you entered in its built-in book and in an installed book card may be erased.

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



- 4. Press the book card until it snaps into place.**

### ► Removing a Book Card

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

## Selecting a Book

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

1. Turn your 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.

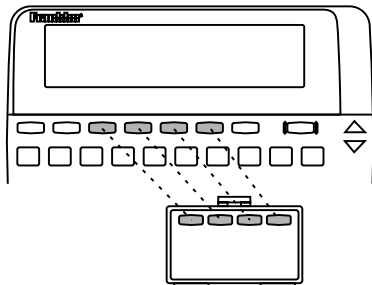
### ► About Screen Illustrations

Some screen illustrations may differ from what you see on your 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 book card book is selected, the color keys function as labelled on that book card.



Remember, when you've selected a book card, the color keys function as labelled on their book cards, not as on the BOOKMAN keyboard.

## Changing the Settings

You can adjust the font size, shutoff time, and contrast of this dictionary. The font size is 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. Use the arrow keys to highlight the Setup menu.
4. Highlight *Set Font*, *Set Shutoff*, or *Set Contrast*.



5. Press **ENTER**.
6. Highlight a setting.  
To exit without changing settings, press **BACK**.
7. Press **ENTER** to select it.

### ▶ Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can use to see more.

## Viewing a Demonstration

Before you start using this book, you may want to see a demonstration of what it can do.

If no book card is installed, the demonstration appears automatically when you turn on your BOOKMAN. To disable the automatic demonstration, highlight *Disable Demo* on the Setup menu and then press **ENTER**. To re-enable it, select *Enable Demo*.

If a book card is installed in your BOOKMAN, press **MENU** and highlight the Setup menu. Then use **↓** to highlight *View Demo* and press **ENTER** to see the demonstration.

### ▶ Help is Always at Hand

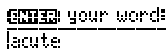
You can view a help message at virtually any screen by pressing **HELP**. Use **↓** or **SPACE** to read it. To exit help, press **BACK**.

To read about what the keys do, select *Tutorial* from the Other menu.

## Finding Definitions

It's easy to find definitions in this dictionary. Simply type a word and then press **ENTER**.

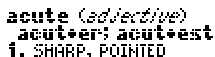
1. Press **CLEAR**.
2. Type a word (e.g., *acute*).



ENTER your word:  
acute

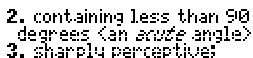
You cannot type capitals. To erase a letter, press **BACK**.

3. Press **ENTER**. Or hold **☆** and press **D**.



acute (*adjective*)  
acute·er; acute·est  
1. SHARP, POINTED

4. Press **↓**, **▽**, or **SPACE** to read the definition.



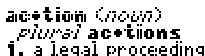
2. containing less than 90 degrees (an acute angle)  
3. sharply perceptive

5. Hold **☆** and press **▽** or **△** to see the next or previous definition listed alphabetically.
6. Press **CLEAR** when done.

## Finding Words in Definitions

You can also search for all the definitions in which a specific word occurs.

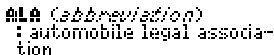
1. Press **CLEAR**.
2. Press **MENU**.
3. On the **Other** menu, highlight *Search for a word* and then press **ENTER**.
4. Type a word (e.g., *legal*) and then press **ENTER**.



action (*noun*)  
plural actions  
1. a legal proceeding

Note: You can also search for a word in definitions by entering a word, pressing **MENU**, and then selecting *Search for...* from the **Other** menu.

5. Press **↓**, **▽**, or **SPACE** to read.
6. Hold **☆** and press **▽** repeatedly to see the next definitions containing your word.



ALA (*abbreviation*)  
: automobile legal association

7. Press **CLEAR** when done.

## Finding Thesaurus Entries

Each thesaurus entry contains a thesaurus meaning and synonyms for that meaning. Some thesaurus entries also contain antonyms and etymologies.

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

**splendid** *adj.*, extraordinarily or transcendently impressive.

This is its first thesaurus entry.

4. Press **↓** to see its synonyms.

**SYNONYMS#**  
glorious, gorgeous, magnificent, proud, resplendent

5. Hold **☆** and press **DN** to see the next thesaurus entry.

**splendid**: *adjective*, marked by great magnificence, display, and usually

To see a previous thesaurus entry, hold **☆** and press **UP**.

6. Press **CLEAR** when done.

## Finding Thesaurus Entries

### ► Other Ways to Find Thesaurus Entries

When you look up a dictionary definition of a word, THES may briefly appear at the upper right of the screen. THES indicates that the word you entered has one or more thesaurus entries. Press **THES** (red) to see them.

THES also flashes at the upper right of the screen when a highlighted word has thesaurus information. Again, press **THES** (red) to see that information.

### ► Comparing Synonyms

Some thesaurus entries include comparisons to dictionary definitions to help you understand their meaning. For example, if you see *COMPARE: promise 1*, read the first definition of *promise* to learn more.



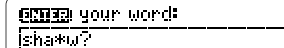
## Finding Parts of Words

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 or spaces.

1. Press **CLEAR**.

2. Type a word with ?'s or \*'s.



ENTER your word:  
shar\*w?

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

3. Press **ENTER**.



shadowy  
shake down

4. Highlight a match and press **ENTER** to find its definition.

To go back to the list of matches, press **BACK**.

5. Press **CLEAR** when done.

## Correcting Misspellings

If you misspell a word, a list of corrections automatically appears.

1. Press **CLEAR**.

2. Type a misspelled word (e.g., *nolij*).



ENTER your word:  
nolij\*

3. Press **ENTER**.



1 noel's  
2 noel's  
3 noia

4. Highlight a correction and press **ENTER** to find its definition.

To go back to the corrections, press **BACK**.

5. Press **CLEAR** when done.

## Highlighting Words

Another way to look up a word is to highlight it in text.

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



know ledge (noun)  
1. understanding gained by actual experience <A

You can turn off the highlight by pressing **BACK**.

2. Use the arrow keys to highlight a word.



know ledge (noun)  
1. understanding gained by actual experience <A

3. Do one of the following:

To...	Press...
find its definition	<b>ENTER</b>
see thesaurus entry	<b>THES</b> (red)
see Classmates	<b>CLASS</b> (green)
see Confusables	<b>☆</b> + <b>C</b>
add word to User list	<b>LIST</b> (blue)
search for the word in definitions	<b>MENU</b> and then select <i>Search for...</i>

## Finding Classmates®

Classmates are words related by subject. If an entry word or a highlighted word has Classmates, CLAS will flash once in the upper right of the screen.

1. Type a word (e.g., lynx).

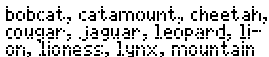


**ENTER** your word:



lynx

2. Press **CLASS** (green).



bobcat, catamount, cheetah, cougar, jaguar, leopard, lion, lioness, lynx, mountain



3. Use **↵** to read.

### ► Look for the Flashing Messages

When you enter a word or scroll down a word list, often messages such as THES, CLAS, or CONF will flash at the upper right of the screen. These messages show that the word has at least one thesaurus entry, Classmates, or Confusables. A word can have more than one message, so watch closely.

## Finding Confusables®




Confusables are words that are often confused or that sound alike but are spelled differently. If a word has Confusables, CONF will flash once in the upper right of the screen.

1. Type a word (e.g., *rein*).
2. Hold  and press .



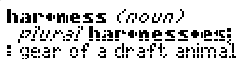
rein: harness  
rain: precipitation  
reign: rule

Each Confusable is followed by an identifying word.

3. Press  and then highlight a word.
4. Press  to find its definition, or press  (red) to view its thesaurus entry, if any.



rein: ~~harness~~  
rain: precipitation  
reign: rule





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

5. Press  when done.

## Reviewing Words

Use the Path list to review the last 15 words you looked up. The Path list is automatically saved between sessions unless the batteries lose power or your BOOKMAN is reset.









1. Select **Path list** from the Other menu. Or hold  and press .



~~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. Do one of the following:

To...	Press...
find its definition	
see thesaurus entry	 (red)
see Classmates	 (green)
see Confusables	 + 
add word to User list	 (blue)
4. Press  to go back to the Path list.
5. Press  when done.

## Saving Words for Study

You can save up to 40 words in the User list for personal study or review. Your User list is saved between sessions unless the batteries run out of power or your BOOKMAN is reset. Here is how to save your first word.

1. Press **CLEAR**.
2. Press **LIST** (blue).



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

3. Highlight **Add word** and press **ENTER**.
4. Type a word.
5. Press **ENTER** to add the word.
6. Select **View list: 1 word**.
7. Do one of the following:

To...	Press...
find a definition	<b>ENTER</b>
see thesaurus entry	<b>THES</b> (red)
see Classmates	<b>CLASS</b> (green)
see Confusables	<b>☆</b> + <b>C</b>

## Saving Words for Study

### ► 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 a highlight.
2. Highlight a word.
3. Press **LIST** (blue).
4. Select **Add...**
5. Press **CLEAR** when done.

### ► Adding Words Not Found in This Dictionary

When you try to add a word not in this dictionary, you're given three options from which to choose: *Cancel*, *Add anyway*, and *Correction candidate(s)*. Caution: Adding words that are not in this dictionary uses considerably more memory than adding words that are. If you add only those words that are not in this dictionary, it is possible that as few as 10 words can be added.

## Deleting Saved Words

---

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

### ► Deleting One Word

1. Press **LIST** (blue).
2. Highlight *Delete word* and press **ENTER**.
3. Highlight a word on the list.
4. Press **ENTER** to delete it.
5. Press **CLEAR** when done.

### ► Erasing Your User List

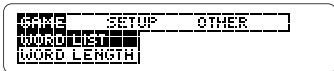
1. Press **LIST** (blue).
2. Highlight *Erase list* and press **ENTER**.
3. Press **Y** to erase the entire list. Or press **N** to cancel.
4. Press **CLEAR** when done.

## 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 an option.
4. Press **ENTER**.
5. Highlight a game setting.
6. Press **ENTER** to select it.

### ► Understanding the Settings

*Word List* lets you pick the words with which you'll play the games. 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.

*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** (yellow).
2. Press **↑** or **↓** to highlight a game.
3. Press **ENTER** to start playing.
4. To exit a game and return to the list of games, press **BACK**.

### ▶ Seeing the Score

Your score appears after each round of a game.



```
Won 1 Last 0
```

## Playing the Games

---

### Hangman



```
re????e?
##### 9
make a letter guess
```

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 **?\***. Note: If you ask for a hint, you will lose the round. To end the round, press **?\***. Press **ENTER** to find the definition of the word. Press **BACK** to return to Hangman. Press **SPACE** to start a new round.

### Anagrams



```
worshiping 61
ENTER word: 4
```

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 greater than or equal to a specified minimum length.

## Playing the Games

This will flash on the screen before each game. The number of possible anagrams is shown on the right side of the screen.

Type an anagram and then press **ENTER**. Use **↑** or **↓** 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 find its definition. Press **BACK** to return to 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 find the definition of the word. Press **BACK** to return to Word Train.

## Sending Words Between Books

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

To send a word, you must install a book card in a BOOKMAN that is also able to send or receive words. To learn if a book card can send or receive words, read its User's Guide.

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

**understanding** (noun)  
understanding gained by experience

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

## Resetting Your 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 your BOOKMAN erases settings and information entered into its built-in book, and in any currently installed book cards.

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

If nothing happens, try Step 2.

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

The reset button is recessed in a pin-sized hole on the back of your BOOKMAN.

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.

## Specifications

---

BOOKMAN® Model PDT-440

- batteries: 2 CR-2032, 3-volt
- size: 12 x 8.3 x 1.4 cm
- weight: 3.5 oz.

© 1987-1997 Franklin Electronic Publishers, Inc., Burlington, NJ 08016-4907 USA. All rights reserved.

© 1989 Merriam-Webster, Inc. All rights reserved.

Merriam-Webster is a registered trademark of Merriam-Webster, Inc. Classmates, Confusables, and Word Train are trademarks of Franklin. All rights reserved.

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 undesired operation.

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; 5,396,606; 5,229,936; 4,982,181; 5,295,070; 5,153,831; 5,321,609. German Pats. M 9409743.7 and M 9409744.5. U.K. REG. DES 2043953; European Patent 0 136 379. Pat. Pend. ISBN 1-56712-129-2



## Limited Warranty (US only)

---

FRANKLIN warrants to you that the BOOKMAN PRODUCT will be free from defects in materials and workmanship for one year from purchase. In the case of such a defect in your BOOKMAN PRODUCT, FRANKLIN will repair or replace it without charge on return, with purchase receipt, to the dealer from which you made your purchase or Franklin Electronic Publishers, Inc., One Franklin Plaza, Burlington, NJ 08016-4907, within one year of purchase. Alternatively, FRANKLIN may, at its option, refund your purchase price.

Data contained in the BOOKMAN PRODUCT may be provided under license to FRANKLIN. FRANKLIN makes no warranty with respect to the accuracy of data in the BOOKMAN PRODUCT. No warranty is made that the BOOKMAN PRODUCT will run uninterrupted or error free. You assume all risk of any damage or loss from your use of the BOOKMAN PRODUCT.

This warranty does not apply if, in the sole discretion of FRANKLIN, the BOOKMAN PRODUCT has been tampered with, damaged by accident, abused, misused, or misapplication, or as a result of service or modification by any party, including any dealer, other than FRANKLIN. This warranty applies only to products manufactured by or for FRANKLIN. Batteries, corrosion, or battery contacts and any damage caused by batteries are not covered by this warranty. NO FRANKLIN DEALER, AGENT, OR EMPLOYEE IS AUTHORIZED TO MAKE ANY ADDITIONAL WARRANTY IN THIS REGARD OR TO MAKE ANY MODIFICATION OR EXTENSION OF THIS EXPRESS WARRANTY.

THE FOREGOING WARRANTY IS EXCLUSIVE AND IS IN LIEU OF ALL OTHER EXPRESS OR IMPLIED WARRANTIES, WRITTEN OR ORAL, INCLUDING, BUT NOT LIMITED TO, WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. YOUR SOLE AND EXCLUSIVE REMEDY SHALL BE FRANKLIN'S OBLIGATION TO REPLACE OR REFUND AS SET FORTH ABOVE IN THIS WARRANTY. Some States do not allow the exclusion of implied warranties, or limitations on how long a warranty lasts. This warranty gives you specific rights; you may also have additional rights which vary from State to State. This warranty shall not be applicable to the extent that enforcement of any provision may be prohibited by applicable law.

FRANKLIN SHALL IN NO EVENT BE LIABLE TO YOU OR TO ANY OTHER PERSON FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, OR ANY OTHER INDIRECT LOSS OR DAMAGE, ARISING OUT OF YOUR PURCHASE, THE MANUFACTURE OR SALE OF THE BOOKMAN PRODUCT, THIS LICENSE, OR ANY OBLIGATION RESULTING THEREFROM OR THE USE OR PERFORMANCE OF THE BOOKMAN PRODUCT UNDER ANY LEGAL THEORY, WHETHER BREACH OF CONTRACT, TORT, STRICT LIABILITY OR ANY OTHER CAUSE OF ACTION OR PROCEEDING, WHICH DAMAGES SHALL INCLUDE, BUT NOT BE LIMITED TO, LOST PROFITS, DAMAGES TO PROPERTY, OR PERSONAL INJURY (BUT ONLY TO THE EXTENT PERMITTED BY LAW). FRANKLIN'S ENTIRE LIABILITY FOR ANY CLAIM OR LOSS, DAMAGE, OR EXPENSE FROM ANY SUCH CAUSE SHALL IN NO EVENT EXCEED THE PRICE PAID FOR THE BOOKMAN PRODUCT. THIS CLAUSE SHALL SURVIVE FAILURE OF AN EXCLUSIVE REMEDY. This license and warranty is governed by the laws of the United States and the State of New Jersey.

# Index

---

?\* key 9

Anagrams game 14

Arrow keys 6

Asterisks 9

BACK key 8

Backing up 8

Batteries 4

Book cards

installing 4

removing 4

Changing settings 6

CLAS message 10

Compare:, using 8

CONF message 11

Confusables 11

Contrast, setting 6

Correcting misspellings 9

Demonstration 6

Font size, changing 6

Games

changing settings 13

playing 13

scoring 14

Hangman game 14

Help, finding 6

Highlighting words 10

Installing

a book card 4

batteries 4

Messages

*Add anyway* 12

*Cancel* 12

correction list 12

*Path is empty* 11

*Type them in* 13

*View list: \*\*empty\*\** 12

Misspellings, correcting 9

Patents 16

Path list 11

Question mark key 9, 14

Resetting BOOKMAN 16

Reviewing words 11

Searching for words 7

Selecting a book 5

Shutoff

changing 6

setting 6

Spelling, correcting 9

STAR key

with C key 3, 11, 12

with CARD key 15

with D key 7

## Index

---

with DN key 7, 8

with P key 11

### **User List**

adding highlighted words 12

adding words not in dictionary 12

deleting a word from 13

erasing the entire list 13

saving words 12

viewing the list 12

### **Warranty 17**

### **Word Train game 15**