

Franklin®

Merriam-
Webster's
Collegiate®
Dictionary

Eleventh Edition

(((SPEAKING)))
ELECTRONIC HANDHELD EDITION

SCD-1870
USER'S GUIDE

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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 the 11th Edition of *Merriam-Webster's Collegiate Dictionary*, you can:

- find over 200,000 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 for Franklin;
- let state-of-the-art spell correction help you find the word you're looking for;
- hear the pronunciation 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 are unsure, or to help solve crossword puzzles;

- browse the SAT* Word List, which contains words most commonly found on the Scholastic Assessment Test;
- improve your spelling and vocabulary using the Learning Tools;
- create your own list of study words in *My Word List*;
- play 12 fun and educational games, including *Letris*, *Word Dozer*, *Hangman*, *Anagrams*, *Jumble*, *Word Builder*, *Word Train*, *Letter Poker*, *Word Deduction* and *Link Four*.

This model includes an organizer that features a Clock, Databank, Calculator, Metric Converter and Currency Converter. To learn more, read this User's Guide.

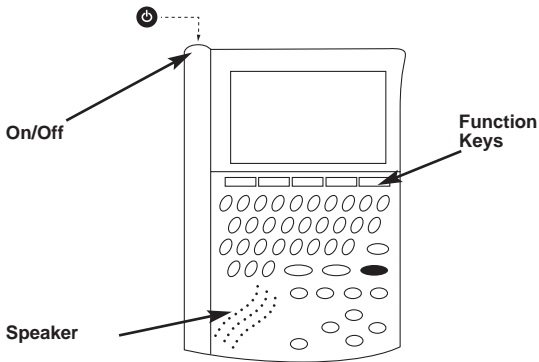
* *SAT is a registered trademark of the College Entrance Examination Board, which was not involved in the production of, and does not endorse, this product.*

✓ **About Screen Illustrations**

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

Using the 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.



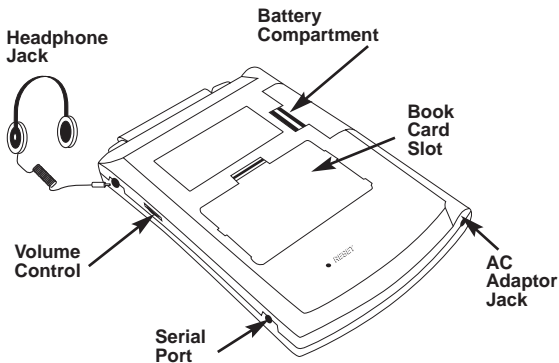
On/Off: Turns the unit on and off.

Function Keys: Each of these keys corresponds to the dictionary or organizer function that appears directly above it on the screen.

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

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

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



Serial Port: Plug in a serial cable here to connect the Collegiate Dictionary to your PC.

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



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

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

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

Key Guide

Dictionary Keys

- DICT** Goes to the dictionary.
- THES** Goes to the thesaurus.
- GAMES** Goes to the Games menu.
- LEARN** Goes to the Learning Tools menu.
- CONF** Displays Confusables for an entry.

Organizer Keys

- CLOCK** Goes to the Clock.
- DATA** Goes to the Databank menu.
- CALC** Goes to the Calculator.
- CONV** Goes to the Converter.
- CURR** Goes to the Currency Converter.

Function Keys

CLEAR

Goes to the dictionary Word Entry screen, except in the organizer. Clears the Calculator. In the Metric Converter and Databank, goes to its main menu.

BACK

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

ENTER

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



Says a word.

ORG

Goes to the organizer: Clock, Databank, Calculator, Metric Converter and Currency Converter.

MENU

Displays the main menu for the dictionary.

HELP

Displays a help message.

?*

At a Word Entry screen, types a ? to stand for a letter in a word. At a menu, displays a menu item. At a dictionary entry, displays the headword. In games, reveals the word and forfeits the game.

'

Types an underscore.

CARD

Exits the book you were reading.

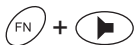
CAP

Shifts to type capital letters and punctuation marks.

FN

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

Combination Keys*



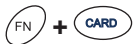
Speaks a definition.



At a dictionary entry, pages up or down.



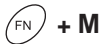
At a dictionary entry, displays the next or previous entry.



Transfers a word between books.



Types a hyphen.



Types an @.



Types an apostrophe.



Types a slash.



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

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




Direction Keys

Move in the indicated direction.



At menus and dictionary entries, pages down. At the Word Entry screen, types a space.

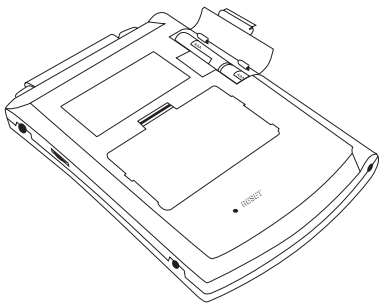
Calculator Keys

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.
H (+)	Adds two values.
J (-)	Subtracts one value from another.
K (x)	Multiplies two values.
L (\div)	Divides one value by another.
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.
	Clears the calculation(s).

Installing Batteries

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

1. Turn your unit off and turn it over.
2. Lift the battery cover on the back of your unit by pushing up on the catch.



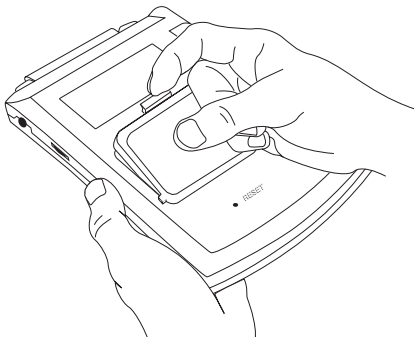
3. Remove the old batteries, if necessary.
4. Install the batteries following the +/- markings in the battery compartment.
5. Replace the battery cover.

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

Installing Book Cards

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

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



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

Warning: Never install or remove a book card while your unit is on. Any information that was entered in the built-in book or book card will be erased.

Selecting a Book

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

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



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

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

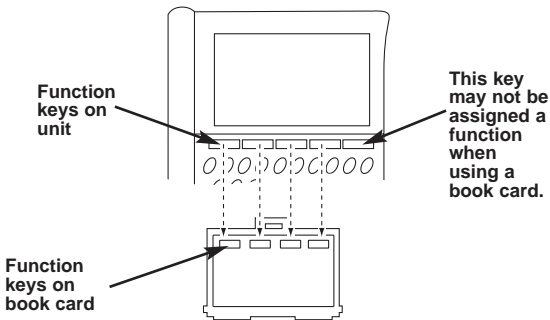
✓ **BOOKMAN Card Troubleshooting**

Make sure your book card is installed correctly. If your card is performing erratically, follow the reset instructions in “Resetting Your Unit” on page 71. If this does not fix the problem, remove the card and then remove the white rubber strip located between the two metal pins. Clean the rubber strip with your fingers and then replace it making sure it is completely in its notch.

Using Function Keys in Book Cards

The function keys appear at the top of the keyboard on your unit. These keys correspond in the order listed to the dictionary and organizer keys at the bottom of the screen. The dictionary function keys change with the book card. The organizer function keys are unaffected. **Note:** Once you access the organizer from a book card, you will exit the book card. You must press **CARD** and select your book card to return to it.

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



Using the Main Menu

When you press **MENU**, you will see eight icons. Use these to quickly take you to different parts of your dictionary. Use the arrow keys to highlight the icon you want and press **ENTER**.

Understanding the Menu



Goes to the dictionary Word Entry screen.



Goes to the thesaurus Word Entry screen.



Goes to Learning Tools.



Goes to the Games menu.



Goes to the Grammar Guide.



Goes to Signs, Symbols and Tables.



Goes to *My Word List*.

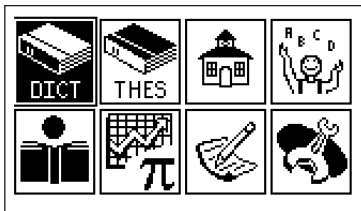



Goes to the Tools menu.

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

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


To go to the main menu, press **MENU**.

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

✓ Learn a 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.

✓ Follow the Arrows

The flashing arrows to the right of the screen show which arrow keys you can press to move around menus or view more text.

✓ Help is Always at Hand

You can view a help message at any screen by pressing **HELP**. Press ▲ or ▼ to read. To exit help, press **BACK**.

Changing the Settings

When using this dictionary, you can activate the *Learn a Word* feature, adjust the screen contrast, the shutoff time, and the type size.


Learn a Word helps you increase your vocabulary by displaying a different headword and definition each time you turn on your dictionary.

Contrast enables you to set how light or dark the screen appears.

The *Shutoff* time is how long your unit stays on if you forget to turn it off.

Type Size enables you to set the size of the font displayed on screen.

1. Press **MENU**.

2. Use the arrow keys to highlight  and press **ENTER**.

Settings will be highlighted.

3. Press **ENTER** to select it.

The *Tools* menu appears.



4. Press ▲ or ▼ to move ► to *Learn a Word*, *Contrast*, *Shutoff*, or *Type Size*.
5. Press ◀ or ▶ to change the setting.
Your changes are automatically saved.
6. Press **ENTER** when done.
Press **CLEAR** to return to the dictionary Word Entry screen.

Finding Dictionary Entries

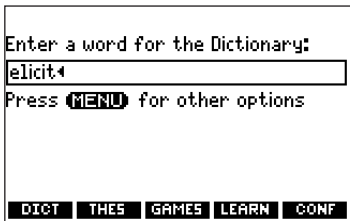
1. Press **DICT**.

Or you can press **MENU**, highlight and press **ENTER**.



The Word Entry screen appears.


2. Type a word (for example, *elicit*).



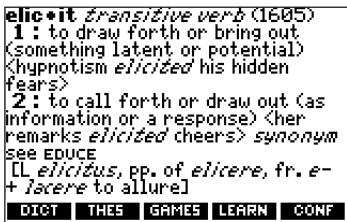
This is the dictionary Word Entry screen.

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**.

Press  to hear the word pronounced.

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



4. Press ▼ or **SPACE** to read the definition.

Hold **FN** and press  to hear the definition.

5. Hold **FN** and press ► or ◀ to view the next or previous definition.

6. Press **CLEAR** when done.

✓ Understanding Definitions

Dictionary entries consist of headwords, parts of speech, and definitions. Other forms of the word may follow the headword. After the translation or definition, you may see a list of usage examples.

✓ Choosing Multiple Forms

Some words in this dictionary have more than one form (e.g. *resume*, *resumé*, *résumé*).

When the word you are looking up has multiple forms, the different forms appear in a list.

For example, type *resume* at the dictionary Word Entry screen and press **ENTER**.



Highlight the form you want and press **ENTER** to see its dictionary entry.

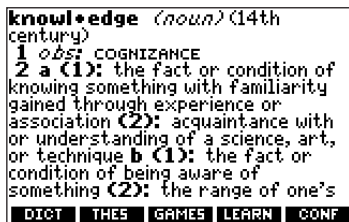
To go back to the *Multiple Forms* list, press **BACK**.

✓ Correcting Misspellings

The dictionary has a spell corrector that helps you if you misspell a word. If you enter a misspelled word, a list of corrections appears. For example, type *noledge* at the dictionary Word Entry screen and press **ENTER**.




Highlight the word you want and then press **ENTER** to see its dictionary entry.






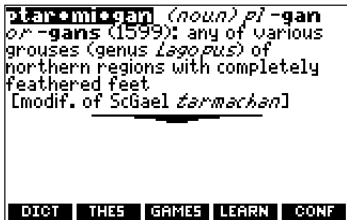
To go back to the corrections list, press **BACK**.

Hearing Words

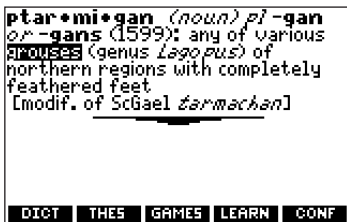
This dictionary can pronounce the words that appear on almost any screen - in definitions, thesaurus entries, spell correction lists, *My Word List*, confusables and games. When you want to hear how a word is pronounced, just highlight it and press .


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


1. Type a word at the dictionary Word Entry screen (for example, *ptarmigan*).
2. Press  to hear it pronounced.
3. Press **ENTER** to see its definition.
4. Press  to hear the headword pronounced or hold **FN** and press  to hear the definition read.
5. Press **ENTER** for a highlight.



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



7. Press  to hear the highlighted word pronounced.

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

Using the Thesaurus

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

1. Press **THES**.

Or you can press **MENU**, highlight and press **ENTER**.



2. Type a word (for example, *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:  
excellent, splendid, superb, won-  
derful, fabulous, AI, banner, blue-  
ribbon, capital, classic, fantastic,  
fine, first-class, first-rate, first-  
string, magnificent, number one,  
prime, quality, royal, sovereign,  
stunning, superior, superlative,  
top, top-notch, marvelous, stupen-  
DICT THES GAMES LEARN CONF
```

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.

✓ Understanding Thesaurus Entries

A thesaurus entry consists of a group of synonyms, antonyms and classmates.

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. If you see **CONF** flash, press **CONF** to view the confusables.

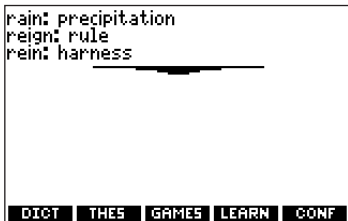
Viewing Confusables

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

1. Press **DICT**.
2. Type a word (for example, *rein*) and press **ENTER**.

You will see **CONF** flash briefly.

3. Press **CONF** to view the confusables.



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.

```
elicit (transitive verb) (1605)
1: to draw forth or bring out
(something latent or potential)
<hypnotism elicited his hidden
fears>
2: to call forth or draw out (as
information or a response) <her
remarks elicited cheers> synonym
see EDUCE
[L elicitus, pp. of elicere, fr. e-
+ lacere to allure]
DICT THES GAMES LEARN CONF
```

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

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

```
1: to draw forth or bring out
(some) draw forth or bring out
(something latent or potential)
<hypnotism elicited his hidden
fears>
2: to call forth or draw out (as
information or a response) <her
remarks elicited cheers> synonym
see EDUCE
[L elicitus, pp. of elicere, fr. e-
+ lacere to allure]
DICT THES GAMES LEARN CONF
```

To...	Press...
define the word	ENTER
view the thesaurus entry	THES
view confusables	CONF
hear the word pronounced	SAY
add word to <i>My Word List</i>	LEARN

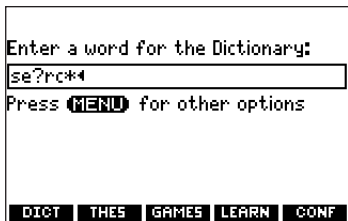
3. Press **CLEAR** when done.

Finding Letters in Words

If you are uncertain about how to spell a word, type a question mark (?) in place of each unknown letter. To find prefixes, suffixes, and other parts of words, type an asterisk (*) in a word. Each asterisk stands for a series of letters.

Note: If you type an asterisk at the beginning of a word, it may take a little while to find the matching words.

1. Press **DICT**.
2. Type a word with ?s and *s (for example, *se?rc**).



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

3. Press **ENTER**.



The list of possible matches appears.

4. Press ▼ to move the highlight to the word you want and press **ENTER** to view its definition.
5. Press **CLEAR** when done.

Using Learning Tools

Using Learning Tools, you can test your spelling, improve your vocabulary, receive grammar guidance, and browse a list of words that commonly appear on the Scholastic Assessment Test.

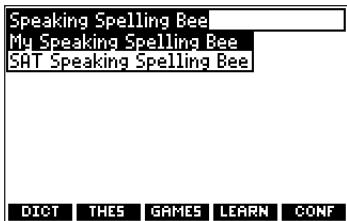
To access Learning Tools, press **MENU**, highlight



and press **ENTER**.

✓ Speaking Spelling Bee

1. From the Learning Tools menu, 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*.

2. Select the list you want and press **ENTER**. A word will be pronounced for you to spell.

To hear the word again, press .

3. Type the word you just heard and press **ENTER** to see if you spelled it right.
4. Press **ENTER** to see the definition of the word or press **THES** to see the thesaurus entry.
5. Press **SPACE** for a new word.
6. Press **CLEAR** when done.

✓ Flashcards

1. From the Learning Tools menu, use ▼ to highlight *Flashcards* and press **ENTER**.



My Flashcards uses words on *My Word List*.

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

2. 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 **SPACE** to return to Flashcards.

3. Press **ENTER** to see a new word.
4. Press **CLEAR** when done.


✓ **SAT Word List**

1. From the Learning Tools menu, use ▼ to highlight *SAT Word List* and press **ENTER** to view the list.

2. Press ▼ to scroll through the *SAT Word List*.



You can also type a letter to go to the first word beginning with that letter.

Press  to hear the word pronounced.

Press **ENTER** or **DICT** at any word to view its definition.

Press **THES** to view its thesaurus entry, where available.

Press **BACK** to return to the list.

3. Press **CLEAR** when done.

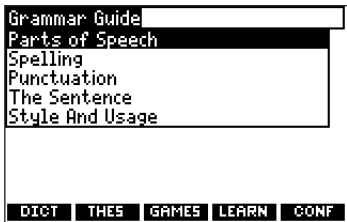
✓ Using the Grammar Guide

The Grammar Guide contains an outline of English grammar topics such as parts of speech, phrases, clauses, the correct usage of punctuation, and so on. To view any grammar topic, do the following:

1. Press **MENU** and then **LEARN**.

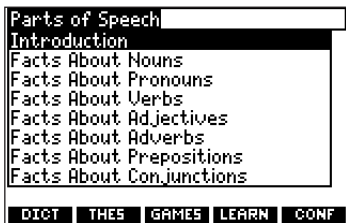
Or you can press **MENU**, highlight , press **ENTER** and skip to step 3.

2. Use **▲** to highlight *Grammar Guide* and press **ENTER**.

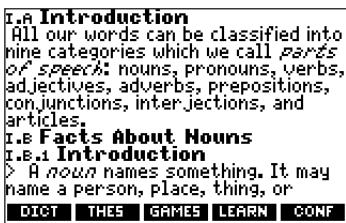


Each major section is composed of topics and sub-topics.

3. Press **▲** or **▼** to move the highlight to the topic you want and press **ENTER** to select it.



4. If necessary, highlight the sub-topic you want and press **ENTER**.
5. Press **▼** or **SPACE** to read.




- To take a grammar quiz, highlight **QUIZ**, press **ENTER** and follow the instructions on the screen. To exit the grammar quiz, press **BACK**.
6. Press **BACK** to return to the list of topics. Press **CLEAR** to go to the dictionary Word Entry screen.

Using My Word List

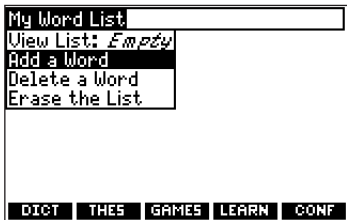
You can save up to 40 words total in *My Word List* for personal study or review. The list is saved between sessions unless the batteries run out of power or your unit is reset.

Adding Words from the Menu

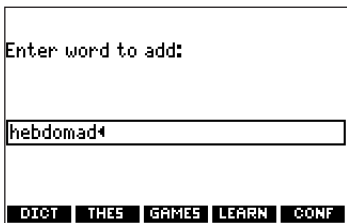
1. Press **LEARN**.

Or you can press **MENU**, highlight , press **ENTER** and skip to step 3.

2. Highlight *My Word List* and then press **ENTER**.



3. Press **▲** or **▼** to highlight *Add a Word* and press **ENTER**.
4. Type a word you want to remember or use later.



5. Press **ENTER** to add the word.
6. Press **CLEAR** when done.

Adding Words from the Word Entry Screen

You can also add words to *My Word List* directly from the Word Entry screen.

1. Press **DICT**.
2. Type the word you want to add to your word list (for example, *elegant*).
3. Press **LEARN**.
Add ... will be highlighted.
4. Press **ENTER** to add the word.
5. Press **CLEAR** to return to the dictionary Word Entry screen.

✓ Adding Highlighted Words

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

Viewing *My Word List*

1. Press **LEARN**.
2. Highlight *My Word List* and then press **ENTER**.

View List: ... will be highlighted.

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



View List: Empty will be displayed if the list is empty.

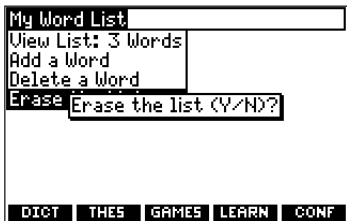
4. Highlight a word on the list.
5. Press **ENTER** to view its definition.

Removing a Word from *My Word List*

1. Press **LEARN**.
2. Highlight *My Word List* and then press **ENTER**.
3. Highlight *Delete a Word* and press **ENTER**.
4. Use ▼ to highlight the word you want to remove.
5. Press **ENTER** to delete that word.

Erasing *My Word List*

1. Press **LEARN**.
2. Highlight *My Word List* and then press **ENTER**.
3. Highlight *Erase the List* and press **ENTER**.



The prompt “Erase the List (Y/N)?” appears.

4. Press **Y** to erase the list or press **N** to cancel.

✓ **Adding Words Not in This Dictionary**

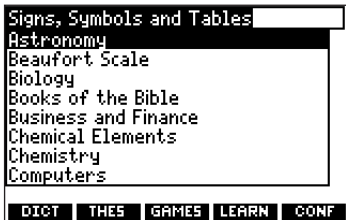
When you add a word not in this dictionary, you are given three options: *Add Anyway*, *Cancel* and *Correction List*. Highlight the option you want and press **ENTER**.

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

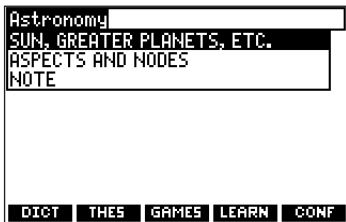
Using Signs, Symbols and Tables

This dictionary contains over 20 tables of useful information about science, geography, and other fields of knowledge. To view a table, do the following:

1. Press **MENU**, highlight  and press **ENTER**.



2. Use ▼ to highlight the topic you want and press **ENTER**.



3. If necessary, highlight the sub-topic you want and press **ENTER**.



4. Press **▼** or **SPACE** to read.
Hold **FN** and press **▶** or **◀** to see the next or previous topic.
5. Press **BACK** to return to the list of topics.
Press **CLEAR** to go to the Word Entry screen.

Playing Games

You have 12 fun games to choose from: *Anagrams, Hangman, Jumble, Letris, Letter Poker, Word Blaster, Word Builder, Word Deduction, Word Dozer, Word Train*, and 1 or 2 Player *Link Four*.

Changing Game Settings

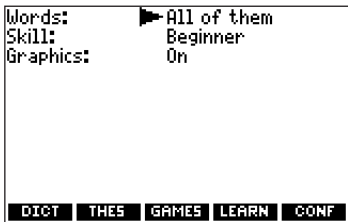
Before you play, you can choose the source and size of the words, the skill level, and whether or not graphics will be used.

1. Press **GAMES**.

Or you can press **MENU**, highlight and press **ENTER**.



2. Press **ENTER**.



3. Use ▲ or ▼ to move ► to *Words*, *Skill* or *Graphics*.

Words chooses the source of the words: *All of them*, *SAT Word List*, *My Word List*, or *Enter your own*.

Skill determines how easy or difficult a game is: *Beginner*, *Intermediate*, *Advanced*, *Expert* and *Wizard*.

Graphics determines whether the animation at the end of a game appears.

4. Use ► or ◀ to change the setting or settings you want.
5. Press **ENTER** when done.

Selecting a Game

In the Games menu, use ▲ or ▼ to move the highlight to the game of your choice and press **ENTER**.

Getting Help in the Games

During any game you can read instructions by pressing **HELP**. In all games except *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.

✓ Anagrams

Type an anagram and then press **ENTER**. Use the arrow keys to view anagrams you have already entered. The number of anagrams possible appears to the right of the screen.



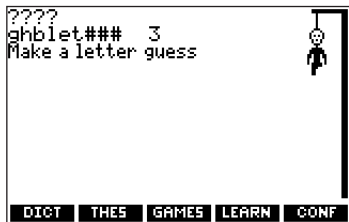
Hold **CAP** and press **?*** to shuffle the letters in the selected word. Press **?*** to end a round and reveal the word or words. Press **ENTER** to see the definition of the word or press **THES** to see the thesaurus entry. Press **BACK** to return to *Anagrams*.

✓ 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).

Hold **CAP** and press **?*** to reveal one letter.

When you get a hint, you lose the round.

Press **?*** to reveal the game word.

✓ Jumble

Jumble tests your ability to unscramble letters and form words. It shows a series of letters. Type words made from these letters and then press **ENTER**. The number of possible solution words appears to the right of the screen.



Before you play, select a word list from the *Game Settings* menu. You can also type a word to play by selecting *Enter your own*.

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 **DICT** or **THES**.

Press **BACK** to return to *Jumble*.

✓ Letris

In *Letris*, letters fall from the top of the display to the bottom. Use ► or ◀ to move the falling letter to make a word.



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

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

The game is over when there is no room for a new letter to fall into the screen.

✓ Letter Poker

Letter Poker challenges you to make longer words with the letters you are dealt than the house does with its letters. You and the house take turns betting and discarding, but you do not see the house's letters until the end of the game. The scoring is similar to normal poker: one four-letter word is better than a three and two-letter word (in normal poker four of a kind is better than a full house). The longer your word, the better your chances of winning.

To play, type a word from your letter cards and press **ENTER**.



You can make two words by typing a **SPACE** between them. Watch for the dealer's moves.

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

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

Bet Means you want to bet on your hand.
You can bet up to \$100.

Pass Means you'll pass the bet to the dealer.

Fold Means that you want to end, and lose, the hand.

See Means you'll match the dealer's bet.

Raise Means you'll increase the dealer's bet.
You can raise it up to \$100.

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

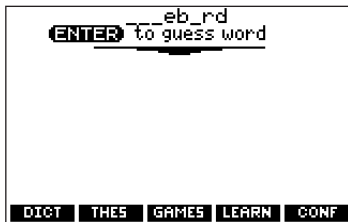
The pot starts at \$1000, with a \$10 ante (the initial bet to start the game). If you are unable to make a word at the time, type letters that you are likely to use later from those you are dealt. To erase a letter, press **BACK**. To continue without typing letters, press **ENTER**.

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

✓ 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.

✓ 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.



To see the definition or thesaurus entry of a particular anagram, press **ENTER** to turn the highlight on, use the arrow keys to move the highlight to the anagram you want and press **DICT** or **THES**. Press **BACK** to return to *Word Builder*.

✓ Word Deduction

In *Word Deduction*, you must guess the puzzle word. The letters of the puzzle word appear as underscores. You are limited to a certain number of guesses. When you enter a word, 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*. The number of guesses remaining appears to the right of the current guess.

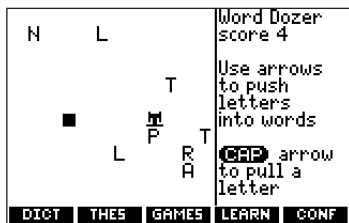
guess		perfect	misplaced
1	link	0	0
2	soar	0	0
3	rung	0	0
4	tell	1	0
5	----	12	Left

DICT | **THES** | **GAMES** | **LEARN** | **CONF**

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 reveal the puzzle word and end the game. Press **BACK** to return to the Games menu.

✓ Word Dozer

In *Word Dozer*, letters randomly appear on the screen. Use the arrow keys to move the word dozer so that it pushes letters together into words.



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

When the score reaches 50, 100, 200, 400 ..., the *Word Dozer* shoots the rest of the letters off the screen and a new level starts. Letters drop faster with each new level.

The game is over when the screen is so crowded with letters that you cannot make a word or when a new letter appears in the same space as the bulldozer.

✓ 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.

Note: Winning words must be at least four letters long.



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** to see the definition of the word or press **THES** to see the thesaurus entry.

Press **BACK** to return to *Word Train*.

✓ Link Four

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




Use ► or ◀ to move your game piece to the post you want, then press **ENTER**. The game pieces are displayed to the right of the screen to show whose turn it is.

The first player to link four game pieces wins.

Using the Clock

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

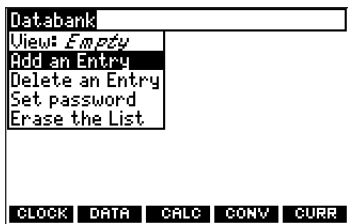
1. Press .
2. Press **CLOCK** to toggle between Home time and World time.
3. From Home time, press **ENTER** to set the time and date.
4. Use ▲ and ▼ to scroll through the options in the highlighted field.
5. Use ► or ◀ to move to another field.
6. Press **ENTER** when done.
Press **CLEAR** to exit without saving the settings.
7. Press **CLOCK** to toggle to World time.
8. Set World time the same way you set Home time.

Using the Databank

Adding Entries

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

1. Press **ORG**.
2. Press **DATA**.



3. Highlight *Add an Entry* and then press **ENTER**.
4. Type a name and press **ENTER**.
5. Type a phone number and press **ENTER**.

Note: **Q-P** will type numbers **0-9** automatically.

To type a letter from this row, hold **FN** and press the letter key.

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

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

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

7. Press **MENU** to go to the dictionary.

Viewing or Editing Entries

1. Press .

2. Press **DATA**.

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

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

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

5. Press **ENTER** to move to the number field. Press **ENTER** twice to move to the address field.
6. Press **ENTER** again to save your changes or hold down **FN** and press **BACK** to cancel your changes.
7. Press **MENU** to go to the dictionary.

Deleting Entries

1. Press **ORG**.
2. Press **DATA**.
3. Highlight *Delete an Entry* and then press **ENTER**.
4. Highlight the entry you want to delete and press **ENTER**.
5. To delete all databank entries, highlight *Erase the List* in the Databank menu and then press **ENTER**.

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

6. Press **MENU** to go to the dictionary.

Using a Password

You can use a password to prevent unauthorized access to the databank.

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

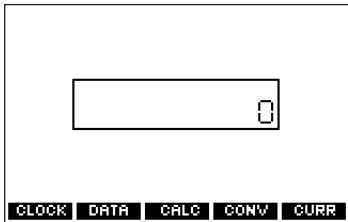
1. Press **ORG**.
2. Press **DATA**.
3. Highlight *Set password* and then press **ENTER**.



4. Type a password of up to eight characters and press **ENTER**.
Use **◀** to move the cursor; use **BACK** to delete.
5. Press **C** to confirm or **CLEAR** to cancel the password.
The password you set will be requested the first time the Databank is used during a session.
6. To change the password, repeat Steps 1-5.
To remove a password, press **ENTER** at the blank password screen.
7. Press **MENU** to go to the dictionary.

Using the Calculator

1. Press **ORG**.
2. Press **CALC**.



3. 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** (**+/-**).

4. Press a math function key.
5. Type another number.
6. Press **ENTER**.

To repeat the calculation, press **ENTER** again.

To Calculate...	Press...
reciprocals	FN+A
squares	FN+D
percentages	FN+F
square roots	FN+S
negative numbers	FN+Z

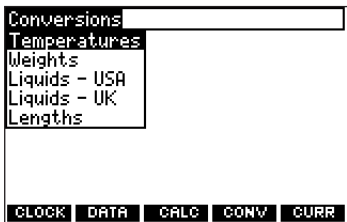
7. Press **CLEAR** to clear the current calculations.
8. Press **MENU** to go to the dictionary.

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 Metric Converter

1. Press **ORG**.
2. Press **CONV**.



3. Use **▼** to select a conversion category (for example, *Weights*).
4. Select a conversion (for example, *grams/ounces*).
5. Type a number after one of the units.

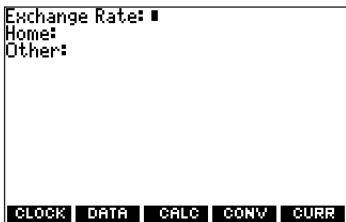
Note: **Q-P** will type numbers **0-9** automatically. Press **▲** or **▼** to move between the lines. Press **BACK** to delete a number.

6. Press **ENTER** to convert it.
7. Press **CLEAR** to clear the current conversion.
8. Press **MENU** to go to the dictionary.

Using the Currency Converter

1. Press **ORG**.

2. Press **CURR**.



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.

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

5. Press **ENTER** to convert it.

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

7. Press **MENU** to go to the dictionary.

Transferring Words Between Books

This dictionary can transfer words with certain other book cards. To send a word to another book, you must first install a book card in your unit, and that book card must be able to send or receive words. To learn if a book card can send or receive words, read its User's Guide.

1. Highlight a word in this dictionary.

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


2. Hold **FN** and press **CARD**.
3. Highlight the icon of the other book.
4. Press **ENTER**.

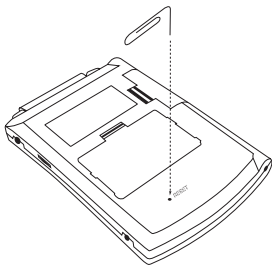
The word you highlighted appears in the other book.

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

Resetting Your Unit

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

1. Hold **CLEAR** and press .
If nothing happens, try Step 2.
2. Use a paper clip to gently press the reset button on your unit.
The reset button is recessed in a pin-sized hole below the book card slot.



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

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Model SCD-1870: Merriam-Webster® Collegiate Dictionary, 11th Edition

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

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U.S. Patents 4,830,618; 4,891,775; 5,113,340;
5,203,705; 5,218,536; 5,249,965; 5,229,936;
5,396,606; 5,435,564; 5,895,463

PATENTS PENDING.

ISBN 1-59074-174-9

<p>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.</p>

FCC Notice

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

Limited Warranty (U.S. only)

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(C) WARRANTY SERVICE: UPON DISCOVERING A DEFECT, YOU MUST CALL FRANKLIN'S CUSTOMER SERVICE DESK, 1-800-266-5626, TO REQUEST A RETURN MERCHANDISE AUTHORIZATION ("RMA") NUMBER, BEFORE RETURNING THE PRODUCT (TRANSPORTATION CHARGES PREPAID) TO:

FRANKLIN ELECTRONIC PUBLISHERS, INC.
ATTN: SERVICE DEPARTMENT
ONE FRANKLIN PLAZA
BURLINGTON, NJ 08016-4907

IF YOU RETURN A FRANKLIN PRODUCT, PLEASE INCLUDE A NOTE WITH THE RMA, YOUR NAME, ADDRESS, TELEPHONE NUMBER, A BRIEF DESCRIPTION OF THE DEFECT AND A COPY OF YOUR SALES RECEIPT AS PROOF OF YOUR ORIGINAL DATE OF PURCHASE. YOU MUST ALSO WRITE THE RMA PROMINENTLY ON THE PACKAGE IF YOU RETURN THE PRODUCT, OTHERWISE THERE MAY BE A LENGTHY DELAY IN THE PROCESSING OF YOUR RETURN. WE STRONGLY RECOMMEND USING A TRACKABLE FORM OF DELIVERY TO FRANKLIN FOR YOUR RETURN.

Limited Warranty **(EU and Switzerland)**

This unit, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin for a period of two years from the date of purchase. It will be repaired or replaced with an equivalent unit (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the European Union and Switzerland 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.

Limited Warranty **(outside U.S., EU and Switzerland)**

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

Products purchased outside the United States, the European Union and Switzerland 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.

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