Spelling Ace®
Spelling Corrector
With Thesaurus

User's Guide
www.franklin.com

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Key Guide

Function Keys

`⏻`	Turns the product on or off.
`thes`	Selects the thesaurus mode and goes to the ENTER a word screen. In a thesaurus entry, goes to the next entry.
`lists`	Shows the menu where you can choose to view the spelling bee word list, SAT* word list or *My Word List*. From an active word, adds that word directly to *My Word List*.
`timer`	Opens the reading timer.
`games`	Shows the Games menu.
`org`	Press once for the calculator, twice for the Phone List.
`back`	Goes back or erases a typed letter.
`help`	Shows a help message.
`? conf`	Types a *?* to stand for any letter. At a thesaurus entry, shows the Confusables® for a word. In games, ends a round.
`* delete`	Types an *✱* to stand for any series of letters. In the Phone List, deletes an entry. In games, gives a hint.
`clear`	Clears a search or stops the demo.
`enter =`	Enters a word or scrolls to the right.

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

Key Guide
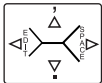
Navigation Key

In lists, press up (▲) or down (▼) to scroll. At entry screens, press ▲ to type an apostrophe, ▼ to type a period, and right (►) or left (◄) to move the cursor. When the cursor is at the right-most position, press ► to type a space. At a clear ENTER a word screen, press ▲ or ▼ to adjust the screen contrast. In the Phone List, press ◄ to enable Edit mode.

Calculator Keys

A(+)	Adds two values.
S(-)	Subtracts one value from another.
D(x)	Multiplies two values.
F(÷)	Divides one value from another.
G(.)	Types a decimal point.
H(mc)	Clears the memory.
J(mr)	Recalls the number stored in memory.
K(m-)	Subtracts the number from the number stored in memory.
L(m+)	Adds a number to memory.
Z(conv)	Goes to the Converter screen.
X(+/-)	Changes the number on the screen to a negative or positive number.
C(√)	Calculates a square root.
V(%)	Calculates a percentage.

Installing the Batteries

This unit uses 2 AAA batteries. You must insert the batteries before getting started. The batteries should be changed when the screen contrast is too light even after adjustment. Please have a small Phillips screwdriver at hand before you follow the steps below.

1. **Turn the unit off and turn it over.**
2. **Unscrew the back cover and slide it off in the indicated direction.**
3. **Install the new batteries following the markings in the compartment.**
4. **Replace the back cover.**

Warning! If the batteries wear out completely, or if you take more than a few seconds while changing the batteries, any user entered information may be erased. You should always keep written copies of your important information.

Battery disposal: Do not dispose of batteries with normal household waste. Please obey your local regulations when disposing of used batteries.

Battery Precautions
- Non-rechargeable batteries are not to be recharged. Never recharge batteries that come with the device.
- Rechargeable batteries are to be removed from the device before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.

Installing the Batteries

- The supply terminals are not to be short-circuited.
- Do not expose batteries to direct heat or try to take batteries apart. Follow the battery manufacturer's instructions for battery use.
- Always remove a weak or dead battery from the device.
- To avoid damage caused by leakage of the battery fluid, replace the battery or batteries once every two years regardless of how much the device has been used during that time.
- Should a battery leak, the device may become damaged. Clean the battery compartment immediately, avoiding contact with your skin.
- Keep batteries out of reach of small children. If swallowed, consult a physician immediately.

✓ Help is Always at Hand

You can view an appropriate help message at any screen by pressing **HELP**. To go back to the previous screen, press **BACK**.

✓ Follow the Arrows

The flashing arrows at the right of the screen show which arrow keys you can press to view more words.

✓ About Automatic Shutoff

If you forget to turn off this product, it will automatically turn off in about two minutes. When you turn it on again, operation resumes with your current settings.

Checking Spellings

To Check the Spelling of a Word
1. **Type a word or misspelling at the ENTER a word screen.**
2. **Press ENTER.**
   If the word is spelled correctly, you see the message *Correct word*. If the word is spelled correctly and has a thesaurus entry, the entry is displayed. If the word is spelled correctly except for capital letters or accents, you see the message *Attention* followed by the correct form of the word.

   If the word is misspelled, a list of possible corrections is displayed. A flashing *T* to the right indicates that the word has at least one thesaurus entry. A flashing *?* to the right indicates that the word has Confusables.
3. **Press ▼ to view more corrections.**
4. **Press ▲ to scroll up.**
5. **Press ENTER to see a word's thesaurus entry.**
6. **Press CLEAR when finished.**

To Adjust the Screen Contrast
1. **Press CLEAR.**
2. **Press THES.**
3. **At the ENTER a word screen, use ▲ or ▼ to lighten or darken the screen contrast.**
   Note: You can adjust the screen contrast only when *ENTER a word* is on the screen.

Finding Thesaurus Entries

Most thesaurus entries include a brief definition and a related list of available synonyms, antonyms and Classmates™ (words related by subject).

Note: If a word has no thesaurus entry, *Correct word* appears and then the word appears on the main word list.

Note: You can see the thesaurus entry (if any) of a word on the screen by pressing **ENTER**.

1. **Press THES.**
2. **Type a word. For example, type *fond*.**
   To delete letters, use **BACK**. To type a space, press ▶. To edit a word, press ◀ and then type to insert characters.

   Press ▼ to type a period or ▲ to type an apostrophe. **Note**: You cannot begin a word with a punctuation mark or space.
3. **Press ENTER.**
   Note: If the text is too long to fit on the screen, press **ENTER** or ▶ to see it all. A flashing *?* to the right indicates that the word has Confusables.
4. **Press ▼ repeatedly to view any synonyms, antonyms and Classmates.**
5. **To go to the next thesaurus entry, if any, press THES.**
   To go to the previous thesaurus entry, if any, press **BACK**.
6. **Press CLEAR when finished.**

Viewing Confusables®

Confusables are words such as homonyms and spelling variants that people often confuse. When you see a flashing question mark to the right of a word, that word has Confusables. Try this example.

1. **Press CLEAR.**
2. **Press THES.**
3. **Type *blue* and then press ENTER.**
   A flashing question mark appears to the right of the screen.
4. **Press ?.**
   Each Confusable is followed by a word that explains its meaning.
5. **Press ▼ or ▲ to view the Confusables.**
6. **Press CLEAR when finished.**

Viewing a Demonstration

Unless disabled, a demonstration automatically appears when you turn on this unit.

1. **Press ON/OFF.**
2. **To stop the demonstration, press CLEAR.**

To Disable or Re-enable the Demo

1. **Press CLEAR.**
2. **Press THES.**
3. **Type *✻✻d.***
4. **Press ENTER.**
5. **To re-enable the demonstration, repeat the above steps.**

Finding Parts of Words

You can find parts of words by typing question marks and asterisks in place of letters. Each question mark stands for any single letter. Each asterisk stands for any series of letters. You can use question marks to help solve crossword puzzles and similar word games by typing them in place of missing letters.

1. **Press THES.**
2. **Type a word with ?s and ✳s in it.**
3. **Press ENTER.**
   A *T* next to a word indicates that the word has a thesaurus entry. A *?* next to a word indicates that the word has Confusables.
4. **Press ▼ repeatedly to view more words.**
5. **To see a word's thesaurus entry, if any, press ENTER.**
   If a word has more than one entry, press **THES** to see additional meanings.

Using the Reading Timer

The *Spelling Ace* includes a timer which you can use to time your reading and other homework assignments.

1. **Press TIMER.**
   A clock is displayed.
2. **Type the amount of time you want. For example, type 30 to set 30 minutes.**
3. **Press ENTER.**
   The count mode menu is displayed.
4. **Press ▼ or ▲ until you see *Count Up* or *Count Down*, then press ENTER.**
   The timer begins counting up or counting down, depending on what you selected. The timer makes a sound to alert you when time is up. Press any key to stop it.

Using the Word Lists

SAT Word List

The *Spelling Ace* includes a SAT word list which is a list of words used in the Scholastic Aptitude Test.

1. **Press LIST.**
2. **Press ▼ until you see *SAT Word List*.**
3. **Press ENTER.**
4. **To look up a word, begin typing the letters of the one you want.**
   For example, type **col** to see the word *collaborate*.
5. **Press ENTER to see the thesaurus entry for the word, if available.**

Bee List

The *Spelling Ace* also includes the Bee list, which is a list of words you might find in a spelling bee.

1. **Press LIST.**
2. **Press ▼ until you see *Bee List*.**
3. **Press ENTER.**
   A list of skill levels is displayed.
4. **Press ▼ or ▲ until you see the skill level you want, then press ENTER.**
5. **To look up a word, begin typing the letters of the one you want.**
   For example, in the *Wizard* skill level, type **lie** to see the word *lieutenant*.
6. **Press ENTER to see the thesaurus entry for the word, if available.**

Using *My Word List*

My Word List can contain up to 40 words of your choice for study or review.

To Add a Word to the List

1. Press LIST.
2. Press ▼ until you see *My Word List*.
3. Press ENTER.
4. Press ▼ until you see *Add a word*.
   When the word list is empty *Add a word* is the first option.
5. Press ENTER.
6. Type the word you want to add.
7. Press ENTER to add the word.
   If you typed a word that is not in the *Spelling Ace*, you will see *Add anyway (Y/N)?*. Press **Y** to add the word or **N** to cancel.
8. Press CLEAR when done.
   To view the list, press **LIST**. You see *View list*. Press **ENTER**.

Adding Words from the ENTER a word Screen

1. Type a word at the ENTER a word screen and press LIST.
   Add: "your word" is displayed.
2. Press ENTER.

To Delete a Word From the List

1. Press LIST.
2. Press ▼ until you see *My Word List*.
3. Press ENTER.

4. Press ▼ until you see *Delete a word*.
5. Press ENTER.
6. Press ▼ to choose the word you want to delete, if needed.
7. Press ENTER to delete the word.

To Erase the Entire List

1. Press LIST.
2. Press ▼ until you see *My Word List*.
3. Press ENTER.
4. Press ▼ until you see *Erase list*.
5. Press ENTER.
6. Press Y to erase the list, or press N to cancel.

Having Fun with Spanish and French

Have fun learning Spanish and French by reading the list of helpful phrases.

1. Press GAMES.
2. Press ▼ or ▲ until you see *Fun with Spanish* or *Fun with French* and then press ENTER.
3. Press ▼ or ▲ to scroll through the list of English phrases and press ENTER when the one you want is highlighted.
   The Spanish or French translation is displayed, depending on which list you picked. Press ▼ or ▲ to see the entire message, if necessary.
4. Press CLEAR when you are finished.

Storing Names and Phone Numbers

This product has a databank that can save as many as 100 names and phone numbers. The total amount of names and numbers that you can save depends upon the number of characters in each entry.

To Add an Entry to the Phone List

1. **Press ORG twice.**
   If the databank is empty, the *Add a new entry* screen appears. Otherwise, use ▼ or ▲ to see *Add a new entry*.
2. **Press ENTER.**
3. **Type a name and then press ENTER.**
   Each name can contain up to 20 characters, including spaces. **Note**: All letters appear in capitals. To delete a character, press **BACK**. To type a space, press ▶. For the Edit mode, press ◀ and then type to insert characters.
4. **Use the numbered keys to type a phone number and then press ENTER.**
   To type a hyphen between the parts of a phone number, press **S**. **Note**: You cannot type letters in a phone number.

To View the Phone List

1. **Press ORG twice.**
2. **Use ▼ or ▲, if needed, to see *View phone list* and then press ENTER.**
3. **To view a name, type the name or use ▼.**
4. **Press ENTER to see the phone number.**

To Edit an Entry

1. **Find the entry you want to edit.**
2. **Press ◀ then press Y, and type your changes.**
   To view another name and number, use ▼, ▲ or type a name, and then press **ENTER**.

3. **Press ENTER until the entry is changed, or press N to cancel the edit.**
4. **Use BACK to go back to the phone list options.**

✓ Keep Copies of Important Data

Warning! Your phone list information is safely stored in memory as long as the battery supplies power. However, if the battery loses all power, this information will be permanently lost. Always keep written copies of your important information.

To Delete an Entry from the Phone List

1. **Press ORG twice.**
2. **Press ENTER to select *View Phone List*.**
3. **Press ▼ until you see the entry you want to delete.**
4. **Press ✷.**
5. **Press Y to delete the entry or N to cancel the deletion.**
6. **To delete another entry, repeat Steps 3 through 5 above.**

To Erase All the Phone List Entries

Warning! This procedure permanently erases all the names and numbers in your phone list.

1. **Press ORG twice.**
2. **Use ▼ or ▲ until you see *Erase all data* and then press ENTER.**
3. **Press Y to erase all the entries or N to cancel the operation.**

✓ Checking the Memory

To see how much memory is free in the phone list, press **ORG** twice and then use ▼ to see *Space: XX% free*.

Using a Password

You can use a password to keep the information in the Phone List private. The password is requested when the unit is turned on and the Phone List is accessed.

Password Warnings

Warning! After you set the password, you must enter the password to access the phone list for the first time during a session. Always record your password and keep it in a separate place.

If you forget the password, you must reset the unit to access the phone list. **Warning!** Resetting the unit erases all user-entered information. Always keep written copies of your data.

If you do not have a reset button located on the back of your unit, remove the batteries, wait at least two minutes, and then re-install them. For battery instructions, see "Installing the Batteries."

If you have a reset button, use the sharp end of a straightened paperclip to gently press the reset button. If the unit does not reset after pressing the reset button, follow the above instructions for removing the batteries.

Password Setup

1. **Press ORG twice.**
2. **Use ▼ to see *Set the password* and press ENTER.**
3. **Type a password and then press ENTER.**
   Your password can have up to 20 characters.
4. **To test the password, press ON/OFF twice, press ORG, type the password, and press ENTER.**
5. **To disable the password, repeat Steps 1 and 2 above, and press ENTER when *Enter password* appears.**

Using the Calculator

To Make a Calculation

1. **Press ORG.**
2. **Use the numbered keys to type a number.**
   To make a number negative or positive, press
   X(+/-). To type a decimal point, press **▼** or
   G(.).
3. **Use A(+), S(-), D(x), or F(÷) to enter a math
   function.**
   Note: To find a square root, press **C(√)**.
4. **Type another number.**
5. **Press ENTER or V(%).**
   To clear the calculation, press **CLEAR**.

To Use the Calculator Memory

1. **Perform a calculation as shown above, or
   simply type a number in the calculator.**
2. **Press L(M+) to add the number to the
   calculator memory as a positive number, or
   K(M-) to add it to the memory as a negative
   number.**
   The total in the memory flashes on screen.
3. **Press CLEAR to clear the calculator, or
   continue performing a calculation.**
   To retrieve the figure from the memory, press
   J(MR).
   To clear the entire calculator memory, press
   H(MC).

Converting Measures and Currencies

You can convert temperatures, weights, liquid measures, and lengths. You can also convert currencies using an exchange rate that you enter.

1. **Press ORG.**
2. **Press Z(conv).**
3. **Use ▼ to select a conversion category and press ENTER.**

   If you selected *Money* as the conversion category, set the exchange rate.

   To change the exchange rate, first use ▼ or ▲, if required, to see *set rate* and press **ENTER**. Then type a number as the exchange rate and press **ENTER**. To type a decimal, use ▼ or **G(.)**. The exchange rate will be saved until you change it.

   Important! The exchange rate should be the number of units of the other currency per one unit of home currency (e.g., 2.0 = 2 other/1 home).
4. **Use ▼ to select a conversion and then press ENTER.**
5. **Type an amount and then press ENTER.**
6. **To make another conversion, press BACK.**

Setting the Skill Level of the Games

You can play the games at skill levels from Beginner to Wizard.

1. **Press GAMES.**
   The *Set Skill Level* message appears.
2. **Press ENTER.**
3. **Use ▼ or ▲ to see the skill level that you want and then press ENTER to select it.**
   Press **BACK** to leave the skill level unchanged.

To Choose the Game Words

1. **Press GAMES.**
2. **Use ▼ or ▲ until you see *Game Words*, and press ENTER.**
3. **Select one of the following:**
   All words to use random spelling and thesaurus words. *SAT words* to use words from the SAT word list. *User List* to use words from your *My Word List*. *Enter your own* to use words that you enter before each round.

✓ **Understanding the Skill Levels**

Depending on the game, the skill levels change the level of difficulty, the number of guesses, or the minimum number of letters in a word.

✓ **Getting Help in the Games**

During any game you can read instructions by pressing **HELP**. You can get a hint by pressing ✱ or reveal the game word by pressing **?**. **Note**: If you reveal the game word, you lose the round.

Playing the Games

Hangman

Hangman challenges you to guess mystery words one letter at a time. Each letter is hidden by a question mark. The number of wrong guesses appears at the right of the screen. Press **ENTER** or ✳ to reveal a letter.

Anagrams

Anagrams asks you to form a word from the letters of another word. Each anagram must be the minimum size (number of letters) that flashes before each round. Each letter can be used only as many times as it already appears. Any remaining anagrams are displayed.

Type an anagram and press **ENTER**. Use ▼ or ▲ to view the anagrams you have entered. Press ✳ to jumble the letters.

Word Jumble

Word Jumble tests your skill at unscrambling letters. Unlike *Anagrams*, each letter needs to be used. The number to the right of the letters shows how many words can be made with the letters in order to win. Type your answer and press **ENTER**. To re-jumble the letters, press ✳.

Word Builder (Scrabble® game referee)

Word Builder can help you solve Scrabble® and similar word games. Just type a series of letters (or a word) and then press **ENTER**. The number of how many (other) words can be made from your letters (or word) flashes on the screen and then the list is displayed. Use ▼ and ▲ to view the words built from the letters you entered.

Playing the Games

Word Blaster

In *Word Blaster*, you try to guess a mystery word. A series of underlines appear and then letters begin to fill in. Press **ENTER** before the word is fully spelled. Type in a guess. If the guess is correct you win. A wrong answer prompts you to try again.

Word Train

In *Word Train*, you and the train take turns typing letters to form a word. Whoever types the last letter wins! Type any letter to start a word. Continue typing letters alternately with the train until a word is formed. To start a new round, press **ENTER**.

Deduction

Deduction displays a mystery pattern represented by the four question marks. To make a guess, type any letters (a-z) in a pattern then press **ENTER**. A letter can be used more than once. After entering your guess, a scorecard appears showing the number of correct letters perfectly located (P) or misplaced (M).

Press ▼ to return to the mystery pattern or type another guess. Press ▲ and ▼ to scroll through your previous guesses. Guess the pattern and you win!

Spelling Bee

Spelling Bee flashes words on the screen for you to try to spell. Just type the word that appeared, trying to spell it correctly, and press **ENTER**. If you do not spell it correctly, you lose the round.

Product Information

Model: SA-209 *Spelling Ace® Spelling Corrector with Thesaurus*
- **Dimensions**: 5 x 3 3/4 x 3/4 in • **Weight**: 4 oz
- **Battery**: 2 x AAA batteries • ISBN 978-1-59074-367-6

Cleaning and Storage

To clean, spray a mild glass cleaner onto a cloth and wipe its surface. Don't spray liquids directly onto this product. Do not use or store this product in extreme or prolonged heat, cold, humidity, or other adverse conditions.

If you have a problem with this product, refer to the limited warranty. If you purchased this product outside the United States, contact the place of purchase to obtain warranty or repair information.

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U.S. PATENTS: 4,830,618; 4,891,775; 5,007,019; 5,113,340; 5,203,705; 5,218,536; 5,396,606

Note: This device should be disposed through your local electronic product recycling system - do not throw into the trash bin.

$$CE \quad FC \quad \cancel{\boxtimes} \quad \text{\textcircled{C}} \; N681$$

Disclaimer of Warranties

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

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.

FST-28002-00
Rev. A

Limited Warranty (U.S. only)

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JURISDICTION DO NOT PERMIT FULL WAIVER OF IMPLIED WARRANTIES, THEN THE
DURATION OF IMPLIED WARRANTIES AND CONDITIONS ARE LIMITED TO THE
DURATION OF THE EXPRESS WARRANTY GRANTED HEREIN.

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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 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.
Franklin strongly recommends using a trackable form of deliver to Franklin for your return.