Franklin®

www.franklin.com

SCD-1890

(((Speaking)))

Merriam-Webster's Collegiate® Dictionary

Eleventh Edition

User's Guide

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Key Guide

Soft Keys

Soft Key functions are represented by the labels displayed along the bottom of the screen. To perform a Soft Key function, press the unlabeled key at the top of the keyboard that corresponds to the label on the screen that you want to select. These labels change to reflect the different functions available in the various books and exercises in this device.

For example, in the main menu, the following Soft Keys are available:

BOOKS	Displays the Books menu.
LEARN	Displays the Learning menu.
EXER	Displays the Exercises menu.
GAMES	Displays the Games menu.
SETUP	Displays the Setup menu.

In the Organizer, the following Soft Keys are available:

Organizer Keys

CLOCK	Goes to the clock.
DATA	Goes to the Databank menu.
CALC	Goes to the calculator.
CONV	Goes to the metric converter.
CURR	Goes to the currency converter.

Please refer to the specific topics in this User's Guide to learn the function of any available Soft Keys.

Function Keys

⏻	Turns the product on or off.
🔊	Speaks a word.
help	Displays a help message.

clear	Goes to the main menu. Goes to the word entry screen in any book that has one. 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.
org	Goes to the Organizer: clock, databank, calculator, metric converter and currency converter.
toggle	Toggles between the word entry screens of *Merriam-Webster's 11th Collegiate® Dictionary* and the *5-Language Translator*. Goes to the main menu.
menu	Goes to the main menu.
? *	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.
cap	Shifts to type capital letters.
FN	Shifts to allow **prev**, **next**, **pg up**, **pg down**, and to type a hyphen (-).
_ '	Types an underscore.

Combination Keys*

|	
FN + 🔊	Speaks a definition.
FN + ▲ or ▼	At a dictionary entry, pages up or down.
FN + ◄ or ►	At a dictionary entry, displays the previous or next entry.
cap + ◄ or ►	At a menu, goes to the first or last menu item. At an entry, goes to the start or end of the entry.
FN +J	Types a hyphen.
FN +M	Types an @.
cap + **_ '**	Types an apostrophe.
cap + **? ***	At a 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
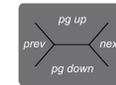
|	
pg up / prev / next / pg down	Move up (▲), down (▼), left (◄), or right (►).
space	At menus and dictionary entries, pages down. At a word entry screen, types a space.

Replacing Batteries

Your product is powered by two AAA batteries. Follow these easy instructions to install or replace them. Please have the new batteries at hand before you remove the old ones.

1. **Turn your product off and turn it over.**
2. **Lift the battery cover on the back of your unit by pushing up on the catch.**
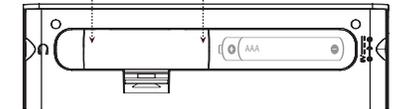
3. **Remove the old batteries.**
4. **Install the batteries following the +/- markings in the battery compartment.**
   Important: Be sure that the batteries are installed correctly. Wrong polarity may damage the unit.
5. **Replace the battery cover.**

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 books 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

- Different types of batteries or new and used batteries should not be mixed.
- Non-rechargeable batteries are not to be re-charged. 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.
- 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.
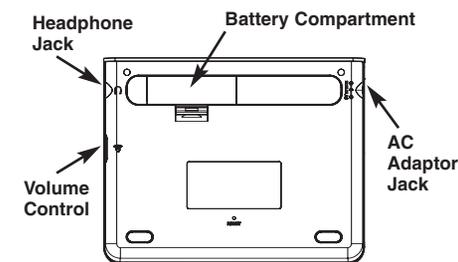
Using the Special Features

Your unit is equipped with several special features.
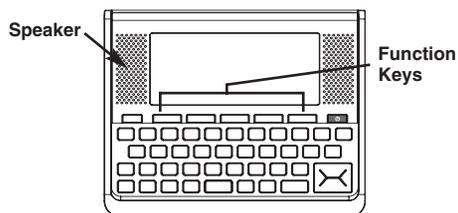
Function Keys: Each of these keys corresponds to the dictionary or organizer functions that appear directly above it on the screen.
Speaker: The speaker is located on the front of the unit, to the left of the screen.

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

the headphone jack, controls the volume of the speaker or headphones.
AC Adaptor Jack: If using an AC/DC adaptor (not included) please confirm its compatibility at its place of purchase. The AC/DC adaptor must be in the 9 volt range within a current range of 200 to 300 milli-amperes. The adaptor must also contain the following symbol:

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

For Your Information

✓ Follow the Arrows

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

✓ 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**.

Using the Main Menu

Use the main menu to quickly take you to different books and exercises in your device. The main menu contains five tabs: *Books*, *Learning*, *Exercises*, *Games* and *Setup*. Use ► and ◄ to move to another tab. Use ▲ and ▼ to highlight the option you want and press **ENTER** to select it. You can also go directly to a tab by pressing the tab's respective Soft Key.

Understanding the Menus

The **Books** tab enables you to look up definitions, thesaurus entries, information about English usage, punctuation, style, signs, symbols and tables, notable quotations, and translations of common words.

The **Learning** tab enables you to access *My Vocabulary List*, and read grammar lessons. You can also access the SAT®* Word List.
*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.

The **Exercises** tab allows you to access *Speaking Spelling Bee* and *Flashcards*. You can try both exercises using English words saved to *My Vocabulary List* and those found in the SAT® Word List.

The **Games** tab allows you to access the twelve games included in your device: *Word Train*, *Hangman*, *Anagrams*, *Word Builder*, *Jumble*, 1 and 2 player *Link Four*, *Letris*, *Letter Poker*, *Word Blaster*, *Word Dozer* and *Word Deduction*. You can also adjust the game settings.

The **Setup** tab allows you to access a demonstration and tutorial of how this device works. You can also adjust the device settings.

Viewing a Demonstration or Tutorial

1. Press MENU.
2. Press SETUP.
   You can also press ◄ or ► until you reach the Setup menu.
3. Press ▼ to highlight either *Tutorial* or *View Demo* and press ENTER.
   To stop the demonstration or exit from the Tutorial and return to the Setup menu, press **CLEAR**.

Changing the Settings

When using this device, you can activate the *Learn a Word* feature, adjust the screen contrast, the shutoff time, and the type size. The shutoff time is how long your product stays on if you forget to turn it off.
1. **Press MENU.**
2. **Press SETUP.**
   You can also press ◄ or ► until you reach the Setup menu.
3. *Settings* will be highlighted. Press ENTER to select it.
4. Press ▲ or ▼ to move ► to *Learn a Word*, *Contrast*, *Shutoff*, or *Type Size*.
   Learn a Word determines whether or not you see a word every time you turn on your device.
   Contrast determines how dark or light the screen is.
   Shutoff determines how long your product stays on if no key is pressed.
   Type Size determines how large or small the text is in the device.
5. **Press ◄ or ► to change the setting.**
   Your changes are automatically saved.

6. **Press ENTER when done.**
   Press **CLEAR** to return to the Setup menu.

✓ Learn a New Word

Your dictionary comes with a *Learn a Word* feature to help you increase your vocabulary. Each time you turn your dictionary on, you can see a random headword.

Finding Dictionary Entries

Use the Merriam-Webster 11th Collegiate® Dictionary to look up definitions.
1. **Press MENU.**
2. **Press BOOKS.**
3. **Use ▲ or ▼ to highlight *Merriam-Webster's 11th Collegiate*, then press ENTER.**
4. **Type a word (e.g., *intuition*).**
   To erase a letter, press **BACK**.
   To type a capital, hold **CAP** and press a letter key. To type a number, hold **FN** and press **Q-P**. To type a hyphen, hold **FN** and press **J**.
   Press [🔊] to hear the word you typed pronounced.
5. **Press ENTER to view the definition.**
   Press **SPACE** or ▼ to scroll.
   Press [🔊] to hear the headword pronounced. Hold **FN** and press [🔊] to hear the definition read.
6. **Hold FN and press ► or ◄ to view the next or previous definition.**
7. **Press CLEAR when done.**
   Press **MENU** to go to the main menu.

✓ Understanding Definitions

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

✓ Misspelling Words

If you enter a misspelled word, a list of corrections appears. Highlight the word you want and then press **ENTER** to see its entry.

✓ Choosing Multiple Forms

Some words in the dictionaries 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. Simply highlight the form you want and

press **ENTER** to see its entry. For example, select *Merriam-Webster's 11th Collegiate* from the Books menu, then type *resume* at the word entry screen. Highlight the form you want and press **ENTER** to see its entry. To go back to the Multiple Forms list, press **BACK**.

✓ **Understanding 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, the **CONF** Soft Key is displayed. Press **CONF** to view the confusables.

Hearing Words

This dictionary can pronounce the words that appear on almost any screen - in definitions, spell correction lists, *My Vocabulary List*, 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. **Press MENU.**
2. **Press BOOKS.**
3. **Use ▲ or ▼ to highlight *Merriam-Webster's 11th Collegiate*, then press ENTER.**
4. **Type a word (e.g., *ptarmigan*).**
5. **Press ⬜ to hear it pronounced.**
6. **Press ENTER to see its definition.**
7. **Press ⬜ to hear the headword pronounced or hold FN and press ⬜ to hear the definition read.**
   Note: Definitions can be read only in the Merriam-Webster's 11th Collegiate® Dictionary.
8. **Press ENTER to start the highlight.**
9. **Use the arrow keys to move the highlight to a word you want to hear.**
10. **Press ⬜ to hear the highlighted word pronounced.**
11. **Press CLEAR when done.**

Using the Thesaurus

Use the Franklin Thesaurus to find synonyms, antonyms and other information about a word.

1. **Press MENU.**
2. **Press BOOKS.**
3. **Use ▲ or ▼ to highlight *Franklin Thesaurus*, then press ENTER.**
4. **Type a word (e.g., *complete*).**
   To erase a letter, press **BACK**.
   To type a capital, hold **CAP** and press a letter key. To type a number, hold **FN** and press **Q-P**. To type a hyphen, hold **FN** and press **J**.
   Press ⬜ to hear the word you typed pronounced.
5. **Press ENTER to view the thesaurus entry.**
   Press **SPACE** or ▼ to scroll.
   Press ⬜ to hear the headword pronounced.
6. **Hold FN and press ▶ or ◀ to view the next or previous entry.**
7. **Press CLEAR when done.**
   Press **MENU** to go to the main menu.

✓ **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/ miserable*. Classmates are words that are related in some way to the word being defined, e.g. *octagon/ triangle; rectangle; pentagon*....

Highlighting Words

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

1. **At any text, press ENTER to start the highlight.**
   To turn the highlight off, press **BACK**.
2. **Use the arrow keys to move the highlight to the word you want.**

To …	Press …
define the word	**ENTER**
view the thesaurus entry	**THES**

add the word to *My Vocabulary List* — **LIST**

hear the word pronounced — ⬜

Note: Only English words can be pronounced.

3. **Press CLEAR when done.**
   Press **MENU** to go to the main menu.

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. **Go to any word entry screen.**
   You can access a word entry screen by selecting *Merriam-Webster's 11th Collegiate*, *Franklin Thesaurus*, or *5-Language Translator* from the Books menu.
2. **Type a word with ?s and ⟧s.**
   To type an asterisk, hold down **CAP** and press **?**.
3. **Press ENTER.**
4. **Press ▼ to move the highlight to the word you want and press ENTER to view its entry.**
5. **Press CLEAR when done.**
   Press **MENU** to go to the main menu.

Reading About English Usage

This device contains a book to help you review and learn common rules of English usage.

1. **Press MENU.**
2. **Press BOOKS.**
3. **Use ▲ or ▼ to highlight *MW's Concise English Usage*, then press ENTER.**
4. **Use ▲ or ▼ to highlight the topic you want and press ENTER.**
   Use ▲ or ▼ to highlight a sub-topic, if needed, and press **ENTER**.
5. **Press SPACE or ▼ to scroll.**
6. **Press CLEAR when done.**
   Press **MENU** to go to the main menu.

Reading About Punctuation and Style

This device contains a book to help you review and learn common rules of punctuation and style.

1. **Press MENU.**
2. **Press BOOKS.**
3. **Use ▲ or ▼ to highlight *MW's Guide to Punctuation and Style*, then press ENTER.**
4. **Use ▲ or ▼ to highlight the topic you want and press ENTER.**
   Use ▲ or ▼ to highlight a sub-topic, if needed, and press **ENTER**.
5. **Press SPACE or ▼ to scroll.**
6. **Press CLEAR when done.**
   Press **MENU** to go to the main menu.

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.**
2. **Press BOOKS.**
3. **Use ▲ or ▼ to highlight *MW's Signs, Symbols and Tables*, then press ENTER.**
4. **Press ▲ or ▼ to highlight the topic you want.**
   You can also type a letter to go to the first topic beginning with that letter. For example, type **st** to highlight *Stamps and stamp collecting*.
5. **Press ENTER to view its entry.**
   Press ▲ or ▼ if necessary, to highlight the sub-topic you want and then press **ENTER**. Press **BACK** to return to the list.
   Press **SPACE** or ▼ to scroll.
6. **Press CLEAR when done.**
   Press **MENU** to go to the main menu.

Finding Quotations

This dictionary contains a book of notable quotations, that you can find by author, subject or work.

1. **Press MENU.**
2. **Press BOOKS.**
3. **Use ▲ or ▼ to highlight *MW's***

Dictionary of Quotations, then press **ENTER**.

4. **Press ▲ or ▼ to highlight the search option you want.**
   Search by Author displays a list of authors, arranged alphabetically.
   Search by Subject displays a list of subject, arranged alphabetically.
   Search by Work displays a list of published works, arranged alphabetically.
5. **Press ENTER.**
6. **Press ▲ or ▼ to highlight the author, subject or work you want.**
   Press **SPACE** to scroll one page at a time. You can also type a letter to go to the first item beginning with that letter. For example, in the authors list, type **cs** to highlight *C.S. Lewis*.
7. **Press ENTER.**
   Note: If multiple quotes exist for an author, subject or work, press ▲ or ▼ to highlight the quote you want and then press **ENTER**.
   Press **SPACE** or ▼ to scroll.
8. **Press CLEAR when done.**
   Press **MENU** to go to the main menu.

Using the 5-Language Translator

Use the 5-language translator to translate words to and from English, Spanish, French, German, and Italian.
1. **Press MENU.**
2. **Press BOOKS.**
3. **Use ▲ or ▼ to highlight *5-Language Translator*, then press ENTER.**
   The input language is English by default. Press a language's respective Soft Key to change the input language.
4. **Type a word (e.g., *place*).**
   To erase a letter, press **BACK**.
   To type a capital, hold **CAP** and press a letter key. To type a number, hold **FN** and press **Q-P**. To type a hyphen, hold **FN** and press **J**.
5. **Press ENTER to view the translations.**
   Press **SPACE** or ▼ to scroll.

6. **Press CLEAR when done.**
   Press **MENU** to go to the main menu.

Using *My Vocabulary List*

You can save up to 40 words in *My Vocabulary List* for personal study or review. *My Vocabulary List* is saved between sessions unless your product is reset.

Adding Words from the Learning Menu

1. **Press MENU.**
2. **Press LEARN.**
3. ***My Vocabulary List* will be highlighted. Press ENTER to select it.**
4. **Press ▲ or ▼ to highlight *Add a Word* and press ENTER.**
5. **Type a word.**
6. **Press ENTER to add the word.**
7. **Press CLEAR when done.**

Adding Words from a Word Entry Screen

You can add words to *My Vocabulary List* directly from any word entry screen.
1. **Press MENU.**
2. **Press BOOKS.**
3. **Use ▲ or ▼ to highlight *Dictionary*, then press ENTER.**
4. **Type the word you want to add to your word list (e.g., *poignant*).**
5. **Press LIST.**
   Your selection is included in the menu item.
6. **Press ENTER to add the word.**
7. **Press CLEAR to return to the word entry screen.**
   Press **MENU** to go to the main menu.

✓ **Adding Highlighted Words**
   You can also add words to *My Vocabulary List* from definitions and correction lists. First highlight a word and then press **LIST**. *Add "your word"* will be highlighted. Press **ENTER** to add the word.

✓ **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 that adding words that are. If you add only words that are not in this dictionary, *My Vocabulary List* may contain as few as 10 words.

Viewing *My Vocabulary List*

1. **Press MENU.**
2. **Press LEARN.**
3. ***My Vocabulary List* will be highlighted. Press ENTER to select it.**
   View List:... will be highlighted.
   View List: Empty will be displayed if either is empty.
4. **Press ENTER to view the list.**
5. **Highlight a word on the list.**
6. **Press ENTER to view its definition.**

Removing a Word from *My Vocabulary List*

1. **Press MENU.**
2. **Press LEARN.**
3. ***My Vocabulary List* will be highlighted. Press ENTER to select it.**
4. **Press ▲ or ▼ to highlight *Delete a Word* and press ENTER.**
5. **Highlight the word you want to delete and press ENTER to delete that word.**

Erasing *My Vocabulary List*

1. **Press MENU.**
2. **Press LEARN.**
3. ***My Vocabulary List* will be highlighted. Press ENTER to select it.**
4. **Press ▲ or ▼ to highlight *Erase the List* and press ENTER.**
5. **Press Y to erase the list or press N to cancel.**

Reading the Grammar Guide

Your device includes an outline of English grammar topics such as parts of speech, phrases, clauses, the correct usage of punctuation, and so on.
1. **Press MENU.**
2. **Press LEARN.**
3. **Press ▲ or ▼ to highlight *Grammar Guide*, then press ENTER.**
   Each major section is composed of topics and sub-topics.
4. **Press ▲ or ▼ to highlight the topic you want to study and then press ENTER.**

5. **If necessary, highlight the sub-topic you want and press ENTER.**
6. **Press SPACE or ▼ to read.**
   If a topic contains a quiz to help you review the rules described in that topic, the **QUIZ** Soft Key will be displayed. Press **QUIZ** to begin the quiz. Follow the instructions on the screen to complete the quiz. To exit the quiz, press **BACK**.
7. **Press FN + ► or ◄ to view the next or previous topic.**
8. **Press BACK to return to the list of topics.**
9. **Press CLEAR or MENU when done.**

Using the SAT® Word List

The SAT® Word List is available to you to review and learn English words like those you might find on the Scholastic Aptitude Test.
1. **Press MENU.**
2. **Press LEARN.**
3. **Press ▲ or ▼ to highlight *SAT® Word List*, then press ENTER.**
   Press ▲ or ▼ to scroll through the SAT® Word List. You can also type a letter to go to the first word beginning with that letter. For example, type **gre** to highlight *gregarious*.
   Press **ENTER** at any word to view its definition. Press **BACK** to return to the list.

Using Exercises

Using Exercises, you can test your spelling and improve your vocabulary.

Speaking Spelling Bee

1. **Press MENU.**
2. **Press EXER.**
   You can choose *My Speaking Spelling Bee* which uses words from *My Vocabulary List* or *SAT® Speaking Spelling Bee* which uses words from the SAT® Word List.
3. **Press ▲ or ▼ to highlight the one you want, then press ENTER.**
   A word will be pronounced for you to spell. To hear the word again, press ⊏◁⫛.
4. **Type in the word you just heard and press ENTER to see if you spelled it right.**
5. **Press ENTER to see the definition of the word.**
   Press **BACK** to return to *Speaking*

Spelling Bee.
Press **LIST** to add a SAT® word to *My Vocabulary List*.

6. **Press SPACE for a new word.**
7. **Press CLEAR or MENU when done.**

Flashcards

1. **Press MENU.**
2. **Press EXER.**

   You can choose *My Flashcards* which uses words from *My Vocabulary List* or *SAT® Flashcards* which uses words from the SAT® Word List.

3. **Press ▲ or ▼ to highlight the one you want, then press ENTER.**

   A word will appear on the screen for you to study or define. If needed, press **ENTER** to see the definition. Press **BACK** to return to *Flashcards*.
   Press **LIST** to add a SAT® word to *My Vocabulary List*.

4. **Press SPACE for a new word.**
5. **Press CLEAR or MENU when done.**

Playing The Games

You have twelve fun games to choose from.

Changing Game Settings

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

1. **Press MENU.**
2. **Press GAMES.**
3. **Hold down CAP and press ▼ to highlight *Game Settings*, then press ENTER.**
4. **Use ▲ or ▼ to move ▶ to *Words*, *Skill*, or *Graphics*.**

   Words chooses the source of the words: *All of them*, *My Vocabulary List*, *Enter your own*, *Learn a Word List, or SAT® Word List*.
   Skill determines how easy or difficult a game is.
   Graphics determines whether you see graphics at the end of games.

5. **Use ▶ or ◀ to change the setting(s) you want.**
6. **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**.

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.

Hangman

Hangman selects a mystery word and challenges you to guess it letter by letter. You have to guess the word to save the little man. Each wrong guess that you make causes another piece of him to appear. When he is whole, you lose. 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 **?** for a hint. Press **?** to give up.

After the round is over, press **ENTER** to look up the definition of the game word press **THES** to view its thesaurus entry, if any. Press **BACK** to return to the game. Press **SPACE** to play again.

Anagrams

Anagrams challenges you to find anagrams of the game word. An anagram is a word formed from some or all of the letters of another word. The number to the right of the screen indicates the number of anagrams of the game word you are asked to find.

Type an anagram and then press **ENTER**. Use ▲ or ▼ to view the anagrams already entered, if necessary. Hold **CAP** and press **?** to shuffle the letters in the selected word. Press **?** to give up.

After the round is over, press **ENTER** to turn on the highlight. Use the arrow keys to highlight a word, then press **ENTER** to look up the definition of the highlighted word or press **THES** to view its thesaurus entry, if any. Press **BACK** to return to the game. Press **SPACE** to play again.

Jumble

Jumble tests your ability to unscramble letters and form words. A series of letters is displayed. Try to type words using the game letters. The number to the right of the screen indicates the number of words you are asked to find using the game letters.

Type a word and then press **ENTER**. Use ▲ or ▼ to view the words already entered, if necessary. Hold **CAP** and press **?** to shuffle the game letters. Press **?** to give up.

After the round is over, press **ENTER** to turn on the highlight. Use the arrow keys to

highlight a word, then press **ENTER** to look up the definition of the highlighted word or press **THES** to view its thesaurus entry, if any. Press **BACK** to return to the game. Press **SPACE** to play again.

Letris

In *Letris*, letters fall from the top of the display to the bottom. Use ▶ or ◀ to move the falling letter to a position where it can spell a word when it reaches the bottom. Hold **FN** and press ▶ or ◀ to move the letter as far right or left as you can. Press ▼ to drop the letter to the bottom of the screen. Press **SPACE** to pause the game. Press **SPACE** again to resume the game.

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.

After the round is over, press **SPACE** to play again.

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 hand. 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 hand). If you are unable to make a word at tat 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, "**P**ass, **B**et, **F**old". If the house bets first, you see a prompt, "**S**ee, **R**aise, **F**old". 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. Press **SPACE** to play again.

Word Blaster

In *Word Blaster* you must guess the mystery word before it appears fully on the screen. It gets filled in one letter at a time. When there are enough letters filled in for you to guess the word, press **ENTER**. Type your guess and press **ENTER** to see if you were right. Hold **CAP** and press **?** to flash the partially completed word on the screen. Press **?** to give up.

After the round is over, press **ENTER** to look up the definition of the game word press **THES** to view its thesaurus entry, if any. Press **BACK** to return to the game. Press **SPACE** to play again.

Word Builder

Word Builder finds anagrams for you from the letters you enter. Type letters you want *Word Builder* to build words from and press **ENTER**.

Word Builder shows the anagrams it has built. Use ▲ or ▼ to view the words, if necessary.

After the round is over, press **ENTER** to turn on the highlight. Use the arrow keys to highlight a word, then press **ENTER** to look up the definition of the highlighted word or press **THES** to view its thesaurus entry, if any. Press **BACK** to return to the game. Press **SPACE** to play again.

Word Deduction

In *Word Deduction*, you have to guess a mystery word based on the provided clues. The number to the left of the screen indicates how many guesses you have.

Type a word with the required number of letters and then press **ENTER**. You see

columns for *Perfect* and *Misplaced* containing numbers. The number under *Perfect* stands for the number of letters in their correct position. The number under *Misplaced* stands for the number of letters present in the mystery word, but entered in the wrong position. Continue typing words and pressing **ENTER** using the information from *Perfect* and *Misplaced*. Hold **CAP** and press **?** for a hint. Press **?** to give up. After the round is over, press **ENTER** to look up the game word, or press **THES** to view its thesaurus entry, if any. Then press **BACK** to return to the game. Press **SPACE** to play again.

Word Dozer

In *Word Dozer*, letters randomly appear on the screen. Use the arrow keys to move the bulldozer 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 ..., *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. Press **SPACE** to play again.

Word Train

In *Word Train*, you and the computer take turns trying to complete a word. Continue typing letters until a word is typed. Winning words must be at least 4 letters long. Whoever types the last letter of the word wins. Hold **CAP** and press **?** for a hint. Press **?** to give up.

After the round is over, press **ENTER** to look up the translation of the game word. Press **BACK** to return to the game. Press **SPACE** to play again.

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 flash along the bottom of the rack to show whose turn it is and the post where the game piece will land.

The first player to link four game pieces wins. Press **SPACE** to play again.

Using the Clock

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

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

Using the Databank

Adding Entries

You can store as many as 100 names, 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 and then press DATA.**
2. **Highlight *Add an Entry* and then press ENTER.**
3. **Type a name and press ENTER.**
4. **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**.
5. **Type a postal address or e-mail address and press ENTER.**
   To type an @, hold **FN** and press **M**.

Viewing or Editing Entries

1. **Press ORG and then press DATA.**
2. **Highlight *View: XX entries (XX% free)* and then press ENTER.**
3. **To edit an entry, highlight it and press ENTER.**
   Type your changes. Use ◀ to move the cursor; use **BACK** to delete.
4. **Press ENTER to move to the number field.**
   Press **ENTER** twice to move to the address field.
5. **Press ENTER again to save your changes or hold down FN and press BACK to cancel your changes.**

Deleting Entries

1. **Press ORG and then press DATA.**

2. **Highlight *Delete an Entry* and then press ENTER.**
3. **Highlight the entry you want to delete and press ENTER.**
4. **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.

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 device, which will permanently erase all the information stored in the databank.

1. **Press ORG and then press DATA.**
2. **Highlight *Set Password* and then press ENTER.**
3. **Type a password of up to eight characters and press ENTER.**
   Use ◀ to move the cursor; use **BACK** to delete.
4. **Press C to confirm or CLEAR to cancel the password.**
   The password you set will be requested the first time that the databank is used during a session.
5. **To change the password, repeat Steps 1-4.**
   To remove a password, press **ENTER** at the blank password screen.

Using the Calculator

1. **Press ORG and then press CALC.**
2. **Type a number.**
   Note: **Q-P** will type numbers *0-9* automatically. You can type up to 10 digits. To type a decimal, press **G(.)**. To change the sign of a number, press **Z(+/-)**.
3. **Press a math function key.**
4. **Type another number.**
5. **Press ENTER.**
   To repeat the calculation, press **ENTER** again.

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

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

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 and then press CONV.**
2. **Use ▼ to select a conversion category (e.g., *Weights*).**
3. **Select a conversion (e.g., *grams/ounces*).**
4. **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.
5. **Press ENTER to convert.**
6. **Press CLEAR to clear the current conversion.**

Using the Currency Converter

1. **Press ORG and then press CURR.**
2. **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). For example, to convert between U.S. dollars and euros, enter an exchange rate of 1.3374. This means that 1.3374 euros is the equivalent of 1 U.S. dollar.
3. **Enter an amount for the home or other currency.**
   Press ▲ or ▼ to move between the lines. Use **BACK** to delete a number.
4. **Press ENTER to convert.**
5. **Press CLEAR to clear the current conversion.**
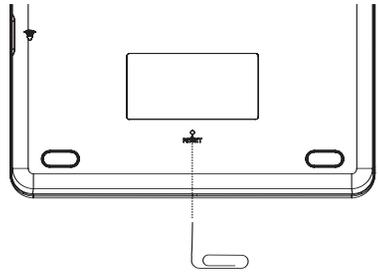
Resetting Your Product

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 on the back of your device.

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

> This unit may change operating modes, lose information stored in memory, or fail to respond due to electrostatic discharge or electrical fast transients. Normal operation of this unit may be re-established by pressing the reset key, by pressing [power], or by removing and replacing the batteries.

Specifications

Model SCD-1890: *Speaking Merriam-Webster's Collegiate® Dictionary, 11th Edition*

• **Batteries**: two AAA

• **Size**: 138.8 x 110.2 x 20.3 mm

• **Weight**: 140 g

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L&H Quality Speech

U.S. Patents: 4,830,618; 4,891,775; 5,007,019; 5,113,340; 5,203,705; 5,218,536; 5,396,606; 5,497,474

ISBN 978-1-59074-418-5

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

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.

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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.

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

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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 warranty does not affect the consumer's statutory rights.

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