Franklin®

BOOKMAN®

EXPANDABLE ELECTRONIC BOOK

Merriam-Webster®

Advanced Dictionary & Thesaurus

USER'S GUIDE

ADV-640

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Welcome to the world of BOOKMAN! With this *Advanced Dictionary & Thesaurus* you can find over 110,000 dictionary words with 300,000 entries, 500,000 synonyms, as well as antonyms, etymologies, Classmates®, Confusables® and more. You can also correct misspellings, save words to your User list, and play three challenging word games. Read this User's Guide to learn how.

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Key Guide

Function Keys

CLEAR Clears to *Enter your word*.

MENU Displays the main menus.

THES **(red)** Displays a thesaurus entry.

CLASS **(green)** Displays Classmates®.

GAMES **(yellow)** Displays the games list.

LIST **(blue)** Displays the User List menu.

CARD Exits the selected book.

ON/OFF Turns BOOKMAN on or off.

➤ Understanding the Color Keys

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

Other books have their own color key functions, which are labelled on their book cards or on the keyboard. For more information, read "Using the Color Keys."

Other Keys

BACK Backs up and erases letters.

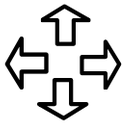
CAP Shifts keys to type punctuation.

ENTER Enters a search, selects a menu item, or starts a highlight.

HELP Displays help messages.

? * Types a question mark to stand for an unknown letter in a word; shifted, types an asterisk to stand for a series of unknown letters.

Direction Keys



Move in indicated direction.

SPACE Types a space or pages down.

Star Key Combinations*

☆ + CARD Sends a word between books.

☆ + DN Displays next entry or match.

☆ + UP Displays previous entry or match.

☆ + **C** Displays Confusables®.

☆ + **D** Displays a definition.

☆ + **P** Displays the Path list.

**Hold ☆ while pressing the other key.*

Installing Batteries

BOOKMAN model ADV-640 uses four AAA batteries. Here is how to install or replace them.

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

1. **Turn BOOKMAN over.**
2. **Slide off its battery cover in the direction of the triangle.**
3. **Install the batteries following the diagram on the case.**
4. **Replace the battery cover.**

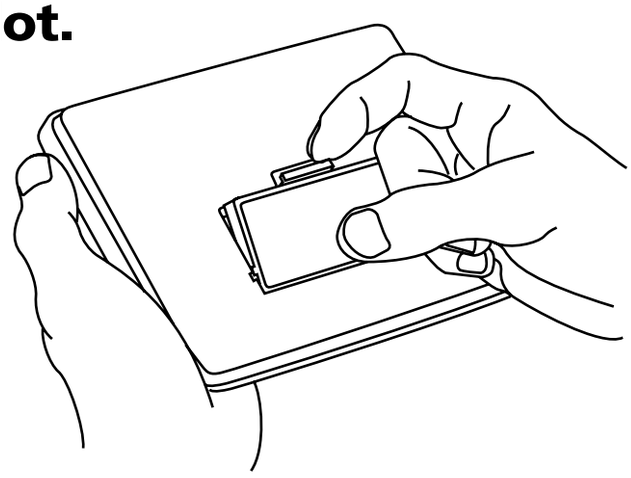
➤ About Screen Illustrations

Some screen illustrations may differ from what you see on your screen. This does not mean that your BOOKMAN is malfunctioning.

Installing a Book Card

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

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



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

➤ Removing a Book Card

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

Selecting a Book

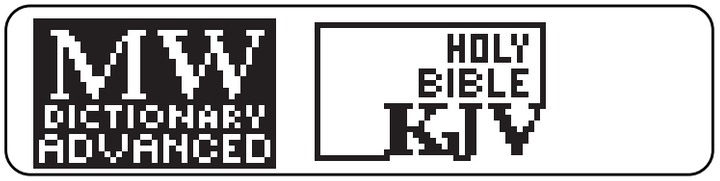
Once you have installed a book card in your BOOKMAN, you can select which book you want to use.

1. Turn your BOOKMAN on.

2. Press CARD.

These are sample books.

3. Press ⇨ or ⇦ to highlight the book you want to use.



4. Press ENTER to select it.

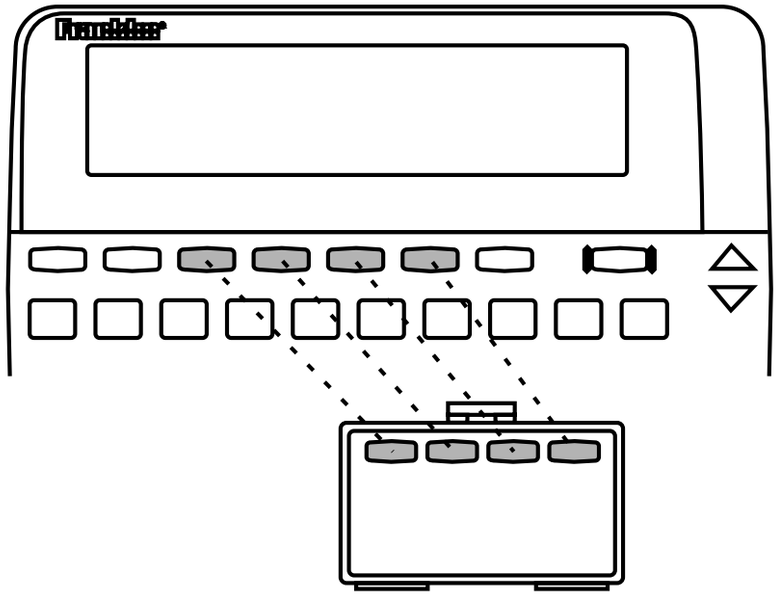
➤ Resuming Where You Left Off

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

Using the Color Keys

The red, green, yellow, and blue keys on your BOOKMAN change functions according to which book is selected.

When the built-in book is selected, the color keys function as labelled on the BOOKMAN keyboard. When a book card book is selected, the color keys function as labelled on that book card.

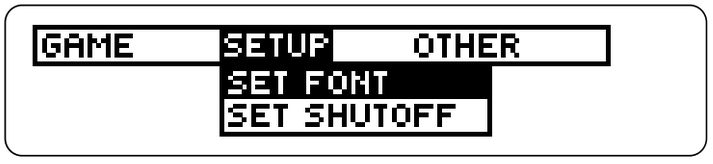


Remember, the color keys for book cards function as labelled on their book cards, not as on the BOOKMAN keyboard.

Changing the Settings

You can adjust the font size, shutoff time, and screen contrast. The shutoff time is how long BOOKMAN stays on if you forget to turn it off.

1. **Press (CLEAR).**
2. **Press (MENU).**
3. **Press the arrow keys to highlight the Other menu.**
4. **Highlight *Set Font*, *Set Shutoff*, or *Set Contrast*.**



5. **Press (ENTER).**
6. **Highlight a setting.**
   Or press ⇧ or ⇩ if you selected *Set Contrast*. To exit without changing settings, press (BACK).
7. **Press (ENTER) to select it.**

➤ Follow the Arrows

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

Viewing a Demonstration

Before you start using a book, you may want to see a demonstration.

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

If a book card is installed, first press (CARD) and select this book. Then press (MENU) and select *View Demo* from the Other menu to see the demonstration.

➤ Help is Always at Hand

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

If you need a reminder of what each key does, select *Tutorial* from the Other menu.

Finding Definitions

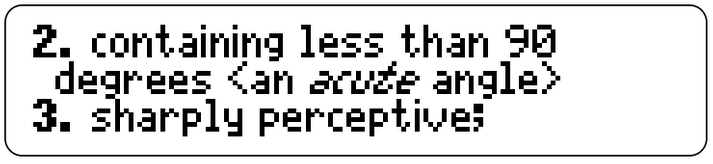
It's easy to find definitions in this dictionary. Simply type a word and then press ENTER.

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

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

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

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



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

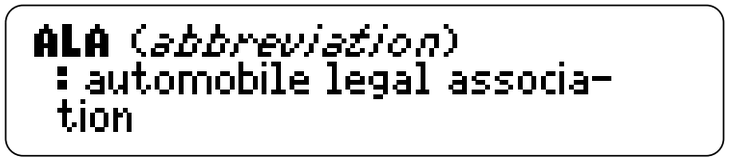
Finding Words in Definitions

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

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

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

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



7. **Press CLEAR when done.**

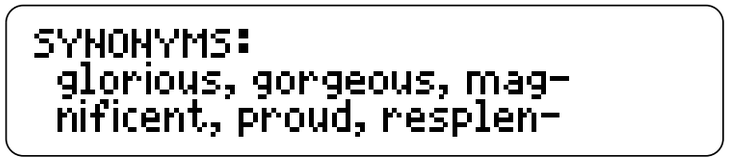
Finding Thesaurus Entries

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

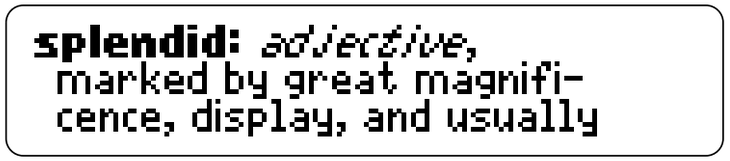
1. **Press CLEAR.**
2. **Type a word (e.g., *splendid*).**
3. **Press THES (red).**

This is its first thesaurus entry.

4. **Press ⇩ to see its synonyms.**



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



To return to the previous thesaurus entry, hold ☆ and press UP.

6. **Press CLEAR when done.**

➤ Other Ways to Find Thesaurus Entries

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

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

➤ Comparing Synonyms

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

Finding 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 or spaces.

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

1. Type a word with ?'s or an ✻.

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

2. Press ENTER.

3. Highlight a match.

4. Press ENTER to define it.

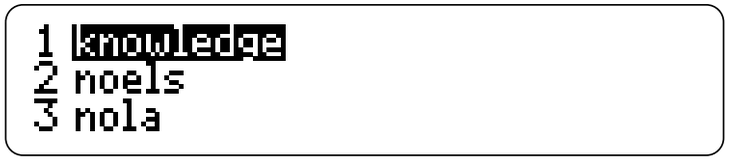
5. Press CLEAR when done.

Correcting Misspellings

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

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

2. Press ENTER.



3. Highlight a correction.

4. Press ENTER to view its dictionary definition.

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

6. Press CLEAR when done.

➤ Two Ways to Back Up

Pressing BACK takes you back to the previous screen you viewed. Holding ☆ and pressing UP takes you to the previous screen of similar information.

Highlighting Words to Look Up

Another way to look up words is by highlighting them in dictionary definitions, thesaurus entries, and word lists.

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

You can turn off the highlight by pressing BACK.

2. Use the arrow keys to highlight a word.

3. Do one of the following:

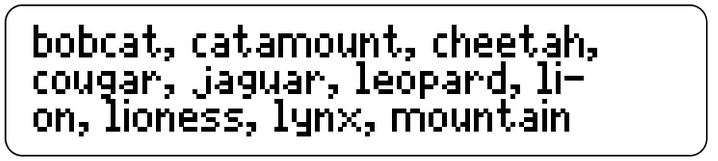
To...	Press...
define the word	ENTER
see thesaurus entry	THES (red)
see Classmates	CLASS (green)
see Confusables	☆ + C
add word to User list	LIST (blue)
search for the word in definitions	MENU and then select *Search for...*

Finding Classmates®

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

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

2. Press CLASS (green).



3. Press ⇩ to read.

➤ Look for the Flashing Messages

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

Finding Confusables®

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

1. Type a word (e.g., *rein*).

2. Hold ☆ and press C.

Each Confusable is followed by an identifying word.

3. Press ENTER and then highlight a word.

4. Press ENTER to define it, or press THES (red) to view its thesaurus entry, if any.

Reviewing Words

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

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

This is a sample Path list. If you haven't looked up any words, you see: *Path is empty*.

2. Highlight a word.

3. Do one of the following:

To...	Press...
define the word	ENTER
see thesaurus entry	THES (red)
see Classmates	CLASS (green)
see Confusables	☆ + C
add word to User list	LIST (blue)

4. Press BACK to go back to the list.

5. Press CLEAR when done.

Saving Words

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

1. Press LIST (blue).

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

2. Highlight *Add word*.

3. Press ENTER.

4. Type a word.

5. Press ENTER to add the word.

6. Select *View list: 1 word*.

7. Do one of the following:

To...	Press...
define the word	ENTER
see thesaurus entry	THES (red)
see Classmates	CLASS (green)
see Confusables	☆ + C

▶ Adding Highlighted Words

At any text, you can highlight a word and add it to your User list.

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

2. Highlight a word.

3. Press LIST (blue).

4. Select *Add "your word."*

5. Press CLEAR when done.

➤ Adding Words Not Found in This Dictionary

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

Deleting Saved Words

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

▶ Deleting One Word

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

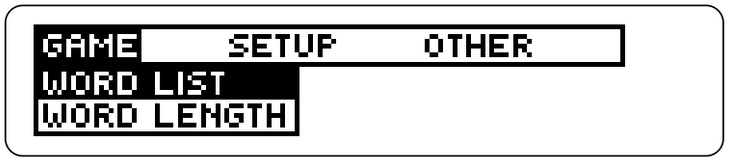
▶ Erasing Your User List

1. **Press LIST (blue).**
2. **Select *Erase List*.**
3. **Press Y to erase the entire list. Or press N to cancel.**

Changing Game Settings

You can change the game settings at any time. Each setting applies to all the games.

1. **Press MENU.**
2. **Press ⇦ to highlight the Game menu.**



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

➤ Understanding the Settings

Word List lets you pick the words with which you'll play the games. If you select *Type Them In*, you'll need to type in words after you select a game.

Word Length lets you pick how many letters will be in the words.

Skill Level lets you select the level of difficulty.

Playing the Games

Now that you have the games set, let's play.

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

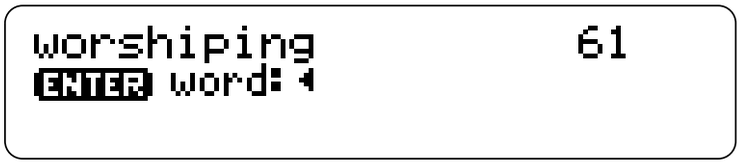
➤ Seeing the Score

Your score appears after each round of a game.

Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time. The number of guesses you can make appears to right of the #'s. For a hint, hold CAP and press ?*. Or press ?* to end the round. NOTE: If you ask for a hint, you will lose the round. Press ENTER to define the word. Press BACK to return to Hangman. Press SPACE to start a new round.

Anagrams



Anagrams challenges you to find all of the words that can occur within a selected word. Each letter can only be used as many times as it appears in the selected word. Each anagram must be a specified minimum length.

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

Type an anagram and then press ENTER. Use the arrows to view anagrams you've already entered. Hold CAP and press ?* to shuffle the letters in the selected word. Press ?* to end a round and reveal the remaining anagrams. Highlight a word, and then press ENTER to see its dictionary entry. Press BACK to exit Anagrams.

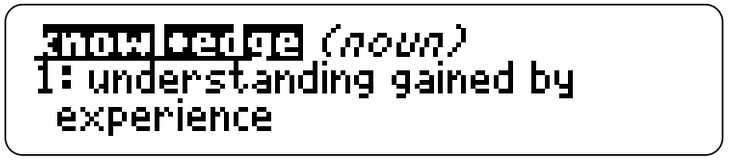
Word Train™

All aboard the Word Train spelling game! You and the train take turns typing letters to form a word. Whoever types the last letter wins. To view the letters you can type at your turn, hold CAP and press ?*. Or press ?* to end a round and reveal the word. Press ENTER to define the word.

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

To send or receive a word to or from another book, you must have installed a book card in your BOOKMAN that is able to send or receive words, as well. To learn if a book card can send or receive words, read its User's Guide.

1. Highlight a word in this book.



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

2. Hold ☆ and press CARD.

3. Highlight the other book.

4. Press ENTER.

The word that you highlighted appears in the other book.

5. Press ENTER to look up the word.

Resetting Your BOOKMAN

If the BOOKMAN keyboard fails to respond, or if its screen performs erratically, first press CLEAR and then press ON/OFF twice. If nothing happens, follow the steps below to reset it.

Warning: Pressing the reset button with more than very light pressure may permanently disable your BOOKMAN. In addition, resetting your BOOKMAN erases settings and information entered into its built-in book, and in any currently installed book cards.

1. **Hold CLEAR and press ON/OFF.**
   If nothing happens, try Step 2.
2. **Use a paper clip to *gently* press BOOKMAN's reset button.**
   The reset button is recessed in a pin-sized hole on the back of your BOOKMAN.

This unit may change operating modes due to Electro-static Discharge. Normal operation of this unit can be re-established by pressing the reset key, ON/OFF, or by removing/replacing batteries.

Your Notes

Limited Warranty (U.S. only)

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

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BOOKMAN Model ADV-640

- batteries: 4 AAA, 1.5 volt
- size: 14 x 2.5 x 10.3 cm
- weight: 6 oz. (without batteries)

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U.S. Patents 4,490,811; 4,830,618; 4,891,775; 5,007,019; 5,113,340; 5,203,705; 5,218,536; 5,249,965; 5,333,313; European Patent 0 136 379. Pat. Pend.

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