Franklin®

BOOKMAN®

ELECTRONIC BOOK CARD

Word Games

USER'S GUIDE

WGM-2037

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Contents

Welcome to the world of BOOKMAN! With this *Word Games* book card you can play eleven fun games to enjoy as well as help build your vocabulary. There are over 80,000 words in Word Game's word list. You can adjust the difficulty level from beginner to wizard. Also, choose which word list you want to use in the games to keep them challenging. Use your BOOKMAN to read this card. See "Installing Book Cards" to learn how.

Key Guide

Function Keys

CLEAR Clears to the games list.

MENU Shows the main menus.

NEW **(red)** Starts a new round.

SCORE **(green)** Shows the current score for most games.

HINT **(yellow)** Gives a hint or shuffles letters in most games.

ANSWER **(blue)** Ends the game and shows the answer.

CARD Exits the selected book.

ON/OFF Turns BOOKMAN on or off.

Other Keys

BACK Backs up and erases letters.

CAP Shifts keys to type punctuation.

ENTER Selects a game or word.

SPACE Types a space or starts a new round.

HELP Shows a help message.

? * Shows the answers.

Arrow Keys

Move in indicated direction.

Star Key Combinations*

☆ + CARD Sends a word between books.

☆ + ▽ Starts a new round.

➤ 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 BOOKMAN 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."

Hold ☆ while pressing the other key.

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Installing Book Cards

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 card will be erased.

1. Turn BOOKMAN off.
2. Turn BOOKMAN over.
3. Align the tabs on the book card with the notches in the slot.
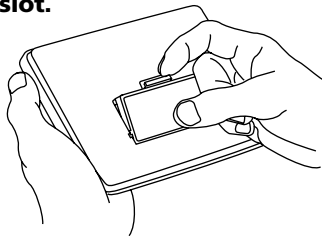
4. Press the book card until it snaps into place.

➤ Removing Book Cards

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

Selecting Books

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

1. Turn 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 off BOOKMAN 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 is selected, the color keys function as labelled on that card.
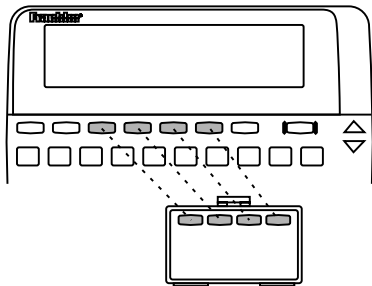
Remember, the color keys for BOOK-MAN books in book cards function as labelled on their book cards, not as on the keyboard.

Changing Settings

You can adjust the shutoff time and the 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 Setup menu.

4. Highlight *Set Shutoff* or *Set Contrast*.

    SKILL LEVEL WORD SIZE SETUP
                            TUTORIAL
                            SET SHUTOFF

5. Press ENTER to select it.

6. Highlight a setting.

Or press ⇧ or ⇩ if you selected *Contrast Adjust*. To exit without changing settings, press BACK.

7. Press ENTER to select it.

Viewing a Demonstration

Before you start using this book, you can view a demonstration of what it can do.

Once you have installed and selected the book card, press (MENU) and then the arrow keys to highlight *View Demo* on the Setup menu. Then press (ENTER) to view the demonstration.

If you want to stop the demonstration, press (CLEAR).

➤ Help is Always at Hand

You can view a help message at virtually any screen by pressing (HELP). Press the arrow keys to read it. To exit help, press (BACK).

If you want to read a tutorial about what the keys do, select *Tutorial* from the Setup menu.

➤ Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to move around the screen.

Choosing Game Settings

You can customize the games to the settings that suit you. Go back and change them anytime you want more or less of a challenge. Here are the settings and how to use them:

1. Press (MENU).
2. Press ⇩ to highlight the skill level with which you want to play the games.
3. Press (ENTER) to select it.
   The check marks the selected setting.
4. Press ⇨ to go to the Word Size menu.
5. Select a word size.
   • *Random* selects words of various lengths for game words.
   • *Enter Your Own* lets you type in your own game words.
6. Press (CLEAR) when done to go to the games list.
7. To select a game, press ⇩ and ⇧ and then (ENTER) when the name of the game you want is showing.

Anagrams

Anagrams challenges you to find all of the words that can occur within a given word. Each letter can only be used as many times as it appears in the selected word. Anagrams must be a specified minimum length, which will flash on the screen before each game.

1. Press $ENTER$ to select *Anagrams*.

```
revel              11
ENTER word: 4
```

root word   anagrams remaining

2. Type an anagram and then press $ENTER$.
   To erase a letter, press $BACK$.
   Use the arrow keys to view anagrams you've already entered.

3. Press $HINT$ to shuffle the letters in the root word.

4. To end a round and reveal the remaining anagrams, press $ANSWER$ (the blue key).

5. Press NEW (the red key) or $SPACE$ to play another round.

Jumble

Jumble jumbles the letters of a mystery word. You must unscramble the letters to form the word(s). The difficulty of the word is determined by the skill level.

**1. Select *Jumble* from the games list.**

```
idnuogs            2
ENTER word:
```

mystery word   number of words
                that can be formed

2. Type your guess and then press $ENTER$.

3. Press $HINT$ to shuffle the letters.

4. To quit and see the answer(s), press $ANSWER$ (the blue key).

5. Press NEW (the red key) or $SPACE$ to play another round.

Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time. You have a limited number of tries; beginners have more tries than wizards. Wrong guesses take your man one step closer to his doom. Try to guess the word before your man is hung!

1. Select *Hangman* from the games list.

```
?????????
#########  9        ╓┐
Make a letter guess  │
```
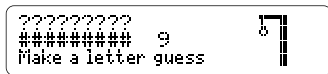
9=number of guesses left

2. Type a letter you think is in the mystery word.

3. Keep entering letters until you win or run out of tries.

4. To...   Press...

see a hint   (HINT)

end the round   (ANSWER)

see your score   (SCORE)

start a new round   (NEW) or (SPACE)

NOTE: If you ask for a hint, you will lose the round.

Word Blaster

Word Blaster is a speed spelling game. Letters of a mystery word appear one by one. You must enter the answer before the last letter is shown as time runs out. The harder the skill level, the faster the letters will appear.

1. Select *Word Blaster*.

2. Watch as the letters begin to form a word.

```
        _sh__g
ENTER to guess word
```
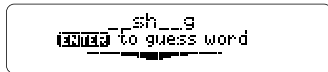
3. Press (ENTER) to stop the clock.

4. Type your guess and then press (ENTER).

To erase a letter, press (BACK). If your guess was right, you win! If your guess was wrong, you can try entering another word.

5. To...   Press...

see a hint   (HINT)

end the round   (ANSWER)

see your score   (SCORE)

start a new round   (NEW) or (SPACE)

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.

1. Select *Word Train* from the games list.
2. Type any letter to start a word.
Now the train adds a letter. In the next round the train will start first.
3. Continue typing letters after the train until a word is formed.

> Try to continue the word
> 訂[EL][OU]

NOTE: The word forming must be one in Word Game's word list.

4. To...   **Press...**
get a hint   (HINT)
end the round   (ANSWER)
see your score   (SCORE)
start a new round   (NEW) or (SPACE)
select a new game   (BACK)

Word Deduction

Here you must try and deduce what the mystery word is by entering words and evaluating which of the letters you entered are in the mystery word and where they belong. You have a limited number of tries, but you can view your past guesses at any time to help you figure out the pattern.

1. Select *Word Deduction*.
2. Type a word in the spaces.
3. Press (ENTER).

> guess   perfect misplaced
> 1   draw   0   1
> 2   _ _ _ _   15 left

- If there is a number under *perfect*, it means that you have that many letters correct and they are placed in the right spot.
- If you have a number under *misplaced*, it means that you have that many letters correct, but they are in the wrong spot.
- If you have zeros under *perfect* and *misplaced*, the letters you typed are not in the mystery word.

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Word Poker

4. **Type another word using different letters.**
5. **Press ⇧ to view past guesses.**
6. **Continue entering words remembering your past guesses and evaluating what the correct letters were and where they were placed.**
7. **To...   Press...**

   get a hint   (HINT)
   end the round   (ANSWER)
   start a new round   (NEW) or (SPACE)
   select a new game   (BACK)
   find help   (HELP)

➤ Resetting the Skill Level

If you decide the games are too difficult or too easy for you, reset the skill level to a better setting.

To reset the skill level, press (MENU) and select a new skill level. Press (CLEAR) to clear the old setting from the game you were playing and start the game again. Now it will play using your new setting.

In Word Poker, you try to get the best hand by typing the longest word possible with the letter cards you're dealt. The longer your word, the better your hand. You can also enter two words for an even better hand. You're opponent is the dealer. The ante for playing is $10 a game. The highest bet you can make per turn is $100. Let's play!

1. **Select *Word Poker*.**
2. **Type a word using the letters on the cards you are dealt.**

   ```
   Hand:                    $990
   Arrange:mud am
   ```

   To deselect a letter, press (BACK). To enter two words, press (SPACE) after the first word and then type the second word.

3. **Press (ENTER) when your word(s) is typed.**
   Watch for the dealer's move.
4. **Press P to pass, press B to bet, or press F to fold.**

If you pressed B, enter the amount you're betting by pressing the top row of letter keys (Q-P) to type numbers. Then press (ENTER).

5. **Discard any left over letters by typing the letters you don't want and pressing (ENTER).**
Watch for the dealer's move.

6. **If you took new letters, type a new word and press (ENTER).**
Watch for the dealer's move.

7. **Make your choice.**
If you raised, enter the amount you want to raise.

8. **Watch to see who wins.**
Whoever wins gets the amount in the pot added to their bank. If you tie the dealer, you don't lose your money; the pot carries over to the next hand where the winner gets both pots.

9. **To...**   **Press...**

end the round   (ANSWER)
start a new round   (NEW) or (SPACE)
select a new game   (BACK)

➤ **Betting Terms**

You have the choice of betting, passing, seeing, raising or folding. Here are brief definitions of what each mean.

Bet: means you want to bet on your hand.

Pass: means you want to keep playing, but don't want to bet now.

See: means that you want to match the amount of dealer's last bet and end the betting.

Raise: means you want to match the dealer's last bet and bet more.

Fold: means you want to give up and take a loss because you have a bad hand or the bet is too high.

➤ **What's a winning hand?**

Basically, the longer the word, the better your hand. One four-letter word is better than a three-letter and a two-letter word. One-letter words will not be accepted.

Memory Challenge

Let us challenge your memory. You start with one word and can go as far as your memory allows. A word will appear briefly on the screen and then you will be asked to type the word you just saw. Each word must be spelled correctly and entered in the order in which they appeared. See how far you can go.

1. **Watch for a word to appear.**
2. **Type the word you just saw at the *Enter word 1:* screen.**
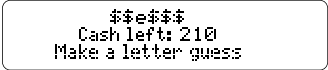   To erase a letter, press (BACK).
3. **Press (ENTER) to enter your guess.**
   If you're right, you win! If you're wrong, type another guess.
4. **Press (NEW) or (SPACE) to add another word to the challenge.**
5. **Enter the first word and then enter the second word.**
6. **Continue adding as many words to the challenge that you can.**

Word Auction

In Word Auction you must spell a word by buying letters before you run out of money. Each letter costs you. Commonly used letters cost more than others. You will be charged for each request whether the letter is in the word or not. Be careful, if you enter the same letter twice, you will be charged the price of the letter again plus a $25 fee. The price of the letters is the same for every level, but Beginners start with more money than Wizards.

1. **Type a letter.**

```
        $$e$$$
     Cash left: 210
   Make a letter guess
```

2. **Continue typing letters you think are in the mystery word.**
   For a hint, hold (CAP) and press (? *). There is a $25 fee for each hint.
3. **Press (SPACE) or (NEW) (the red key) to start a new round.**

Word Auction

A: $20	J: $1	S: $16
B: $5	K: $3	T: $19
C: $11	L: $14	U: $9
D: $9	M: $7	V: $3
E: $30	N: $18	W: $3
F: $4	O: $17	X: $1
G: $6	P: $8	Y: $5
H: $6	Q: $1	Z: $1
I: $20	R: $19	

Word Capture

Word Capture is a speed typing game. A letter will quickly flash in its position. You must press that letter key while it is still flashing in order to capture it. But be careful! You only have 10 misses or you lose.

The speed at which the letters flash is set by the skill level. To make the game faster, set the skill level higher.

1. Start *Word Capture*.
2. Press the letter key that corresponds to the flashing letter.

```
f_r___              10
     Type the letter
```

3. Continue typing the flashing letters until the word is formed.
4. Press (SPACE) or (NEW) (the red key) to start a new round.

Lotto

Lotto helps you choose lottery numbers with the information you enter. You tell it how many balls will be chosen and the range of numbers on the balls.

Number to choose: is asking you how many balls or numbers will be drawn.

Range of numbered balls: is asking what the range of the numbers are on the balls (i.e., if 35 balls are in the hopper, enter *35*).

1. **Select *Lotto* from the games list.**
2. **Type the number of balls to be chosen.**
3. **Type the range of the numbers on the balls.**
4. **Press ENTER to see a combination.**

5. **Press NEW (the red key) or ENTER repeatedly to see other combinations.**
6. **Press BACK to go back to the games list.**

Sending Game Words

This book can send words to certain other BOOKMAN books. If you see a game word you don't know and have a BOOKMAN dictionary, you can send it to the dictionary and see the definition. NOTE: Words in the Word Poker game cannot be sent.

To send a word from *Word Games*, you must first be sure the other book can receive words. To learn if a book can send or receive words, read its User's Guide.

1. **For *Anagrams*, *Jumble*, and *Word Deduction*: when a game word is showing, press ENTER to start the highlight. (For the other games, go on to step two.)**
   Use the arrow keys to highlight the word you want, if needed.

```
revelry              25
       ENTER to continue
revery        LIST QUIT
```

2. **Hold ☆ and press CARD to send it.**

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Resetting BOOKMAN

3. Highlight the other book icon.

4. Press (ENTER) to select it.

The word that you highlighted is either automatically looked up or it appears in the other book and you must press (ENTER) to look it up, depending on the book.

5. Press (CARD) and select the Word Games icons to return.

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 BOOKMAN erases settings and information entered into its built-in book, and in an installed book card.

1. Hold (CLEAR) and press (ON/OFF).

If nothing happens, try Step 2.

2. Use a paperclip to *gently* press BOOKMAN's reset button.
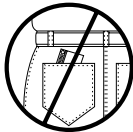
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Book Card Care

• **Do not touch the metal contacts on the book cards.**

Caution: Touching these electrical contacts with statically charged objects, including your fingers, could erase information entered in a book card or built-in book.

• **Do not put excessive pressure on the book cards.**

• **Do not expose the book cards to heat, cold, or liquids.**

Optional Features

AC adaptor jack

Headphone jack

AC adaptor jack: Some BOOK-MAN models are equipped with a standard 3.5 mm jack for use with a 9-volt, 200-300 milliamp AC/DC adaptor.

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 your AC/DC adaptor does not have this symbol, confirm its compatibility at its place of purchase.

Headphone jack: Some BOOK-MAN models also have a 3.5 mm stereo headphone jack for use with a standard impedance 8 Ohm headset.

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Model WGM-2037

• size: 5.9 x 4.2 x 0.6 cm

• weight: 0.4 oz.

FCC Notice

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 design 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 deteremined 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.

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.

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