Franklin®   DCQ-210

WORDWIZARD™

User's Guide
Retain for future reference.

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Key Guide

(*abc*)	Writes the selected word or words on the screen in cursive.
(abc)	Writes the selected word or words on the screen in manuscript printing.
(BACK)	Deletes a letter, takes you back one step, or stops the highlight.
(CLEAR)	Clears your entry.
(ENTER)	Enters words, starts a highlight, or selects items.
(GAMES)	Shows the games menu.
(HELP)	Shows help messages.
(LIST)	Shows the List menu. Lets you enter your name, or see a demonstration.
(ON/OFF)	Turns your Wordwizard™ on or off.
(SHIFT)	Shifts the keys to type capital letters.
(?)	Types a **?** to stand for an unknown letter in a word, or shows Confusables®.
⇧	Moves up, or makes the screen darker at the *Enter a word* screen.
⬇	Moves down, or makes the screen lighter at the *Enter a word* screen.
⇦	Moves left, or deletes typed letters.
⇨	Moves right, or types a space.

Getting Started

This product uses four AAA batteries. You should change the batteries when the screen contrast is too light even after adjustment.
Note: When you remove the batteries, stored information is deleted.

1. Remove the battery compartment cover on the back of the unit.
2. Install four AAA batteries.
3. Press (ON/OFF).

The first time you turn your Wordwizard on, you will be asked to enter your name.

4. Type your name or nickname as you want it to appear in Wordwizard.

Or press (ENTER) if you do not want your name to appear.

To type a space, press ⇨.

The first letter of each word you type in your name will automatically appear as a capital in Wordwizard.

5. Press (ENTER).
6. Press ⬇ or ⬆ repeatedly to make the screen lighter or darker.

Note: You can make the screen lighter or darker only when *Enter a word* is on the screen.

✓ **To See Your Wordwizard Work**
You can see a brief demonstration about your Wordwizard. Press ⬚LIST⬚ and use ⬍ until *See Me Work* is on the screen. Press ⬚ENTER⬚ to see the demonstration. To stop the demonstration, press ⬚CLEAR⬚.

✓ **To See Your Name in Wordwizard**
You can personalize your Wordwizard with your name or nickname. Then when you turn Wordwizard on or win a game, it will greet you by name.

To enter or change a name, press ⬚LIST⬚ and use ⬍ until *Enter Your Name* is on the screen. Press ⬚ENTER⬚, and use ⬚BACK⬚ to delete letters. Type your name or nickname as you want it to appear, and then press ⬚ENTER⬚ again.

✓ **Follow the Arrows**
The flashing arrows at the right of the screen show you which arrow keys you can use to see more.

✓ **About Automatic Shutoff**
If you forget to turn off your Wordwizard, it will automatically turn off in about two minutes.

Finding a Word

It is easy to find the definitions of words with your Wordwizard. Let's learn how.

1. Press CLEAR.

2. Type a word. For example, type *apple*.

> **ENTER** a word:
> apple◀
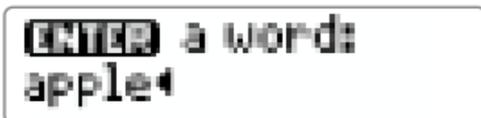
To delete letters, use BACK or ⇦. To type a space, press ⇨. You do not need to type capitals to find definitions, but if you want to, hold SHIFT and type a letter.

3. Press ENTER to find its definition.

> **apple** a round,
> red, crunchy,
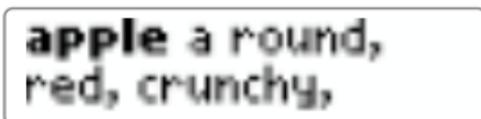
4. Press ⇩ repeatedly to see more of the word's definition, if needed.

5. Press CLEAR when you are finished.

✓ Help is Always at Hand
You can view a help message at almost any screen by pressing HELP. To go back to the previous screen, press BACK.

Correcting Misspellings

If you misspell a word, Wordwizard automatically gives you a list of corrections.

1. Press `CLEAR`.

2. Type a misspelled word. For example, type _jiraph_.

```
ENTER a word:
jiraph
```
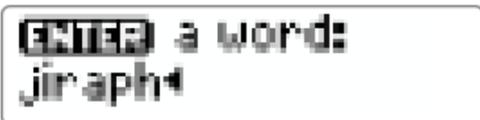
3. Press `ENTER`.

4. Use ⇩ to highlight a correction, if needed.

```
graph
giraffe
```

5. Press `ENTER` to see its definition.

```
giraffe a
spotted animal
```

6. To go back to the spelling corrections, press `BACK`.

**7. Press `CLEAR` when you are finished.**

Jumping to a Word

If you do not know the meaning of a word that you see in a definition, simply highlight the word and then jump to its definition.

1. Press (CLEAR).
2. Type a word. For example, type *truck*.
3. Press (ENTER).
4. Press (ENTER) again to start a highlight.

   To turn off the highlight, press (BACK).
5. Use the arrow keys to highlight a word. For example, highlight *vehicle*.

   ```
   truck a large
   vehicle that
   ```

6. Press (ENTER) to jump to the definition of the highlighted word.

   ```
   vehicle a device
   for transporting
   ```

7. To go back, press (BACK).
8. Press (CLEAR) when you are finished.

Finding a Letter in a Word

If you are unsure about how to spell a word,
type a question mark (**?**) in place of each un-
known letter. You can type more than one ques-
tion mark in a word. You can also use ?'s to
help you solve crossword puzzles and other
word games. Try this example.

1. Press CLEAR.
2. Type a word with ?'s. For example, type
p?rt.

> **ENTER** a word:
> p?rt◄

3. Press ENTER.

> part
> pert
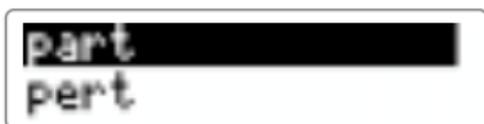
4. Use ⬇ to highlight a word, if needed.
5. Press ENTER to see the definition of the
highlighted word.
6. To go back, press BACK.
7. Press CLEAR when you are finished.

Writing Letters and Words

Your Wordwizard has a handwriting guide which can help you learn how to write letters and words in both cursive and manuscript printing. Note: While reading the definition of a word, you can see that word written in cursive or manuscript printing on the screen by pressing the appropriate key.

1. Press CLEAR.

2. Type one or more words. For example, type *hot dog*.

To type a space, press ⇨.

3. Press 𝒶𝒷𝒸 **to see your word(s) written on the screen in cursive.**

hot dog

To see the word(s) written again, press 𝒶𝒷𝒸 again or ENTER.

If the word is too long to fit on the screen, use ⇦ or ⇨ to see it.

4. Press abc **to see your word(s) written on the screen in manuscript printing.**

hot dog
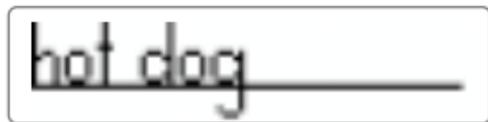
To see the word(s) written again, press abc again or ENTER.

Viewing Confusables®

Confusables are words that are spelled alike or words that people often confuse. When you see a question mark flash to the right of a word, that word has Confusables. Try this example.

1. **Press** (CLEAR).

2. **Type** *red* **and then press** (ENTER).

   Notice the flashing question mark.

3. **Press** (?).

   ```
   red: colour
   read: book
   ```

   Each Confusable is followed by a word that helps explain its meaning.

4. **Use** ⏬ **to view more Confusables, if any.**
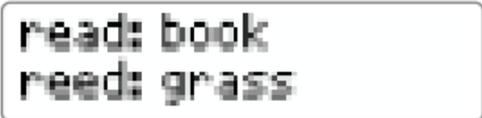
   ```
   read: book
   reed: grass
   ```

5. **To jump to the definition of a word, high-light it and press** (ENTER).

   To learn how to highlight a word, read "Jumping to a Word."

   To go back, press (BACK).

6. **Press** (CLEAR) **when you are finished.**

Saving Words for Study

You can create a personal list of up to 50 words for study and review. You can add words not in Wordwizard, but they take up more space in your List.

To Add a Word

1. Press (CLEAR).
2. Press (LIST).
3. Use ⬇ or ⬆ until you see *Add a Word* and press (ENTER).
4. Type a word and press (ENTER) to add it to your List.

   If the word is not in Wordwizard, you will be asked if you want to add it anyway. Use ⬇ or ⬆ to see your options and press (ENTER) to select one.

✓ Other Ways to Add Words

You can add a word to your List when you are reading its definition. You can also add a word by typing it at the *Enter a word* screen or highlighting it in text.

To add a word while you are reading its definition, press (LIST) and then press (ENTER) to add the word.

To add a word at the *Enter a word* screen, first type a word and then press (LIST). Press (ENTER) to add the word.

To add a word in text, press (ENTER) to start the highlight and use the arrow keys to

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highlight a word. Then press `LIST` and
press `ENTER` to add the word.

To See Your Words

1. Press `LIST`.
2. Use ⬇ or ⬆ until you see *See Your Words* and press `ENTER`.
3. Use ⬇ or ⬆ to highlight a word.
4. Press `ENTER` to see the definition of the highlighted word, or press `?` to see its **Confusables**, if any.

To Delete a Word

1. Press `LIST`.
2. Use ⬇ or ⬆ until you see *Delete a Word* and press `ENTER`.
3. Use ⬇ or ⬆ to highlight a word.
4. Press `ENTER` to delete the highlighted word. Or press `BACK` to cancel.

To Delete Your List

Note: When you delete your List, all words in your List are deleted.

1. Press `LIST`.
2. Use ⬇ or ⬆ until you see *Delete List* and press `ENTER`.
3. Press Y to delete your List, or press N to cancel.

Changing Games Settings

You can play five fun word games using Wordwizard. You can choose which Skill Level (Easy or Hard) to play and which Game Words (All or Your List) to use.

1. Press (GAMES).
2. To change the skill level, use ⬇ or ⬆ to see *Skill Level* and then use ⇦ or ⇨ to switch between settings.

   The tick shows your current setting.
3. To change the game words, use ⬇ or ⬆ to see *Game Words* and then use ⇦ or ⇨ to switch between settings.

✓ Understanding the Skill Levels

The skill levels change the number of guesses in Hangman, the difficulty of the computer opponent in Noughts & Crosses, and the number of letters in Jumble, Flashcards, and Guess That Word. Noughts & Crosses For 2 is unaffected by the skill level.

✓ Understanding the Game Words

If you choose to play with *All*, the game words will be chosen at random from Wordwizard. If you choose *Your List*, the game words will be chosen from the words in your List.

Note: Words in your List that have capital letters, punctuation or spaces will not appear as game words.

Playing the Games

To Play Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time.

1. Press GAMES, if needed.
2. Use ⬇ or ⬆ to see *Hangman* and then press ENTER.
3. Type letters you think are in the word.

```
a?andon
etyslum###    ⬆
```
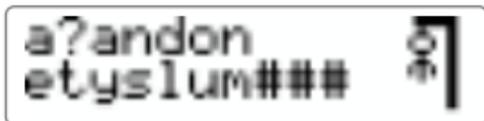
4. To give up and reveal the word, press ?.
5. To find the definition of the word, press ENTER.

   To go back to the game, press BACK.
6. Press ⇨ to play a new round.

To Play Jumble

Jumble scrambles the letters of a mystery word and you must unscramble all the letters to form a word.

1. Press GAMES, if needed.
2. Use ⬇ or ⬆ to see *Jumble* and then press ENTER.

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3. To shuffle the letters, press (ENTER).

```
EDER
Word:
```

4. Type your guess and press (ENTER).

5. To give up and reveal the word, press (?).

**6. To find the definition of the word, press (ENTER).**
   To go back to the game, press (BACK).

7. Press ⇨ to play a new round.

To Play Flashcards

Flashcards flashes words for you to spell or say.

1. Press (GAMES), if needed.

**2. Use ⬇ or ⬆ to see *Flashcards* and then press (ENTER).**

```
     barter
play again: ⬄
```
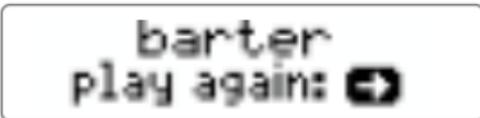
3. To see the word's definition, press (ENTER).

4. Press ⇨ to play a new round.

To Play Guess That Word

In Guess That Word, you must type the missing letters in the mystery word.

1. **Press** (GAMES)**, if needed.**
2. **Use ⬇ or ⬆ to see *Guess that Word* and then press** (ENTER)**.**
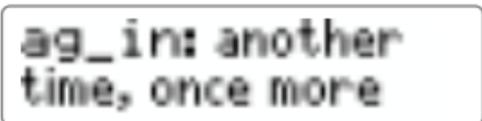
   ```
   ag_in: another
   time, once more
   ```

   To read the definition of the mystery word, press ⬇, if needed.

3. **Use ⮕ or ⬅ to select a missing letter and type the letter that you think goes there.**
4. **Continue typing letters until the word is complete, or press** (?) **to give up and reveal the word.**
5. **Press ⮕ to play a new round.**

✓ To See Your Score

Your score appears after each round of most games until you change games or until you exit the game.

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To Play Noughts & Crosses

In Noughts & Crosses, your challenge is to get three X's in a row before your computer opponent can get three O's in a row.

1. **Press** (GAMES)**, if needed.**
2. **Use** ⬇ **or** ⬆ **to see** *Noughts & Crosses* **and then press** (ENTER)**.**
3. **Use the arrow keys to move your X to the spot that you want and press** (ENTER)**.**

   The computer will place its O.
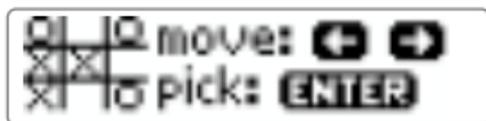
4. **Continue playing until one side wins or the round ends in a tie.**
5. **Press** ⇨ **to play a new round.**

✓ To Play Noughts & Crosses For 2

Noughts & Crosses For 2 is the same as regular Noughts & Crosses except that you play with a friend instead of against the computer. One player plays X and the other plays O.

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Limited Warranty (outside U.S.)

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

Products purchased outside the United States that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

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

This unit may change operating modes due to electrostatic discharge. Normal operation of this unit can be reestablished by pressing (ON/OFF).

Product Information

Specifications

Model: DCQ-210 Wordwizard™
Dimensions: 13.6 x 9.2 x 2 cm
Weight: 6.8 oz.

Cleaning, Storage, Problems

To clean the product, spray a mild glass cleaner onto a cloth and wipe its surface. Don't spray liquids directly on the product. Don't use or store the product in extreme or prolonged heat, cold, humidity, or other adverse conditions. If you have a problem with the product, refer to the limited warranty. For sales and customer service, please call 01932 891025.

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 undesirable operation.

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Battery Instructions

1. Different types of batteries or new and used batteries are not to be mixed.
2. Only batteries of the same or equivalent type as recommended are to be used.
3. Batteries are to be inserted with the correct polarity.
4. Exhausted batteries should be removed.
5. The supply terminals are not to be short-circuited.

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