

# *DIGITAL THESAURUS*

User's Guide

Retain for future reference

# License Agreement

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







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# Key Guide

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	Goes back or erases a typed letter.
	Clears to the Ready screen or stops the Quick Demo.
	Gives the Confusables™ of a word.
	Enters a word or scrolls to the right.
	Shows the Games menu.
	Shows a help message.
	Shows the next entry or word.
	Turns the product on or off.
	Shows the previous entry or word.
	Types a ? to stand for any letter. In games, ends a round and shows the thesaurus entries.
	Types an * to stand for any series of letters.
	Scrolls up or types an apostrophe.
	Scrolls down or types a full stop.
	Types a space or moves right.
	Erases a letter or moves left.

# Getting Started

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## 1. Press ON/OFF.

The Quick Demo appears. You can stop the demo at any time by pressing **CLEAR**.

## 2. Press **↑** or **↓** to adjust the contrast at the Ready screen.

You can only adjust the contrast here.

## 3. If the screen is still blank, you may need to change the battery.

See “Product Information” to learn how.

### ✓ Resuming Where You Left Off

To save battery life, this product will automatically shut off within two minutes.

If this product is turned off for any reason, you will return to the last screen that you viewed. Note: This will only work if you have turned the demonstration off.

### ✓ Disabling the Demo

You probably do not want to view the Quick Demo every time you start. To disable the demo, type **\*\*d** at the Ready screen, then press **ENTER**. To enable the demo, enter **\*\*d** again.

# Looking Up Words

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Most thesaurus entries include a brief definition, or meaning core, and a related list of synonyms or Classmates. (Classmates are words related by subject.) Some entries include idioms and antonyms. Note: If a word has no thesaurus entry, *Correct word* will appear when you enter it.

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

To erase a letter, press **BACK** or ←.

**2. Press **ENTER**.**

tardy (adjective)

**3. Press **ENTER** again to scroll through its definition.**

occurring later

To stop scrolling, press **BACK**. You can also press ← or → to scroll slowly.

**4. Press ↓ repeatedly to view its synonyms or Classmates.**

## Looking Up Words

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5 SYNONYMS



behindhand



5. Continue pressing ↓ to view its idioms, if any.

1 IDIOM



better late than

6. Continue pressing ↓ to view its antonyms, if any.

1 ANTONYM



on time



7. Press **BACK** to return to your word.

### ✓ Follow the Arrows

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

Remember, whenever you see a flashing right arrow, you can press **ENTER** to automatically scroll to the right.

### ✓ Help is at Hand

At most displays, you can view an appropriate help message by pressing **HELP**. To scroll the help automatically, press **ENTER**. To exit a help message, press **BACK**.

### ✓ Viewing Multiple Entries

When a word has more than one thesaurus entry, a message such as *Entry 1 of 5* appears before its first entry.

To view its other thesaurus entries, press **NEXT**. To view a previous entry, press **PREV**. If you press **NEXT** after its last entry, *No more!* appears.

# Viewing Confusables™

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Confusables are commonly confused words such as homonyms and spelling variants. When a *C* flashes to the right of a word in a thesaurus entry, that word has Confusables. Try this example.

1. Type *reign*.

2. Press **ENTER**.

Notice the flashing *C* at the right of the screen.

3. Press **CONF**.

reign: rule ↓

4. Press ↵ to view more Confusables.

rain: precipita\$

rein: harness †



# Correcting Misspellings

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Whenever you enter a misspelled word, a list of corrections and similar words appear. Note: If you enter a correctly spelled word that does not have a thesaurus entry, *Correct word* appears. Try this example.

## 1. Type a misspelled word.

serkit

## 2. Press **ENTER**.

circuit



## 3. Press **⇩** to view similar words.

Note: A flashing *T* after a word shows that it has at least one thesaurus entry. To view its entry, press **ENTER**.

## 4. Press **CLEAR** when finished.

# Finding Letters in Words

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To find unknown letters in words, type a question mark for each unknown letter.

1. Type a word with ?'s for letters.

rec??ve

2. Press **ENTER**.

receive

3. Press **↓** to view more words, if any.

4. Press **CLEAR**.

## ✓ Help for Word Games

You can use ?'s to help solve crossword puzzles and other word games.

For example, if the second letter of a five-letter word is H and its last letter is W, enter *?h??w* and then scroll down to view possible answers.

# Finding Parts of Words

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To find prefixes, suffixes, or fragments of a word, type one or more \*'s in the word. Each \* stands for any series of letters.

1. Type a word fragment beginning or ending with an \*.

pr\*\*

2. Press **ENTER**.

pneumatic ↓

3. Press **↓** to view more words.
4. Press **CLEAR**.

## ✓ Letter Finding Tips

You can type both ?'s and \*'s in a word. However, if you type either at the start of the word, finding words may take a while. Note: It is not necessary to type two \*'s in a row.

# Selecting Games

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Before you can play a game, you need to know how to select it and how to pick a skill level.

There are five skill levels: *Beginner*, *Intermediate*, *Advanced*, *Expert*, and *Wizard*. The harder the skill level you choose, the longer the word or shorter the time you have to win.

Follow these instructions before playing.

1. Press **GAMES**.
2. Press **↓** or **↑** until the game you want to play is in view.
3. Press **ENTER**.
4. Press **↓** or **↑** until the skill level you want is in view.
5. Press **ENTER**.

To return to the list of games, press **BACK**.

# Hangman

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Hangman challenges you to guess the letters of a mystery word in a limited number of tries.

1. Select *Hangman*.
2. Select a skill level.

??????	10
--------	----

mystery word

tries left

3. Type letters.

b?tt?e	4
--------	---

4. Press  to reveal a letter.
5. Press  to reveal the word.
6. Press  to play a new round.

# Anagrams

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In Anagrams, you try to enter all the anagrams of a word. An anagram is a word formed from some or all of the letters of another word.

1. Select *Anagrams*.
2. Select a skill level.



word

anagrams left

3. Type an anagram, then press **ENTER**.  
If the anagram is correct, *OK* appears.
4. Enter more anagrams.
5. Press **↑** to review used anagrams.
6. Press **ENTER** to jumble letters.
7. Press **?** and then **↓** to view all the anagrams.
8. Press **ENTER** to play a new round.

# Jumble

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In Jumble, a jumbled word appears and you must unscramble the letters to spell a word or words. Note: Some jumbles are formed from more than one word.

1. Select *Jumble*.
2. Select a skill level.



jumble

number of words

3. Type a word, then press **ENTER**.
4. Press **ENTER** to re-jumble the letters.
5. Press **?** to reveal the answer.
6. Press **ENTER** to play a new round.

## ✓ Viewing Scores

When a round is over, a score of how many rounds you have won and lost appears.



To reset the score to zero, press **GAMES**.

# Spelling Bee, Flashcards

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## Spelling Bee

In Spelling Bee, you try to spell the word that flashes on the screen. The easier the skill level you choose, the longer you have to view the spelling word.

**1. Select *Spelling Bee*.**

**2. Select a skill level.**

Look for the word to flash on the screen.

**3. Type the word you just saw.**

**4. Press .**

**5. Press  to play a new round.**

## Flashcards

In Flashcards, you are shown a randomly selected word to study.

**1. Select *Flashcards*.**

**2. Select a skill level.**

A word appears.

**3. To view a new word, press .**

**4. If there is a flashing ? beside the word, press  to view its thesaurus entry.**



# Word Builder

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In *Word Builder*, you can type in letters at the *Enter letters* screen, and the game will build as many words (anagrams) as possible. Try your name.

1. Select *Word Builder*.
2. Type in random letters or a word.
3. Press .
4. Press  to view the list of anagrams.
5. Press  to play a new round.

## ✓ Viewing Game Words

After a round, in many of the games, the word(s) played in the round appear.

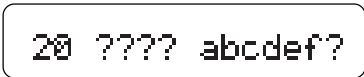
If a game word has a thesaurus entry, a flashing ? appears next to it. To view its thesaurus entry, press . *Caution:* Pressing  at game word lists ends your current game.

# Deduction

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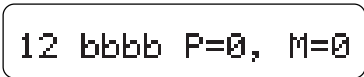
Deduction is a decoder game. You have a limited number of tries to guess the pattern of letters hidden by the question marks. The pattern will always be four letters long and include only the letters “a-f”.

1. Select *Deduction*.
2. Select a skill level.



tries left    pattern    letter choices

3. Type in four letters from the choices to the right (a,b,c,d,e,f).
4. Press .



“P” stands for perfect. If there is a number beside “P”, you have that many letters in the correct position.

## Deduction

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“M” stands for match. If you have a number beside “M”, you have that many letters that match, but they are in the wrong position.

**5. Type in another pattern, then press**

**ENTER**.

**6. Continue entering patterns until you win.**

Press the **?** to reveal the answer.

**7. Press** **ENTER** **to play a new round.**

**8. Press** **CLEAR** **to return to the Ready screen.**

# Word Blaster

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In Word Blaster, you must guess the mystery word before it fully appears. You must spell the word correctly to win. Beginners have the most time, and Wizards have the least.

**1. Select *Word Blaster*.**

**2. Select a skill level.**

You will see a row of question marks, which represents a mystery word.

**3. Press  to stop the clock.**

**4. Type in your answer.**

**5. Press .**

**6. Press  to reveal the answer.**

**7. Press  to play another round.**

## Battery Information

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.

Franklin® Electronic Publishers (Europe) Ltd  
11&12 Windmill Business Village  
Brooklands Close  
Sunbury-on-Thames  
Middlesex TW16 7DY  
United Kingdom

# Product Information

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## **Model SYT-106: *Digital Thesaurus***

- 500,000 synonyms, antonyms, and Classmates™
- SpellBlaster II™ spelling correction • Confusables™
- MatchMaker™ characters (? and \*)
- eight word games with scoring
- automatic shutoff • context-sensitive help with automatic scrolling
- auto self-demonstration • contrast adjustment
- LCD: 1 x 16 characters • battery 1 CR-2032 3-volt lithium • size 108 x 67 x 8 mm • weight 1.6 oz

### **Replacing the Battery**

This Digital Thesaurus uses one CR2032, 3-volt lithium battery. Should you need to replace it, remove the back cover of the Digital Thesaurus with a small screwdriver. Then install a new battery, with its plus sign facing you, and replace the cover.

### **Cleaning and Storage**

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

### **Customer Service**

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

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Rev B

# Warranty (outside U.S.)


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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.

**FCC Notice:** Complies with the limits for a Class B computing device pursuant to Subpart B of Part 15 of 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.

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