

Franklin®

SCQ-200



SPELLBOUND®



User's Guide

Retain for future reference.

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Key Guide

Function Keys

- BACK** Takes you back one step (e.g., erases typed letters).
- CALC** Selects the calculator mode.
- CLEAR** Clears to the start of selected mode.
- ENTER=** Enters words or numbers, or selects items.
- GAMES** Selects the game mode.
- HELP** Displays help messages.
- PHONE** Selects the phone list mode.
- ON/OFF** Turns the unit on or off.
- SPELL** Selects the spelling corrector mode.

Calculator Keys

- A⁺** Lets you add numbers.
- C[√]** Calculates square roots.
- CLEAR** Clears your calculations.
- D^x** Lets you multiply numbers.
- ENTER=** Performs calculations (i.e., acts as =).
- F⁻** Lets you divide numbers.
- H^M** Clears the calculator memory.
- J^M** Retrieves total from the memory.
- K^M** Subtracts a number from the memory.
- L^M** Adds a number to the memory.

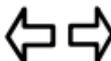
Key Guide

-  Types numbers.
-  Lets you subtract numbers. (In the phone list, types a hyphen.)
-  Calculates percentages.
-  Changes the sign (+/-) of a number.
-  Lets you convert measures and currencies.

Other Keys

-  In the phone list, deletes an entry. In spelling corrector mode, types an asterisk to stand for a series of letters in a word. During a game, provides a clue.
-  In spelling corrector mode, types a question mark to stand for any letter. When a question mark flashes next to a spelling correction word, displays its Confusables[®]. During a game, reveals the answer(s) and ends the round.

Direction Keys

-  In lists, scrolls up or down. At entry screens, types apostrophes or full stops. At the *ENTER a word* screen, adjusts the screen contrast.
-  At entry screens, moves the cursor right or left.

Getting Started

This product uses four LR03 batteries (AAA batteries). The batteries should be changed when the screen contrast is too light even after adjustment.

Warning! If the batteries completely lose power, all the information stored in the phone list will be permanently lost. Furthermore, any time that you change the batteries, you risk losing all your phone list information, so always keep *written* copies of your phone list information.

1. **Remove the battery compartment cover on the back of the unit.**
2. **Install four LR03 batteries.**
3. **Press .**
A brief demonstration appears.
4. **Press  to stop the demonstration.**
5. **Press  or  repeatedly to adjust the screen contrast.**

Note: You can adjust the screen contrast only when *ENTER a word* is in view.

✓ To Disable the Demo

You probably do not want to view the demonstration every time you use this product. To disable the demonstration, first press , type ***d* and then press . To enable it again, do the same.

Correcting Spellings

1. Press **SPELL**.
2. Type a word.

serkut

To erase letters, use **BACK**. To type an apostrophe, press \uparrow . To type a full stop, press \downarrow . To type a space, press \Rightarrow . To edit a word, press \Leftarrow and then retype letters.

You cannot type capital letters, but the spelling corrections may include capitals. Also, you cannot begin a word with a punctuation mark.

3. Press **ENTER**.

circuit



The flashing arrow indicates that more corrections are available. If you enter a correctly spelled word, *Correct word* appears and then the word appears on the main word list.

4. Use \downarrow and \uparrow to view more words, if needed.
Note: If a word is too long to fit on the screen, use **ENTER** or \Rightarrow to see it all.
5. Press **CLEAR** when finished.

Viewing Confusables®

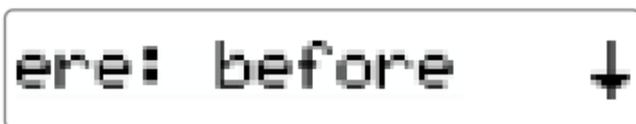
Confusables are words such as homonyms and spelling variants that people often confuse. When you see a flashing question mark to the right of a word, that word has Confusables. Try this example.

1. Press **SPELL**.

2. Type *ere* and then press **ENTER**.

Notice the flashing question mark.

3. Press **?**.



ere: before ↓

Each Confusable is followed by a word that explains its meaning.

4. Use ↓ and ↑ to view the Confusables.



air: atmosphere ↓

5. Press **CLEAR** when finished.

✓ Follow the Arrows

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

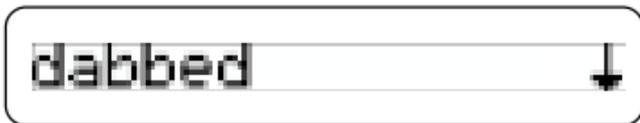
Finding Parts of Words

You can find parts of words by typing question marks and asterisks in place of letters. Each question mark stands for any single letter. Each asterisk stands for any series of letters.

You can use question marks to help solve crossword puzzles and similar word games by typing them in place of missing letters.

Try this example.

1. Press **SPELL**.
2. Type **d??b***.
3. Press **ENTER**.



4. Press **↓** repeatedly to view more words.
5. Press **CLEAR** when finished.

✓ Help is Always at Hand

You can view an appropriate help message at any screen by pressing **HELP**. To go back to the previous screen, press **BACK**.

Storing Names & Phone Numbers

This product has a data bank that can save as many as 100 names and phone numbers. The total amount of names and numbers that you can save depends upon the number of characters in each entry.

To Add an Entry to the Phone List

1. Press **PHONE**.
2. Use **↓** or **↑**, if needed, to see *Add a new entry* and then press **ENTER**.

3. Type a name and then press **ENTER**.

Each name can contain up to 23 characters (with letters appearing as capitals only) and spaces.

To erase a character, press **BACK**. To type a space, press **⇨**.

To edit a character, press **↶** and then retype a letter.

4. Use the numbered keys to type a phone number and then press **ENTER**.

To type a hyphen between the parts of a phone number, press **(S)**.

To type a space, press **⇨**.

You cannot type letters in the phone number.

Storing Names & Phone Numbers

To View the Phone List

1. Press **(PHONE)**.
2. Use **↑** or **↓**, if needed, to see *View phone list* and then press **(ENTER)**.
3. To go to a name, type the name or use **↓**.
To undo a typed letter, press **(BACK)**.
4. Press **(ENTER)** to see its phone number.
5. To edit an entry, first press **↔**, then press **Y**, type your changes and then press **(ENTER)** until the entry is saved. Or press **N** to cancel the edit.
6. To go to another name, use **↓** or **↑** and then press **(ENTER)**.
7. Press **(BACK)** to go back to the phone list options.

✓ Checking the Memory

To see how much memory is free in the phone list for more names and numbers, press **(PHONE)** and then use **↓** to see *Space: XX% free*.

✓ Keep Copies of Important Data

Warning! Your phone list information is safely stored in memory as long as the batteries supply power. However, if the batteries lose all power, this information will be permanently lost. You should always keep written copies of your important information.

Storing Names & Phone Numbers

To Delete an Entry from the Phone List

1. Press **PHONE**.
2. Press **ENTER** to select *View phone list*.
3. Press **↓** until you see the entry that you want to delete.
4. Press *****.
5. Press **Y** to delete the entry or **N** to cancel the deletion.
6. To delete another entry, repeat Steps 3 to 5 above.

To Erase All the Phone List Entries

Warning! This procedure permanently erases all the names and numbers in your phone list.

1. Press **PHONE**.
2. Use **↓** to see *Erase all data* and then press **ENTER**.
3. Press **Y** to erase all the entries or **N** to cancel the operation.

Using a Password

You can use a password to keep the information in your phone list private. Your password will be requested whenever anyone turns on the unit and first presses **PHONE**.

Warning! After you have set the password, you will not be able to see or use your phone list without it. So always record your password and keep it in a separate place.

1. Press **PHONE**.
2. Use  to see *Set the password* and then press **ENTER**.
3. Type a password and then press **ENTER**.
Remember to write down your exact password and keep it in a separate place. Your password can have up to 23 characters.
4. To test the password, press **ON/OFF**, type the password, and then press **ENTER** to gain access.
5. To disable the password, repeat Steps 1 and 2 above, and then press **ENTER** when *Enter password* appears.

✓ About Automatic Shutoff

If you forget to turn off this product, it will automatically turn off in about two minutes. When you turn it on again, operation resumes with your current settings.

Using the Calculator

To Make a Calculation

1. Press **CALC**.
2. Use the numbered keys to type a number.
To make a number negative or positive, use **(X^{+/-})**. To type a decimal point, press **↓**.
3. Use **(A⁺)**, **(S⁻)**, **(D^x)**, or **(F[÷])** to enter a math function.
Note: The division function is indicated by a / on the screen display.
4. Type another number.
Note: To find a square root, press **(C[√])**.
5. Press **(ENTER=)** or **(V[%])**.
To clear the calculation, press **(CLEAR)**.

To Use the Calculator Memory

1. Make a calculation as shown above, or simply type a number in the calculator.
2. Press **(M⁺)** to add the number to the calculator memory as a positive number or **(M⁻)** to add it to the memory as a negative number.
The total in the memory flashes on screen.
3. Press **(CLEAR)** to clear the calculator, or start making a calculation.
4. To retrieve the total from the memory, press **(M^R)**.
5. To clear the calculator memory, press **(M^C)**.

Converting Measures & Currencies

You can convert temperatures, weights, liquid measures, and lengths to and from metric measurements. You can also convert currencies using an exchange rate that you enter.

1. Press **CALC**.
2. Press **Z**(CONV).
3. Use **↓** to select a conversion category then press **ENTER**.

4. If you selected *Money* as the conversion category, set the exchange rate.

To set the exchange rate, first use **↑** or **↓**, if needed, to see *set rate* and press **ENTER**. Then type a number as the exchange rate and press **ENTER**. To type a decimal, use **↓**. The exchange rate will be saved until you change it.

Important! The exchange rate should be the number of units of the other currency per one unit of home currency (e.g., $2.0 = 2 \text{ other}/1 \text{ home}$).

5. Use **↓** to select a conversion and then press **ENTER**.
6. Type an amount and then press **ENTER**.
7. To make another conversion, press **BACK**.

Setting the Skill Level of the Games

You can play the games at skill levels from Beginner to Wizard.

1. Press **GAMES**.
2. Use **↑** or **↓** to see *Set Skill Level* and then press **ENTER**.
3. Use **↓** or **↑** to see the skill level that you want and then press **ENTER**. Or press **BACK** to leave the skill level unchanged.

✓ Understanding the Skill Levels

The skill levels change the number of guesses in Hangman, the minimum number of letters (*Min size*) in Anagrams, and the number of letters in Word Jumble. Word Builder is unaffected by the skill levels.

Playing Hangman

Hangman challenges you to guess mystery words in a certain number of tries.

1. Press **GAMES**, if needed.
2. Use **↓** or **↑** to see *Hangman* and then press **ENTER**.



mystery word

wrong guesses allowed

3. Type letters you think are in the word.



4. Press **ENTER** or ***** to reveal a letter.
Note: If you reveal a letter, you will lose the round.
5. To reveal the word and end the round, press **?**.
6. Press **ENTER** to play a new round.

✓ User Hangman and Anagrams

You can test your friends with User Hangman and User Anagrams. User Hangman and User Anagrams play the same as Hangman and Anagrams, except that you must enter a word with which to play before each round.

Playing Anagrams

Anagrams challenges you to find the anagrams of words. An anagram is a word formed from some or all the letters of another word.

1. Press **GAMES**, if needed.
2. Press **↓** or **↑** to see *Anagrams* and then press **ENTER**.

Note: The *Min size* is the minimum number of letters that the anagrams can have.

typists

22

word

anagrams to guess

3. Type an anagram and then press **ENTER**.
If the anagram is correct, *OK* appears.
4. Enter more anagrams.
5. Press ***** to jumble the letters.
6. Use **↑** and **↓** to see the anagrams that you have already entered, if any.
7. To end the round and see all the anagrams, press **?** and then use **↓**.
8. Press **ENTER** to play a new round.

Word Jumble & Word Builder

Playing Word Jumble

1. Press **GAMES**, if needed.
2. Press **↓** or **↑** to see *Word Jumble* and then press **ENTER**.
The letters are a jumbled word or words. The number shows how many words have been jumbled.
3. To re-jumble the letters, press **ENTER** or *****.
4. Type a word formed from the jumbled letters and then press **ENTER**.
5. To reveal the word(s) and end the round, press **?**.
6. Press **ENTER** to play a new round.

Playing Word Builder

Word Builder builds words of a minimum size from letters chosen from the letters that you enter.

1. Press **GAMES**, if needed.
2. Use **↓** or **↑** to see *Word Builder* and then press **ENTER**.
3. Type up to 14 letters.
You can type a letter more than once.
4. Press **ENTER**.
5. Use **↓** and **↑** to view the words.
6. Press **ENTER** to play a new round.

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.

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: SCQ-200 • Dimensions: 13.6 x 9.2 x 2 cm • Weight: 192.78 g

Cleaning and Storage

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

Customer Service

If you have a problem with your unit, refer to the limited warranty. For sales and customer service, please call 01932 891025.

FCC Notice

This device complies with 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 undesirable operation.

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.

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