

Franklin®

Electronic Publishers

WORDMASTER

Model TMQ-200

User's Guide

Introduction

Congratulations. You now have a powerful and portable electronic reference that you can use at home, school, or work.

Using this product, you can. . .

- find thesaurus meanings,
- find synonyms, Classmates™, idioms, and antonyms,
- check and correct spellings,
- find letters and fragments of words,
- view Confusables™, and
- play fun, educational word games.

Read on to learn how to use your new electronic thesaurus.

✓ Resuming Where You Left Off

If you forget to turn this product off, it will automatically shut off within two minutes. To return to the last display that you viewed, press ON/OFF.

Getting Started

1. Place four AAA 1.5 volt batteries into the compartment on the back.

Follow the diagram inside the case.

2. Press ON/OFF.

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

3. Press or to adjust the contrast at the Ready screen.

You can only adjust the contrast here.

4. If the screen is still blank, check the batteries.

✓ 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.

Key Guide

- BACK** Goes back, or erases a typed letter.
- CLEAR** Clears to the Ready screen, or stops the Quick Demo.
- CONF** Shows Confusables™.
- ENTER** Enters a word, or scrolls text.
- GAMES** Shows the games list.
- HELP** Shows a help message.
- NEXT** Shows the next entry or word.
- ON/OFF** Turns the product on or off.
- PREV** Shows the previous entry or word.
- ?** Types a ? to stand for any letter. In games, ends a round and shows thesaurus entries.
- *** Types an * to stand for any series of letters.
-     Move in the indicated direction.
-  Types a space between letters.
-   Types an apostrophe and a full stop.

Looking Up Words

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 letters, 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 hold  or  to scroll slowly.

4. Press  repeatedly to view its synonyms or Classmates.

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, when you see a flashing right arrow, you can press ENTER to automatically scroll text to the left.

✓ Help is at Hand

At most displays, you can view an appropriate help message by pressing HELP. 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™

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 a word (e.g., *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 Spellings

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

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 *r* and its last letter is *t*, enter *?r???t* and then scroll down to view possible answers.

Finding Letters

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 letters or a word with one or more *'s.

pn*

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

Before you 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 \downarrow or \uparrow until the game you want to play is in view.
3. Press **ENTER** to select it.
4. Press \downarrow or \uparrow until the skill level you want is in view.
5. Press **ENTER** to select it.

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

Hangman

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.**



mystery word

tries left

3. **Type letters.**



4. **Press ENTER to reveal a letter.**
5. **Press $\boxed{?}$ to reveal the word.**
6. **Press ENTER to play a new round.**

✓ About the Flashing ?

If there is a flashing question mark after the answer word, press $\boxed{?}$ to view the word's thesaurus entry.

Anagrams

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.

typists 22

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 the answers.
8. Press ENTER to play a new round.

Jumble

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.

acot 1

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.

Won: 1 Lost: 0

To reset the score to zero, press GAMES.

Spelling Bee, Flashcards

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

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

Word Builder

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 ENTER.**
4. **Press ↓ to view the list of anagrams.**
5. **Press ENTER 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 and resets the score to zero.

Deduction

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.**

20 ???? abcdef?

tries left pattern letter choices

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

12 bbbb P=0, M=0

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

Deduction

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 another pattern, then press ENTER.**
6. **Continue entering patterns until you win.**
Press to reveal the answer.
7. **Press ENTER to play a new round.**
8. **Press CLEAR to return to the Ready screen.**

Word Blaster™

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 ENTER to stop the clock.

4. Type your answer.

5. Press ENTER.

6. Press to reveal the answer.

7. Press ENTER to play another round.

Technical Specifications

Model TMQ-200

- 500,000 synonym returns • 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
- batteries: 4 AAA • size: 13.6 x 9.2 x 2 cm • weight: 6.8 oz.

Product Care and Customer Service

To clean, spray a mild glass cleaner onto a cloth and wipe its surface. Do not spray liquids directly on this product.

Do not use or store this product in extreme or prolonged heat, cold, humidity, or other adverse conditions.

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

Complies with the limits for a Class B computing device pursuant to Subpart B 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.

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5,007,019; 5,113,340; 5,203,705; 5,218,536.
EURO. PAT. 0 136 379 PATENTS PENDING

Warranty (U.K. only)

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 (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products returned under warranty should be sent 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.