

**Webster's**  
***Spelling Corrector***  
*Plus*

**USER'S GUIDE**

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# Key Guide

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## Function Keys

- BACK** Backs up (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<sup>+</sup>** Lets you add numbers.
- C<sup>√</sup>** Calculates square roots.
- D<sup>x</sup>** Lets you multiply numbers.
- ENTER=** Performs calculations (i.e., acts as =).
- F<sup>/</sup>** Lets you divide numbers.
- H<sup>MC</sup>** Clears the calculator memory.
- J<sup>MR</sup>** Retrieves total from the memory.
- K<sup>M</sup>** Subtracts a number from the memory.
- L<sup>M+</sup>** Adds a number to the memory.

## Key Guide

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

### Other Keys

-  In the phone list, deletes an entry. When entering a spelling word, types an asterisk to stand for a series of letters in a word. During a game, provides a hint.
-  When entering a spelling word, types a question mark to stand for any letter. When a question mark flashes next to a spelling correction word, displays its Confusables<sup>®</sup>. 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 periods. At the *ENTER a word* screen, adjusts the screen contrast.
-  At entry screens, moves the cursor right or left.

# Getting Started

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Turn the device over and gently pull the battery insulation tab to remove it. Press **ON/OFF** to turn the product on. Use a paper clip to gently press the Reset button on the back of the device.

## To View the Demo

When you first use this product, you will see a demonstration of what it can do.

1. Press **ON/OFF**.

The demonstration automatically appears.

2. To stop the demonstration, press **CLEAR**.

## To Disable or Reenable the Demo

You probably do not want to view the demonstration every time you use this product. Here is how to disable and reenable the demonstration.

1. Press **SPELL**.

Press **CLEAR** first if the demo is still active.

2. Type **\*\*d**.

3. Press **ENTER**.

4. To reenable the demonstration, repeat the above steps.

## To Adjust the Screen Contrast

1. Press **SPELL**.

2. At **ENTER** a word, use  or  to darken or lighten the screen contrast.

# Correcting Spellings

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

serkut

To erase letters, use **BACK**. To type an apostrophe, press . To type a period, press . To type a space, press . To edit a word, press  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. If you enter a word that has more than one form, *Multiple forms* appears.

4. Use  and  to view more words.

Note: If a word is too long to fit on the screen, press **ENTER** or  to see it all.

5. Press **CLEAR** when finished.

# Viewing Confusables®

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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 **?**.



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

4. Use **↓** and **↑** to view the Confusables.



5. Press **CLEAR** when finished.

## ✓ Follow the Arrows

Remember, 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

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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.

1. Press **SPELL**.
2. Type a word with ?'s and \*'s in it.

dy?l\*

3. Press **ENTER**.

dyslexia

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

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This product has a data bank that can save as many as 100 names and phone numbers. The total 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.

### 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 see another name and number, use **↓** or **↑**, or type a name, and then press **ENTER**.
6. Use **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 battery supplies power. However, if the battery loses all power, this information will be permanently lost. You should always keep written copies of your important information.

## Storing Names & Phone Numbers

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### 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 through 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 **↑** or **↓** 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

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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, it will be required whenever you try to access the phone list for the first time during a session. So always record your password and keep it in a separate location.

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 location.
4. To test the password, press **ON/OFF** twice, type the password, and then press **ENTER**.
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.

# Using the Calculator

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## 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<sup>±</sup>**. To type a decimal point, press **↓**.
3. Use **A<sup>+</sup>**, **S<sup>-</sup>**, **D<sup>x</sup>**, or **F<sup>/</sup>** to enter a math operator.
4. Type another number.  
Note: To find a square root, press **C<sup>v</sup>**.
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 **L<sup>M</sup>** to add the number to the calculator memory as a positive number or **K<sup>M</sup>** 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 **J<sup>M</sup>**.
5. To clear the calculator memory, press **H<sup>M</sup>**.

# Converting Measures & Currencies

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You can convert temperatures, weights, liquid measures, and lengths to and from English and 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 dollar (e.g.,  $2.0 = 2 \text{ other}/1 \text{ dollar}$ ).

Note: You can convert currencies other than dollars by ignoring the fact that one currency is called dollars.

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

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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. World Builder is unaffected by the skill levels.

# Playing Hangman

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

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



mystery word      wrong guesses remaining

3. Type letters that 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

User Hangman and User Anagrams require that you enter a word (known to the spelling corrector) with which to play before each round. Use User Hangman and User Anagrams to test your friends.

# Playing Anagrams

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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**.
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.



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 used, if any.
7. To end the round and see the unused anagrams, press **?** and then use **↓**.
8. Press **ENTER** to play a new round.

# Word Jumble & Word Builder

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## Playing Word Jumble

1. Press **GAMES**.
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**.
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 built.
6. Press **ENTER** to play a new round.

# Changing the Battery

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This product uses one CR2032, 3-volt lithium battery. The battery should be changed when the screen contrast is too light even after adjustment.

Before you replace the battery, you should have a new battery and a small Phillips screwdriver on hand.

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

1. **Using a Phillips screwdriver, unscrew and remove the back cover.**
2. **Install a new battery, with its plus sign (+) facing you.**
3. **Replace the back cover.**

## ✓ **Disabling the Demonstration**

After changing the battery, the automatic demonstration may appear when you turn on the unit. To stop the demonstration, press **CLEAR**. To disable the demonstration, type *\*\*d* at the *Enter a word* screen and then press **ENTER**.

# Product Information

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## Specifications

Dimensions: 6.9 x 10.1 x 0.8 cm

Weight: 1.6 oz

Glass size: 16 characters

## 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. If you purchased your unit outside the United States, contact the place of purchase to obtain warranty or repair information. For sales and customer service, please call 1-800-266-5626 (U.S. only). Please have your product number (NCS-101) and date of purchase handy when you call. For technical support call 609-386-8997.

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This Class B digital apparatus complies with Canadian ICES-003.

*Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.*

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

# FCC Notice

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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 undesired operation.

**Warning:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**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 designed 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 determined 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.

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ATTN: SERVICE DEPARTMENT  
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