

Merriam-Webster®
dictionary
& thesaurus

USER'S GUIDE / MANUAL DEL USUARIO

BOOKMAN® II

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Introduction

Welcome to the world of Franklin. This Franklin model is a powerful, portable electronic reference with a built-in book, plus one slot in the back for a book card. With *Merriam-Webster's Dictionary and Thesaurus*, you can:

- find over 100,000 words with complete definitions, most of which contain parts of speech and usage examples;
- see a word's synonyms, antonyms, and other related words using the built-in thesaurus;
- let state-of-the-art spell correction help you find the word you're looking for;
- learn a new word every time you turn the unit on;
- use the MatchMaker function to find words of whose spelling you're unsure, or to help solve crossword puzzles;
- browse the *SAT* Word List*, which contains words most commonly found on the Scholastic Assessment Tests;
- improve your spelling and vocabulary using the Learning Exercises;
- create your own list of study words in *My Word List*;
- play nine fun and educational games, including *Hangman*, *Anagrams*, *Jumble*, *Word Builder*, *Word Train*, *Link Four* and *Tic Tac Toe*.

Your Franklin model also comes with a calculator and a metric and currency converter. To learn more, read this User's Guide.

** SAT is a registered trademark of the College Entrance Examination Board, which was not involved in the production of, and does not endorse, this product.*

Key Guide

Color Keys

- dict** Goes to the dictionary.
- thes** Goes to the thesaurus.
- games** Goes to the Games menu.
- learn** Goes to the Exercises menu (for Learning Exercises).

Function Keys

- ⏻** Turns the unit on or off.
- help** Displays a help message.
- menu** Displays the main menus for the dictionary.
- enter** Enters a word, selects an item, or begins a highlight in an entry.
- clear** Goes to the Word Entry screen in the dictionary. Clears the calculator.
- ?*** At the Word Entry screen, types a **?** to stand for one letter in a word. At a menu, displays a menu item. At a dictionary entry, displays the headword.
- back** Backs up, erases a letter, or turns off the highlight at an entry.

Key Guide

- cap** Shifts to type capital letters and punctuation marks.
- card** Exits the book you were reading.
- ⊕ ⊖** Toggles between the calculator and converter.

Direction Keys



Moves in the indicated direction.

- space** At menu and dictionary entries, pages down. At the Word Entry screen, types a space.

Combination Keys*

- fn + card** Transfers a word between books.
- fn + ↑** At a dictionary entry, pages up
or ↓ or down.
- cap + ↑** At a menu, goes to the first or
or ↓ last item. At a dictionary entry, goes to the start or end of the entry.

*Hold the first key while pressing the second.

Key Guide

(fn)+← At a dictionary entry, displays the next or previous entry.
or **(←)**

(fn)+j Types a hyphen.

(cap)+? At the Word Entry screen, types an asterisk to stand for a series of letters in a word. In games, gives a hint.

Calculator Keys

- a** (1/x) Calculates a reciprocal.
s (\sqrt{x}) Calculates a square root.
d (x^2) Squares a number.
f (%) Calculates a percentage.
g (.) Inserts a decimal point.
Z (+/-) Changes the number on the screen to a negative or positive number.
X (M+) Adds the number to the number stored in the memory.
C (M-) Subtracts the number from the number stored in the memory.
V (MR) Recalls the number stored in the memory.
b (MC) Clears the memory.
(clear) Clears the calculation(s).

Installing Batteries

Your unit is powered by two CR-2032 lithium, 3-volt batteries. Follow these easy instructions to install or replace them.

- 1. Turn your unit over.**
- 2. Lift the battery cover on the back of your unit by pushing on the catch.**
- 3. Install the batteries with the positive side facing up.**
- 4. Replace the battery cover.**

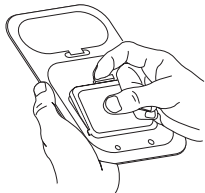
Warning: If the batteries wear-out completely, or if you take more than approximately a minute while changing the batteries, any information that was entered in the built-in book or book card will be erased. You should always keep written copies of your important information.

► Help is Always at Hand

You can view a help message at any screen by pressing **(help)**. Use the direction keys to read the message. To exit help, press **(clear)**.

Installing Book Cards

1. Turn your unit off.
2. Turn your unit over.
3. Align the tabs on the book card with the notches in the slot.



4. Press the book card down until it snaps into place.

► Removing Book Cards

Warning: Never install or remove a book card while your unit is on. Any information that was entered in the built-in book or book card will be erased.

► About Screen Illustrations

Some screen illustrations in this User's Guide may differ slightly from what you see on screen. This does not mean that your unit is malfunctioning.

Selecting a Book

Once a book card is installed in the unit, you can select which book you want to use.

1. Turn your unit on.
2. Press **(card)**.



These are sample books.

3. Press **(→)** or **(←)** to highlight your selection.



For information on available Franklin BOOKMAN products, select **(INFO)**.

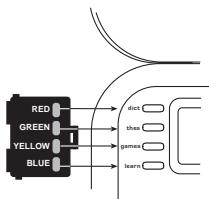
4. Press **(enter)** to select it.

► Opening Your Unit

To open your unit, push the latch on the lid towards the back of the unit and lift up.

Book Card Color Keys

The red, green, yellow, and blue keys on your unit change functions according to the book card you select. Their functions are labelled on individual cards.



When in your book card:

For ...

the red key

the green key

the yellow key

the blue key

Press ...

dict

thes

games

learn

To learn how the color keys on your *book card* correspond to the function keys on your *unit*, press **(fn)** and wait a few seconds.

Using the Dictionary Menu

When you press **(menu)**, you will see six icons. Use these to quickly take you to different parts of the dictionary.



► Understanding the Menu



Goes to the dictionary Word Entry screen.



Goes to the thesaurus Word Entry screen.



Goes to the Exercises menu (for Learning Exercises).



Goes to the Games menu.



Goes to My Word List.



Goes to the Tools menu.

1. Press **(menu)**.




(DICT) will be highlighted the first time you press **(menu)**.

2. Use the arrow keys to highlight the icon you want and press **(enter)**.

Viewing a Demonstration or Tutorial

You can view a demonstration or tutorial of this dictionary any time you want.


1. Press **menu**.
2. Use the arrow keys to highlight  and press **enter**.
3. Use **↓** to highlight either *Tutorial* or *View Demo* and press **enter**.

To stop the demonstration or exit from the *Tutorial* and go to the dictionary Word Entry screen, press **clear**.

When a book card is installed in your Franklin platform, select *View Demo* from the Setup menu to see the demonstration for that card.


► Learn a New Word

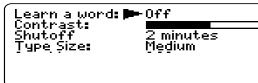
Your dictionary comes with a *Learn a Word* feature to help you increase your vocabulary. Each time you turn your dictionary on, you can see a different headword and definition. If you wish to turn this feature on, press **menu**.


Highlight  and press **enter**. Press **enter** again to select *Settings*. Use **←** or **→** to turn the feature on and press **clear** when done.

Changing the Settings

When using this dictionary, you can activate the *Learn a Word* feature, adjust the type size, the shutoff time, and the screen contrast. The shutoff time is how long your unit stays on if you forget to turn it off.

1. Press **menu** in the dictionary, thesaurus, calculator, or converter.
2. Use the arrow keys to highlight  and press **enter**.
3. *Settings* will be highlighted. Press **enter** to select it.



4. Use **↑** or **↓** to move  to *Learn a Word*, *Contrast*, *Shutoff* or *Type Size*.
5. Use **←** or **→** to change the setting(s) you want.
Your changes are automatically saved.
6. Press **clear** to return to the Word Entry screen.

Finding Dictionary Entries

It's easy to look up a word in this dictionary. Simply type it in at the dictionary Word Entry screen.

1. Press **(dict)**.
2. Type a word (e.g., *elicit*).

Enter your word for Dictionary:

Press **[MENU]** for other options

This is the dictionary Word Entry screen.

To erase a letter, press **(back)**.

To type a capital, hold **(cap)** and press a letter key.

To type a hyphen, hold **(fn)** and press **j**.

To type a number, hold **(fn)** and press **q-p**.

3. Press **(enter)** to view the definition.
Press **(thes)** to view the thesaurus entry.
4. Press **[]** or **(space)** to read the definition.
5. Hold **(fn)** and press **(→)** or **(←)** to view the next or previous definition.
6. Press **(clear)** when done.

Finding Dictionary Entries

► Using MatchMaker

MatchMaker is a useful tool for finding words and groups of words. If you are uncertain about how to spell a word, type a question mark (?), in place of each unknown letter. To find prefixes, suffixes, and other parts of words, type an asterisk (*), in a word. Each asterisk stands for a series of letters. *Note:* If you type an asterisk at the beginning of a word, it may take a little while to find the matching words.

1. Press **(dict)**.
2. Type a word with ?s and *s.

Enter your word for Dictionary:

Press **[MENU]** for other options

To type an asterisk, hold down **(cap)** and press **(?*)**.

3. Press **(enter)**.

search

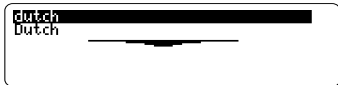
searched
searcher
searchers
searches

Finding Dictionary Entries

4. Press **[↓]** to move the highlight to the word you want and press **(enter)** to view its definition.
5. Press **(clear)** when done.

► Choosing Multiple Forms

Some words in this dictionary have more than one form (e.g. resume, resumé). When the word you are looking up has multiple forms, the different forms appear in a list. Simply highlight the form you want and press **(enter)** to see its dictionary entry. For example, enter *dutch* at the Word Entry screen. Highlight the form you want and press **(enter)** to see its dictionary entry. To go back to the multiple forms list, press **(back)**.



Finding Dictionary Entries

► Correcting Misspellings

The dictionary has a spell corrector that helps you if you misspell a word. If you enter a misspelled word, you will see a list of possible corrections. For example, enter *noledge* at the Word Entry screen.



Use **[↑]** or **[↓]** to highlight the correction you want and press **(enter)** to see its dictionary entry. To go back to the correction list, press **(back)**.

► Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to move around the screen.

Using the Thesaurus

Thesaurus entries consist of synonyms, antonyms, classmates and words to compare. Many words have more than one thesaurus entry.

1. Press **(thes)**.

2. Type a word (e.g., *splendid*).

To erase a letter, press **(back)**.

To type a capital, hold **(cap)** and press a letter key.

To type a hyphen, hold **(fn)** and press *j*.

3. Press **(enter)** to view the thesaurus entry.

splendid: *adjective*, of the very top quality
SYNONYMS = AI, banner, blue-ribbon, capital, classic, excellent, fantastic, fine, first-class, first-

4. Press **(↓)** or **(space)** to read the entry.

5. Hold **(fn)** and press **(→)** or **(←)** to view the next or previous thesaurus entry.

6. Press **(clear)** when done.

Using the Thesaurus

► Understanding Thesaurus Entries

A thesaurus meaning is a definition shared by a group of synonyms. Synonyms are words that have similar meanings, e.g. *happy/joyous*. Antonyms are words that have the opposite meaning of the word being defined, e.g. *happy/unhappy*. Classmates are words that are related in some way to the word being defined, e.g. octagon/polygon, triangle, rectangle, pentagon

► Understanding Flashing Messages

When you first see a definition, notice the upper right corner of the screen. Often either THES or CONF (or both) will flash briefly. THES means the word you looked up has a thesaurus entry.

If you see THES flash, press **(thes)** to view the thesaurus entry.

CONF means the word you looked up has a confusable. To learn more about confusables, please see "Viewing Confusables" on page 12.

Viewing Confusables

Confusables are homonyms, homophones and spelling variants that are easy to confuse. If the word you looked up is a confusable, CONF will flash once in the upper right of the screen. To view confusables, do the following:

1. Press **(dict)**.
2. Type a word (e.g., *rein*) and press **(enter)**.
You will see CONF flash briefly.
3. Press **(?)** to view the confusables.

rain: precipitation
reign: rule
rein: harness

Confusables include identifying words.

4. Press **(enter)** for a highlight. Use the arrow keys to move the highlight to the word you want.
5. Press **(enter)** to find the definition, or press **(thes)** to see the thesaurus entry (if any).

Highlighting Words

Another way to look up words is by highlighting them in dictionary entries, thesaurus entries, or word lists. You can then find *their* definitions, thesaurus entries or add them to *My Word List*.

1. At any text, press **(enter)** to start the highlight.

ion (noun)
: an electrically charged particle, atom, or group of atoms
[ETYMOLOGY: Greek, neutral of *iōn*, present participle of *ienai* to

To turn the highlight off, press **(back)**.

2. Use the arrow keys to move the highlight to the word you want.

ion (noun)
: an electrically charged particle, atom, or group of atoms
[ETYMOLOGY: Greek, neutral of *iōn*, present participle of *ienai* to

To ...

define the word

view the thesaurus entry

add word to *My Word List*

Press ...

(enter)

(thes)


(learn)

3. Press **(clear)** when done.

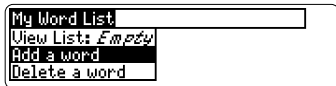
Saving and Deleting Words

You can save up to 40 words in *My Word List* for personal study or review. This list is saved unless the batteries run out of power or your unit is reset. To add words, do the following:

1. Press **(learn).**

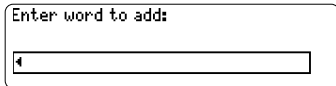
Or you can press **(menu)**, highlight , press **(enter)**, and skip to step 3.

2. Press **(enter) to select *My Word List*.**



If you haven't added words to your word list, *View List: Empty* appears.

3. Press **(enter) to select *Add a word*.**



4. Type a word you want to remember or use later.

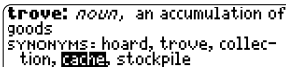
5. Press **(enter) to add the word.**

Saving and Deleting Words

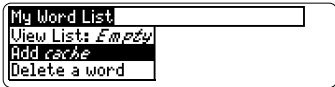
► Adding Highlighted Words

At any text, you can highlight a word and add it to *My Word List*.

- 1. At text, press **(enter)** to start a highlight.**
- 2. Move the highlight to the word you want and press **(enter)**.**

A screenshot of a text passage. The word "trove" is highlighted. Below the text, a definition and synonyms are shown: "trove: noun, an accumulation of goods" and "SYNONYMS: hoard, trove, collection, cache, stockpile". The word "cache" is underlined.

3. Press **(learn).**




Add ... will be highlighted.

4. Press **(enter) to add the word to *My Word List*.**

► Viewing Saved Words

1. Press **learn**.

You can also press **menu**, highlight , press **enter**, and skip to step 3.

2. Press **enter** to select **My Word List**.

View List ... is highlighted.

3. Press **enter** again to view the list of words you have saved.

► Adding Words Not in This Dictionary


When you add a word not in this dictionary, you're given three options: *Add Anyway*, *Cancel*, and *Correction List*. Highlight the option you want and press **enter**.

Caution: Adding words that are not in this dictionary uses considerably more memory than adding words that are. If you add only words that are not in this dictionary, *My Word List* may contain as few as 10 words.

► Deleting One Word from My Word List

You can delete one or all the words in *My Word List*. To delete one word:

1. Press **learn**.

You can also press **menu**, highlight , press **enter**, and skip to step 3.


2. Press **enter** to select **My Word List**.

3. Use **↓** to highlight **Delete a Word** and press **enter**.

4. Use **↓** to highlight the word you want to remove and press **enter** to remove it.

► Erasing My Word List

1. Press **learn**.

You can also press **menu**, highlight , press **enter**, and skip to step 3.

2. Press **enter** to select **My Word List**.

3. Use **↓** to highlight **Erase the List** and press **enter**.

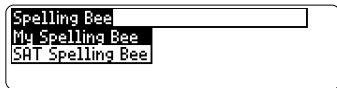
4. Press **Y** if you want to erase the entire list. Press **N** to cancel.

Using Learning Exercises

Using Learning Exercises, you can test your spelling and improve your vocabulary. You can also view a list of words that commonly appear on the Scholastic Assessment Test.

► Spelling Bee

1. Press **(learn)** or if you are in the Main menu, highlight **(Learn)** and press **(enter)**.
2. Use **(↓)** to highlight **Spelling Bee** and press **(enter)** to select it.

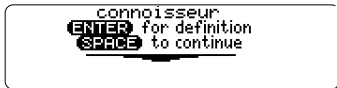


My Spelling Bee uses words on *My Word List*. *SAT Spelling Bee* uses words on the *SAT Word List*.

Note: Because you cannot enter accents, accented words in *My Word List* will not appear in *My Spelling Bee*.

3. Select the list you want and press **(enter)**.

Using Learning Exercises



A word will flash on the screen for you to spell.



4. Type in the word you just saw and press **(enter)** to see if you spelled it right.
5. Press **(enter)** to see the definition of the word or press **(thes)** to see the thesaurus entry.
6. Press **(space)** for a new word.
7. Press **(clear)** when done.

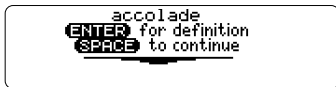
► Flashcards

1. Press **(learn)** or if you are in the Main menu, highlight **[END]** and press **(enter)**.
2. Use **[↓]** to highlight *Flashcards* and press **(enter)** to select it.



My Flashcards uses words on *My Word List*. *SAT Flashcards* uses words on the *SAT Word List*.

3. Select the list you want and press **(enter)**.

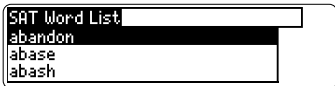


A word will appear on the screen for you to study or define. If needed, press **(enter)** to see the definition. Press **(back)** to return to *Flashcards*.

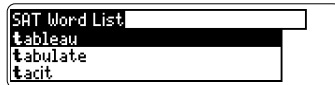
4. Press **(space)** to see a new word.
5. Press **(clear)** when done.

► SAT Word List

1. Press **(learn)**.
2. Use **[↓]** to highlight *SAT Word List* and press **(enter)** to view the list.



Press **[↓]** or **[↑]** to scroll through the *SAT Word List*. You can also type a letter to go to the first word beginning with that letter. For example, type *t*.




Press **(enter)** or **(thes)** at any word to view its definition or thesaurus entry. Press **(back)** to return to the list.

Playing the Games

You have nine fun games to choose from.


► Changing Game Settings

You can choose the source and size of the words, the skill level, and whether or not to have win/lose graphics.

1. Press **(games)** or if you are in the Main menu, highlight  and press **(enter)**.
2. Use **(j)** to highlight **Game Settings** and press **(enter)**.

You can also press **(cap) + (j)** to highlight **Game Settings** which is at the bottom of the Games menu.

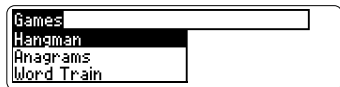


3. Use **(j)** or **(k)** to move  to **Words**, **Skill** or **Graphics**.
4. Use **(←)** or **(→)** to change the setting(s) you want.
5. Press **(enter)** when done.

Playing the Games

► Selecting a Game

In the Games list, use **(j)** or **(k)** to move the highlight to the game of your choice and press **(enter)**.

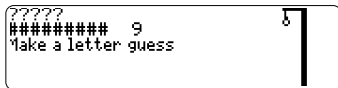


► Getting Help in the Games

During any game you can read instructions by pressing **(help)**. In all the games except Tic Tac Toe and Link Four, you can get a hint by holding **(cap)** and pressing **(?)** or reveal the game word by pressing **(?)**. Note: If you reveal the game word, you lose the round.

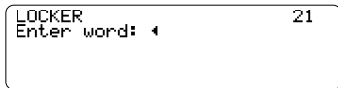
Playing the Games

Hangman



Hangman selects a mystery word and challenges you to guess it letter by letter. The letters of the mystery word are hidden by question marks. The number of guesses remaining is indicated by #s. Type letters that you think are in the mystery word. If you are correct, the letter appears in place of the corresponding question mark(s).

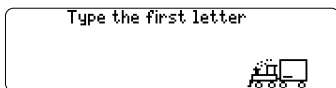
Anagrams



Type an anagram and then press **(enter)**. Use the arrow keys to view anagrams you've already entered. Hold **(cap)** and press **(?*)** to shuffle the letters in the selected word. Press **(?*)** to end a round and reveal the word(s). Press **(enter)** to see the definition of the word or press **(thes)** to see the thesaurus entry. Press **(back)** to return to Anagrams.

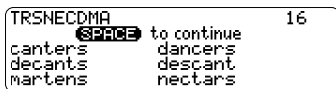
Playing the Games

Word Train™



In Word Train, you and the train take turns typing letters to form a word. Whoever types the last letter of the word wins. To view the letters you can type at your turn, hold **(cap)** and press **(?*)**. Press **(?*)** to end a round and reveal the word. Press **(enter)** to see the definition of the word or press **(thes)** to see the thesaurus entry. Press **(back)** to return to Word Train.

Word Builder



Word Builder makes anagrams for you. Before you play, type letters you want Word Builder to build words from and press **(enter)**. Word Builder shows the anagrams it has built. This could help you in games like Scrabble. To see the definition or thesaurus entry of a particular anagram,

Playing the Games

use **[↑]** or **[↓]** to move the highlight to the anagram you want and press **(enter)** or **(thes)**. Press **(back)** to return to Word Builder.

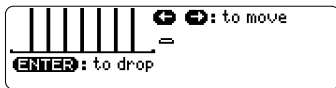
Jumble

```
AFTC      1
Enter word: ↓
```

Jumble tests your ability to unscramble letters and form words. Before you play, select a word list. You can also type a word to play by selecting “Enter Your Own”. Jumble shows a series of letters. Type words made from these letters and then press **(enter)**. Hold **(cap)** and press **(?*)** to shuffle the letters in the root word. To see the definition or thesaurus entry of a particular word, use **[↓]** or **[↑]** to move the highlight to the word you want and press **(enter)** or **(thes)**. Press **(back)** to return to Jumble.

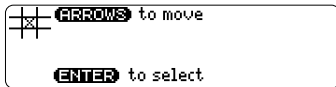
Playing the Games

Link Four



Link Four challenges you to connect four game pieces in any direction. You can play alone or with a friend. Use **(→)** or **(←)** to move your game piece to the position you want, then press **(enter)**. The game pieces are displayed to the right of the screen to show whose turn it is. The first player to link four game pieces wins.

Tic Tac Toe

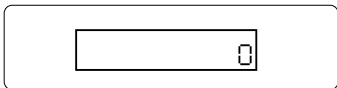


Tic Tac Toe challenges you to get three x's in a row before your opponent gets three o's in a row. You can play alone or with a friend. The game begins with the x in the center of the grid. Use **(→)** or **(←)** to move your letter to the position you want and then press **(enter)**. The first player to get three game letters in a row, wins.

Using the Calculator

► Making Calculations

1. Press **($\frac{\square}{\square}$)** till you see the calculator.



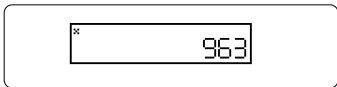
2. Type a number.

Note: Q-P will type numbers 0-9 automatically.

You can type up to 10 digits. To type a decimal, press *g* (.).

To change the sign of a number, press *Z* (+/-).

3. Press a math function key.



4. Type another number.

5. Press **(enter)**.

To repeat the calculation, press **(enter)** again.

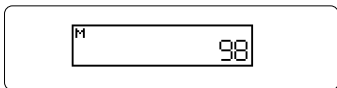
6. Press **(clear)** to clear the current calculations.

Using the Calculator

To Calculate...	Use...
reciprocals	<i>a</i> ($1/x$)
squares	<i>d</i> (x^2)
percentages	f (%)
square roots	<i>S</i> (\sqrt{x})
negative numbers	y (+/-)

► Using the Calculator Memory

1. In the Calculator, make a calculation or type a number.
2. To add the number on the screen to the number stored in memory, press **x** (M+). To subtract the number on the screen from the number stored in memory, press **c** (M-). (M-).



M indicates the number is stored in memory.

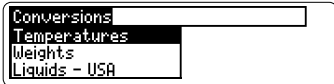
3. To retrieve the number from memory, press **v** (MR).
4. To clear the memory, press **b** (MC).

Using the Converter

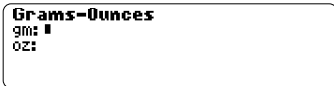
The converter allows you to convert measurements and currency.

► Making Metric Conversions

1. Press **(F2)** till you see the **Conversions** menu.



2. Use **(↓)** to select a conversion category (for e.g., *Weights*).
3. Select a conversion (for e.g., *grams/ounces*).



4. **Type a number after one of the units.**
Note: Q-P will type numbers 0-9 automatically.
Use **(↓)** or **(↑)** to move between the lines.
5. Press **(enter)** to convert it.
6. Use **(back)** to delete a number.

Using the Converter

► Making Currency Conversions

1. Press **(F2)** till you see the **Conversions** menu.
2. Use **(↓)** to select **Currency Converter** and press **(enter)**.

You can also press **(cap) + (↓)** to highlight *Currency Converter* which is at the bottom of the Conversions menu.



3. **Enter a conversion rate.**
The rate should be in units of the other currency per one unit of the home currency (n other/1 home).
4. **Enter an amount for the home or other currency.**
Use **(↓)** or **(↑)** to move between the lines. Use **(back)** to delete a number.
5. Press **(enter)** to convert it.

Transferring Words Between Books

This dictionary can transfer words with certain other BOOKMAN book cards. To send a word to another book, you must first install a book card in your unit, and that book card must be able to send or receive words. To learn if a book card can send or receive words, read its User's Guide.

1. Highlight a word in this dictionary.

To highlight a word in a dictionary entry, press **(enter)** to start the highlight, and use the arrow keys to move the highlight to the word you want.

2. Hold **(fn)** and press **(card)**.

3. Highlight the icon of the other book.

4. Press **(enter)**.

The word you highlighted appears in the other book.

5. Press **(enter)** again if needed to search for that word.

Resetting Your Unit

If the keyboard fails to respond, or if the screen performs erratically, follow the steps below.

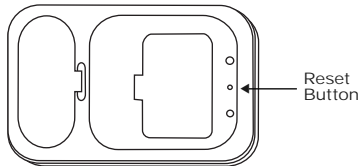
1. Hold **(clear)** and press **(on/off)**.

If nothing happens, try Step 2.

2. Use a paper clip to gently press the reset button on your unit.

The reset button is recessed in a pin-sized hole to the right of the book card slot.

Warning! Pressing the reset button with more than light pressure may permanently disable your unit. In addition, resetting your unit erases settings and information entered in its built-in book, and in an installed book card.



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Model MWD-1440

- Batteries: two CR-2032 3 volt lithium
- Size: 13.5 x 9.0 x 1.5 cm.
- Weight: 4 oz.

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FCC tested to Comply with FCC stan-
dards.

FOR HOME OR OFFICE USE.

U.S. Patents: 4,490,811; 4,830,618; 4,891,775;

5,113,340; 5,203,705; 5,218,536; 5,497,474;

4,982,181; 5,295,070; 5,333,313; 5,627,726;

5,153,831; 5,249,965; 5,321,609; 5,396,606.

German Patent: M940744.5.

Euro. Pat. 0 136 379

PATENTS PENDING.


ISBN 1-56712-523-9

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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.

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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 re-established by pressing the reset key,  (on/off), or by removing/replacing batteries.

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FCC Notice

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.