Franklin®

SCRABBLE® MASTER

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

USER'S GUIDE

License Agreement

Introduction

Congratulations! You now have a powerful and portable way to improve your SCRABBLE® skills and scores. With the SCRABBLE® Master, you can:

- check if your word is a valid SCRABBLE® word according to the *Chambers Official SCRABBLE® Words.*
- check word spellings;
- build words from your letter and blank tiles;
- enter patterns of letters appearing on the board and fit your tiles to those patterns;
- include double and triple letter and word scores in your patterns;
- play four fun word games.

To learn how to use the SCRABBLE® Master, read this manual and then keep it handy for reference.

✓ Help is at Hand

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

Key Guide

BACK	Goes back or erases a typed letter.
CLEAR	Clears to the Ready screen or stops the Quick Demo.
BUILD	Builds words from entered letters.
PTRN	Goes to the Pattern entry screen.
SKILL	Sets the skill level for the games.
ENTER	Enters a word.
GAMES	Shows the Games menu.
HELP	Shows a help message.
ON/OFF	Turns the product on or off.
?	Types a ? to stand for any letter or a blank tile. In games, ends a round.
✳	Types an ✳ to stand for any series of letters.
⇧	Scrolls up or enters double and triple letter/word counts.
⬇	Scrolls down.
⇨	Types an empty square or moves right.
⇦	Moves left.

Getting Started

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.

✓ 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.

Correcting Misspellings

When you enter a misspelled word at the Ready screen, a list of corrections appears. When you enter a correctly spelled word, the message *Correct Word* appears with a list of similar words. When you enter a word not in SCRABBLE® Master, the message *Sorry Can't Help* appears. To correct misspellings at the Ready screen, follow these instructions.

1. Type a word.

   To erase a letter, press ⟸.

2. Press ENTER.

3. Press ⤓ repeatedly to view more words.

4. Press CLEAR when done.

✓ Finding More Corrections

If you do not find the word that you want in a correction list, highlight a correction and press ENTER twice. A list of more corrections appears.

✓ Checking Words for Validity

If you want to check if your word is a valid SCRABBLE® word according to the *Chambers Official SCRABBLE® Words*, type your word at the Ready screen and press ENTER.
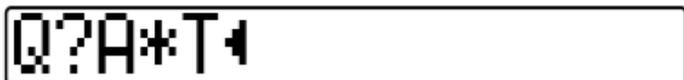
Finding Spellings

You can find spellings even when you don't know all the letters in a word. Just type a question mark (?) for each unknown letter, or type an asterisk (✱) for any number of letters. Here is an example.

1. At the Ready screen, type a ? and a ✱ to take the place of one letter and a series of letters respectively.

For example, type *Q?A✱T*.

Q?A✱T◄

2. Press ENTER.

QUADRANT ↓

3. Press ⬇ to see more words.

✓ Finding Unusual Words

Use the question mark (?) and the asterisk (✱) to find unusual words. For example, type "*A?*" to see two-letter words beginning with A. To see words beginning and ending with H, type *H✱H*.

Building Words

To build words from your letter tiles, type the tiles you have at the Ready Screen and then press BUILD. You'll see a list of words ranked by their SCRABBLE® scores. Here is an example.

1. Type the tiles in your tray.

```
YPXBTRO◄
```

To erase a letter, press ⇦.

2. Press BUILD to build your SCRABBLE® list.

```
17 PROXY        ↕
```

The number shows the word's SCRABBLE® score. If no words can be built from your tiles, you'll see the message *Sorry can't help.*

3. Press ⇩ to see more words and scores.
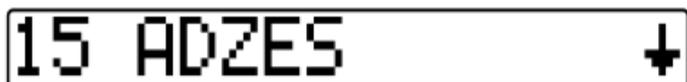
4. Press CLEAR when done.

> ### ✓ Viewing More Words
> Blinking arrows to the right of the screen indicate that there are more words to see. Just press the arrow key that is shown.

Building Words With Blank Tiles

To build words with blank tiles, type a question mark (?) for each blank tile and then press BUILD. For example:

1. Type *AD?ES.*
2. Press BUILD.

```
15 ADZES          ↕
```

In this word, the blank tile became a Z.

3. Press ⬇ to view more words.
4. Press CLEAR when done.

✓ Helpful Hint

You can build words with as many blank tiles as you like. However, you cannot build words using an asterisk (✱).

If you type an asterisk and then press BUILD, SCRABBLE® Master assumes that you've entered a pattern. See "Filling Patterns."

Filling Patterns

Using PTRN you can type patterns of letters appearing on the SCRABBLE® board and then fit your tiles around them.

1. Press PTRN to see the Pattern entry screen.

ENTER a pattern

You can enter a combination of 15 letters and the following designated squares.

One Empty square	▬
A series of empty squares	✶
Double letter square	L
Triple letter square	L
Double word square	W
Triple word square	W

Press ⇨ or ? to enter an empty square.

Press ⇨ then ⇧ to cycle through the double and triple letter and word choices.

2. Type your pattern.

9

For example, say you have the tiles
ahpquuz and your board looks like this:

			P		
	TRIPLE WORD	A	R	T	DOUBLE LETTER
			Y		

To make a word using ART, your pattern
will look like this:

WART

3. Press ENTER.
4. Type your tiles and press ENTER.

102 QUARTZ ↓

5. Press ⇩ to view more words.
6. Press CLEAR when done.

Adding Letters to the Beginning or End of Words

At the Pattern entry screen, you can use the asterisk (✱) to find words either ending or beginning with the tiles on the board. For example, say you have the tiles *ahjnsuy* and your board looks like this:

			A	H

To find words ending with ah, do the following.

1. Press PTRN and type *✱AH*.

> ✱AH◀

To find words starting with AH, type *AH✱*.

2. Press ENTER.

3. Type your tiles and press ENTER.

> 10 SHAH   ↓

4. Press ⬇ to view more words.
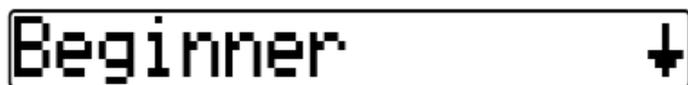
5. Press CLEAR when done.

Playing the Games

SCRABBLE® Master has four challenging word games: *SCRABBLE® Wizard*, *Jumble*, *Hangman* and *Word Deduction*.

Setting the Skill Level

There are three skill levels to choose from: *Beginner*, *Intermediate* and *Advanced*.

1. Press SKILL.

Beginner   ↓

2. Press ↓ or ↑ until you see the skill level you want.

3. Press ENTER to select it.

4. Press ↓ or ↑ until you see the game you want.

5. Press ENTER to select it.

✓ Understanding Skill Levels

The skill level you choose changes the number of letters you get in *SCRABBLE® Wizard*, the number of guesses in *Hangman* and the length of words in *Jumble* and *Word Deduction*.

Choosing a Game

1. Press Games.

SCRABBLE® Wizard

2. Press ⇩ or ⇧ until you see the game you want.

3. Press ENTER to select it.

SCRABBLE® Wizard

SCRABBLE® Wizard gives you seven letters and challenges you to place them on the board to make the word with the best score. Depending on the skill level you choose, you start with either three, two or one letter already in place.

1. In the Games menu, press ENTER to select *SCRABBLE® Wizard*.

___I_I_G LXNEDTE

A flashing marker tells you where to insert your letter.

2. Type your letters.

For example, type *L*, *T* and *N*.

```
__LITING    XEDE
```

To change a letter you inserted, use ⇨ or ⇦ to reach the letter and overwrite it with another of the given letters. To erase a letter press BACK. You cannot move or erase the letters that were originally in the word.
Press ✽ to shuffle your letters.
Press ? to give up the round.

3. Press ENTER.
If the word you entered is the one with the highest score, you will see the message, "*You win.*" If the computer can make a better word, first the message "*Best word:*" and then the word and its score are displayed.

```
_EXILING    15
```

4. Press ENTER to play another round.
5. Press BACK to return to the Games menu.

Hangman

Hangman selects a game 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.

1. Select *Hangman*.

```
??????           10
```

2. Type letters and press ENTER.

Press ✷ to reveal a letter.

Press ? to reveal the word.

3. 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. Type a word and press ENTER.

Press ✷ to shuffle the letters.

Press ? to reveal the word.

5. Press ENTER to play a new round.

Word Deduction

Word Deduction challenges you to guess a three, four or five letter mystery word depending on the skill level you choose. You have twelve tries in which to win.

1. Select *Word Deduction.*

$$\boxed{\texttt{12 \_\_\_\_ \quad A-Z?}}$$

2. Type a word.

For example type *play*.

3. Press ENTER.

$$\boxed{\texttt{1 PLAY P=0 M=1}\downarrow}$$

The 1 means this is your first guess. P stands for *perfect.* M stands for *misplaced.* In the above example, M=1 means that one of the letters you typed is in the mystery word but in the wrong place. P=0 means that there are no letters that are perfectly placed.

4. Type another word.

Keep one or two letters from your previous guess if you have any numbers next to the P or M. For example, type *tray*.

```
 2 TRAY P=0 M=2≑
```

5. Continue typing words, evaluating what the correct letters are and where they are placed.

Use ⇧ to see your previous guesses.

Press ? to give up.

6. Press ENTER to play another round.

7. Press BACK to return to the Games menu.

Press CLEAR to exit the Games.

Product Information

Model: SCM-106 *SCRABBLE® Master*

- over 143,000 words
- Spelling correction
- MatchMaker™ characters (? and ✱)
- four 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 68 x 8 mm • weight 45.36 g

Replacing the Battery

The SCRABBLE® Master uses one CR2032, 3-volt lithium battery. Should you need to replace it, remove the back cover of the SCRABBLE® Master 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 Kingdom, contact the place of purchase to obtain warranty or repair information.

Copyrights, Patents, and Trademarks

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

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 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

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.