

THE LANGUAGE
MASTER™
Special Edition

User's Guide

Table of Contents

	page
1 How to Get Started	6
Installing and Replacing Batteries	7
Adjusting the Contrast and Volume	8
Selecting Speech Settings	9
Selecting Screen Settings	11
Seeing and Hearing a Demonstration	13
2 How to Use the Keyboard	14
Using the Identify Mode	15
Hearing Which Screen is Displayed	16
Getting Help Messages	17
Playing Keyboard Wizard™	18
3 How to Hear Words and Screens	19
Hearing Screens Read Aloud	20
Hearing Words Spoken	21
Hearing Words Spelled	23
Hearing Letters Spoken as Words	25
Hearing Sounds Spoken	26
4 How to Check Spellings	28
Correcting Misspellings	29
Using the MatchMaker™ Keys	31
Finding Confusables™	34
5 How to Find Dictionary Entries	35
Defining Typed Words	36
Defining Words in Reference Entries	38
Browsing Through Dictionary Entries	39
6 How to Find Thesaurus, Classmate™, and Grammar Information	40
Finding Thesaurus Entries	41
Finding Classmate™ Entries	43
Finding Grammar Guide™ Topics	45
7 How to Use the User Word and Message Lists ..	47
Using Your Word List	48
Using Your Message List	52
8 How to Play the Games	54
Selecting Games, Word Lists, and Other Settings	55
Playing the Games	57
9 Appendices	
Troubleshooting Guide	62
Speech Menu Settings	63
Setup Menu Settings	64
Product Care	65
Technical Specifications	66
Copyrights and Patents	67
Warranty	68
10 Index	69

Your New Language Master *SE*

Congratulations! You now have a powerful, portable device that makes language reference more accessible to people who are blind, or visually impaired, or learning disabled, or speech impaired.

With your Language Master *SE*, you can. . .

- quickly learn the keyboard layout and functions,
- automatically check and correct spellings,
- easily hear words said, read, and spelled aloud,
- instantly find definitions, synonyms, grammar help, and other reference information,
- conveniently save words and messages for study, augmentative communication, and play,
- and enjoy playing 10 educational word games.

Combining the latest speech and linguistic technology with authoritative Merriam-Webster® references, the Language Master *SE* opens a new world of reference. Franklin Electronic Publishers, Inc., is pleased to serve you.

Your Instructional Materials

The instructional materials packaged with your Language Master *SE* are designed to serve different purposes and people.

- The CASSETTE TAPE teaches how to use your Language Master *SE*. It's primarily for people who are blind.
- The USER'S MANUAL also teaches how to use your Language Master *SE*. It's primarily for sighted people and for the instructors and family of people who are blind or visually impaired.
- The QUICK REFERENCE CARD reminds you how to do basic tasks on your Language Master *SE*. It's primarily for people who are visually impaired.

When you see this symbol ► in the manual, you'll find tips on how to get the most from your Language Master *SE*.

Guide to Keys

Direction Keys



At the main prompt, erases letters. At reference entries, goes back to the previous screen.



Unshifted, returns the screen to the main prompt. Shifted, it clears and resets the speech, setup, and game menus, and the speech speed to their default settings.



Shows the next dictionary, thesaurus, or Classmates entry. In a Confusables entry, says the next Confusable. In the Dynamic Pronunciation Guide, says the next sound. In the Grammar Guide, shows the next grammar topic.



Performs the reverse functions of .



Shifts the letter keys to type capitals. Shifts , , , , , , , and to perform special functions.

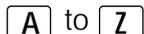


Unshifted, move screens, highlighting, and menus line by line. Shifted, move screen by screen.



At the main prompt, move the cursor. At reference entries, move the highlighting.

Letter Keys



At the main prompt, type letters. At menus, the word list, and the message list, select items.



At the main prompt, types a hyphen. At reference entries and lists, spells words with hyphenation points spoken.



Types a period.



Types quotation marks and apostrophes.



Types a space.

MatchMaker Keys



Fragment Finder™ stands for unknown syllables.



Letter Detective™ stands for an unknown letter.

Menu Keys



At the main prompt and reference entries, shows and says the speech and setup menus. At grammar topics, shows a Grammar Guide menu. At games, shows a game settings menu.



Shows the games menu.

Orientation Keys



Shows an appropriate help message.



Turns the Identify Mode on and off, allowing you to type and hear keys without performing their functions.



Turns unit on and off.



Says which screen is shown. At reference entries, says what other reference information is available for a word.

Reference Keys

- CONF** Shows Confusables, words commonly confused.
- CLASS** Shows Classmates, words classified by subject.
- DICT** Shows dictionary entries.
- ENTER** Spell-checks words and shows dictionary entries.
- GRAM** Shows Grammar Guide topics.
- THES** Shows thesaurus entries.

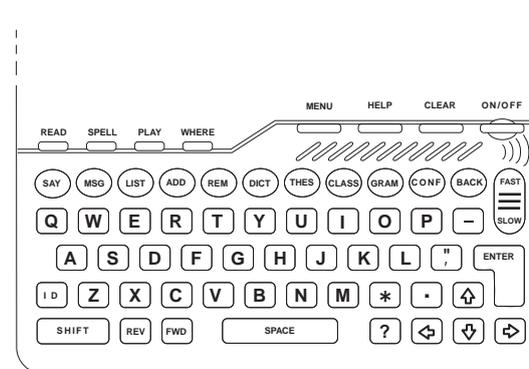
Speech Keys

- FAST**
SLOW Sets the speech speed.
- READ** Starts and stops reading screens.
- SAY** Unshifted, says typed or highlighted words. Shifted, shows the Dynamic Pronunciation Guide™, saying words sound by sound.
- SPELL** Unshifted, spells words. Shifted, says letters as words (Alpha, Bravo, Charlie).

User Lists Keys

- ADD** Adds your entries to the user or message list.
- LIST** Shows your word list.
- MSG** Shows your message list.
- REM** Removes indexed entries from your word or message list.

How to Get Started



In this chapter, you'll learn how to use **ON/OFF**, **MENU**, **CLEAR**, and **FAST**/**SLOW**.

If you're using your Language Master *SE* for the first time, read this chapter. You'll learn how to...

- install and replace the batteries;
- adjust the volume and screen contrast;
- set the speech and screen settings;
- and see and hear a demonstration describing the Language Master *SE*'s main features.

After reading this chapter, you'll be ready to use your Language Master *SE*.

Installing and Replacing Batteries

Your Language Master *SE* comes with four AA batteries. You must install them before starting.

When you replace batteries, use only high-quality alkaline or nickel cadmium rechargeable batteries. Not all nickel cadmium batteries fit the Language Master *SE*, however, so check them carefully when you buy.

NOTE: *Replacing the batteries may delete your word and message lists. To avoid this, we suggest that you plug in the AC adapter whenever you change batteries. The AC adapter overrides the batteries, but it doesn't recharge them.*

1. Remove the battery cover.

You'll find it on the back toward the top.

2. Insert the batteries.

Place the batteries according to the polarity markings.

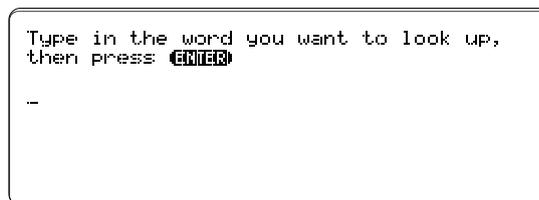
Adjusting the Contrast and Volume

You can change the screen contrast and speaker volume of your Language Master *SE* at any time. Simply adjust the controls on the right side of the unit.

The contrast control is marked with a . The volume control is marked with a .

1. Press **ON/OFF**.

2. Adjust the contrast control until you see the main prompt.



This is the main prompt. It's where you type words to check spellings, find definitions and synonyms, and do other tasks. You can return to the main prompt at any time by pressing **CLEAR**.

3. Adjust the volume control.

4. Press **CLEAR** to test the volume level.

You should hear "Ready" spoken clearly.

► Start-up Problem Solvers

What do you do if you don't hear "Ready" or see anything on the screen?

Check your batteries. Are the pluses positioned properly?

Check the volume. Is it turned up sufficiently?

Check your headphones. If they're plugged in, they override the main speaker.

Selecting Speech Settings

You can easily customize your Language Master SE's speech settings. Just press **MENU** to see the Speech Menu from any screen except help messages, game screens, Grammar Guide topics, and dialog boxes.

At the Speech Menu, you can choose to turn on or off the full speech mode, turn on or off the keyboard echo, turn on or off the key click, speak letters normally or speak letters as words (Alpha, Bravo, Charlie), and turn on or off the menu instructions.

NOTE: When you turn off the Language Master SE, your speech settings are saved for your next session. If you remove the batteries from their compartment for more than a minute, however, the Speech Menu returns to its default settings. To save your settings when you change batteries, plug in the AC adapter.

1. Press **MENU**.



This is the Speech Menu. You see and hear the alternative settings displayed now.

2. Press **HELP**.



This help message describes the default and alternative speech settings. If you want to move down the message, press **↓**.

3. Press **FAST** or **SLOW** repeatedly.

As the help message is read, set the speed to your liking. The default speed is medium.

4. Press **BACK** to go back to the Speech Menu.

5. Select your speech settings.

If you want to keep the current settings, simply press **CLEAR** to return to the main prompt.

If, however, you want to change a setting, here's how:

- Press **↓** or **↑** to highlight and hear a setting.
- Then press **ENTER**.

To change another setting, press **MENU** again and repeat the process. If you want to reset the Speech Menu to its default settings, hold **SHIFT** and press **CLEAR**.

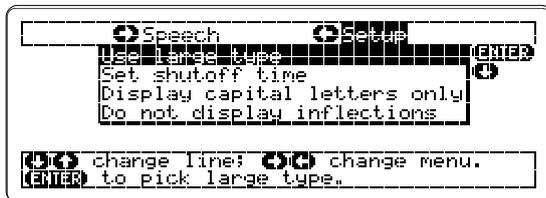
Selecting Screen Settings

You can also customize your Language Master SE's screen display. Just press **MENU** and then press **↵** to see the Setup Menu.

At the Setup Menu, you can choose to use small or large type, set the automatic shutoff time from one to six minutes, display letters normally or display capital letters only, and turn off or display menu instructions.

NOTE: When you turn off the Language Master SE, your screen settings are saved for your next session. If you remove the batteries from their compartment for more than a minute, however, the Setup Menu returns to its default settings. To save your settings when you change batteries, plug in the AC adapter.

1. Press **MENU**.
2. Then press **↵**.



You see the alternative settings displayed now.

2. Press **HELP**.



This help message describes the default and alternative screen settings.

3. Press **BACK** to go back to Setup Menu.
4. Select your screen settings.

If you want to keep the current settings, simply press **CLEAR** to return to the main prompt.

If, however, you want to change a setting, here's how:

- Press **↓** or **↑** to highlight and hear a setting.
- Then press **ENTER**.

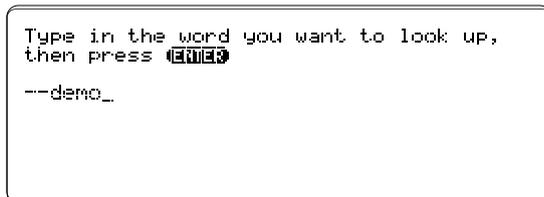
You see and hear a new setting message and then the main prompt. If you select the shutoff setting, you see and hear a menu of shutoff times. Select a time by pressing **↑** or **↓** and then press **ENTER**.

To change other settings, press **MENU** again and repeat the process. If you want to reset the Speech Menu to its default settings, hold **SHIFT** and press **CLEAR**.

Seeing and Hearing a Demonstration

To preview the main features and functions of your Language Master *SE*, try its built-in demonstration. It takes about three minutes. To stop the demonstration at any time, just press **CLEAR**.

1. Type "-- demo" at the main prompt.



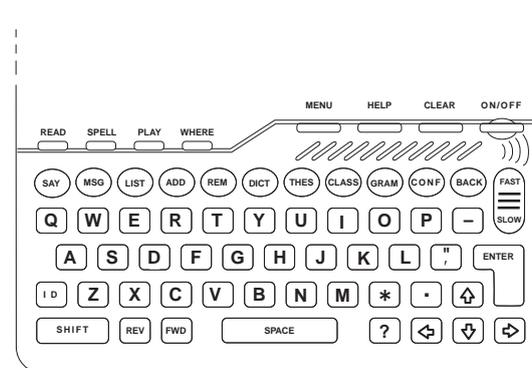
Press **—** twice to type the dash. If you need to erase letters, press **BACK**.

2. Press **ENTER**.

Watch and listen as the Language Master *SE* shows you what it can do.

3. Press **CLEAR** if you want to stop the demo.

How to Use the Keyboard



In this chapter, you'll learn how to use **ID**, **WHERE**, and **HELP**.

This chapter teaches you about the layout and basic functions of your Language Master *SE*'s keyboard. You'll learn how to . . .

- press and hear keys without performing tasks;
- hear which screen is being displayed at any time;
- see and hear appropriate help messages;
- and play Keyboard Wizard™, the keyboard teaching game.

After reading this chapter, you'll be thoroughly acquainted with the Language Master *SE*'s keys.

Using the Identify Mode

You can become familiar with your Language Master SE's keyboard by using its Identify Mode. To turn on the Identify Mode, you press **ID**.

In the Identify Mode, keys speak their names when you press them, without performing their functions. One key, **CLEAR**, keeps its function. When you press **CLEAR** in the Identify Mode, the keyboard returns to normal operation.

1. Press **ID**.

You hear "Identify Mode on." If you don't, adjust the volume.

2. Press keys to hear their names.

Since keys don't perform their functions in the Identify Mode, you can press them repeatedly.

3. Press **ID** again to turn off the Identify Mode.

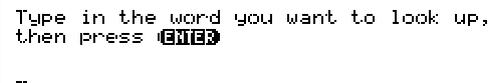
Hearing Which Screen is Displayed

WHERE is a useful key for people who are blind or visually impaired. By pressing **WHERE**, you can always hear which screen is being displayed.

At reference entries, **WHERE** also tells you if other reference information is available. For example, if you press **WHERE** at the dictionary entry for "capital," you hear "This word has thesaurus, Confusable, and Classmate information available." To see this information, just press **THES**, **CONF**, or **CLASS**.

Remember to press **WHERE** whenever you're unsure of "where you are" or "where to go next."

1. Press **WHERE** at any screen.



```
Type in the word you want to look up,  
then press ENTER  
--
```

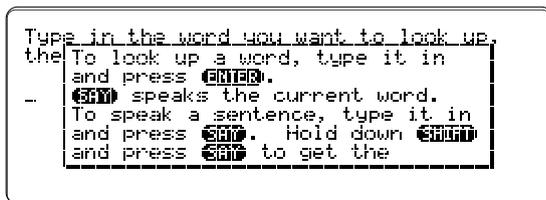
If you're at the main prompt, you hear "You are at the typing screen." If you don't, press **CLEAR** to return to the main prompt. Then press **WHERE**.

Getting Help Messages

By pressing **HELP** at any screen, you can see and hear an appropriate help message.

Help messages describe the current screen in detail and which keys you can press. For example, when you're at a dictionary entry, pressing **HELP** tells you how to read definitions.

1. Press **HELP** at any screen.

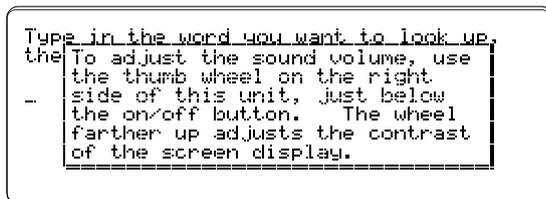


If you're at the main prompt, you see and hear a help message describing the main keys.

2. Press **READ** to stop reading.

To start reading again, press **READ** again.

3. Press **↓** repeatedly.



To move up line by line, press **↑**. To move down one screen at a time, hold **SHIFT** and press **↓**.

4. Press **BACK** to go back to the previous screen.

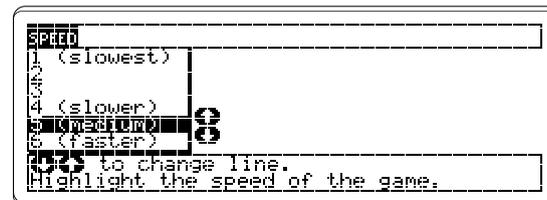
Playing the Keyboard Wizard™

The most fun way to learn where the keys are is to play Keyboard Wizard, the keyboard teaching game. To start, press **PLAY** and then press **A**.

1. Press **PLAY**.

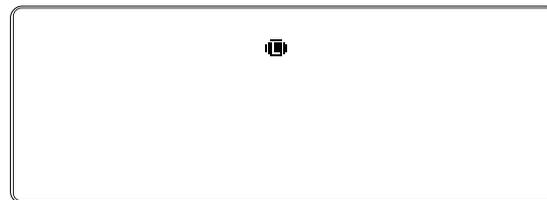
You see the games menu.

2. Press **A** to select Keyboard Wizard.



This is the game speed menu. Select a speed by pressing **↓** or **↑**. We suggest you select a slow speed to start.

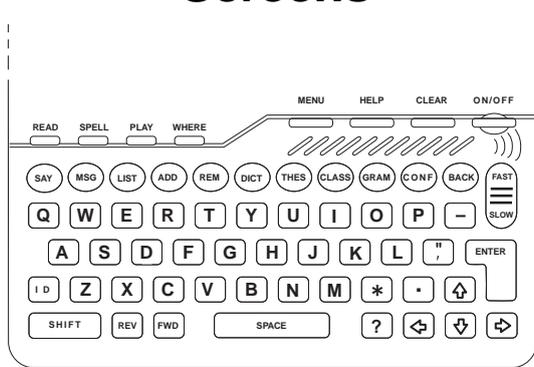
3. Press **ENTER** to start playing.



You see and hear a key falling. Press the matching key on the keyboard before the falling key reaches the bottom. When you do, you hear "Ya got me."

4. Press **CLEAR** when you're done.

How to Hear Words and Screens



In this chapter, you'll learn how to use **READ**, **SAY**, and **SPELL**.

You'll learn how to . . .

- hear screens read aloud;
- hear typed and highlighted words;
- hear words spelled;
- hear letters spoken as words;
- and hear individual sounds.

After reading this chapter, you'll be able to hear every word, screen, and message displayed by your Language Master *SE*.

Hearing Screens Read Aloud

You can hear any screen on your Language Master *SE* read aloud. Simply press **READ** to start and stop reading.

Press **READ** whenever you want to hear spelling correction lists; dictionary, thesaurus, or other reference entries; grammar topics; or your word or message list.

When you press **READ** at any screen except a prompt, words are highlighted as they're read. This highlighting makes reading easier for some people who are learning disabled.

1. Press **READ** at any screen.

```
Type in the word you want to look up,
then press ENTER.

--
```

If you're at the main prompt, you hear "Type in the word you want to look up, then press ENTER."

2. Press **READ** repeatedly to stop and start reading.
3. Press **CLEAR** when you're done.

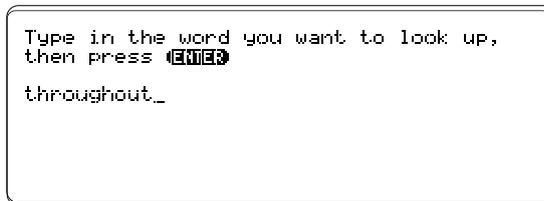
Hearing Words Spoken

You can hear words spoken by pressing **SAY**. **SAY** says words you've typed as well as words highlighted in screens. Unlike **READ**, **SAY** doesn't say entire screens.

By typing words at the main prompt and pressing **SAY**, you can use your Language Master *SE* for augmentative communication.

By pressing the arrow keys to highlight words in screens and then pressing **SAY**, you can hear words in spelling correction lists, definitions, synonym lists, the Grammar Guide, etc.

1. Type a word at the main prompt.

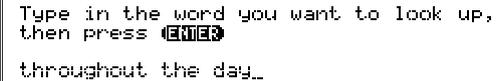


Press **BACK** or  if you need to erase letters.

2. Press **SAY**.

If you type a word with more than one pronunciation, you see and hear a dialog box asking you to select a part of speech. Press  and  to highlight the word you want. Then press **ENTER**.

3. Type more words at the main prompt.



Press **SPACE** to type the spaces.

4. Press **SAY**.

You hear the words said as a phrase.

5. Press **CLEAR**.

► How to Hear Words in Reference Entries

In addition to words typed at the main prompt, **SAY** says words highlighted in reference entries. Here's how:

- Press the arrow keys to highlight the word you want to hear.
- Then press **SAY**.

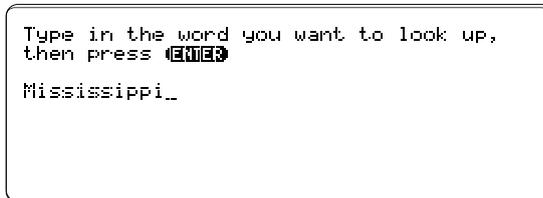
Hearing Words Spelled

You can hear words spelled by typing them at the main prompt, or by pressing the arrow keys to highlight words in screens, and then pressing **SPELL**.

To hear words spelled one letter at time, press **SPELL** repeatedly. To hear the entire words spelled, hold **SPELL**.

Using **←**, you can also hear words in reference entries spelled with their hyphenation points spoken, even if their hyphenation isn't shown. It's a useful feature for transcriptionists.

1. Type a word at the main prompt.



Hold **SHIFT** to type capital letters.

2. Hold **SPELL**.

You hear the word spelled.

3. Press **SPELL** repeatedly.

You hear letters one at a time.

4. Press **CLEAR**.

SPELL also works for words highlighted in reference entries. Here's how:

- Press the arrow keys to highlight the word in the reference entry you want to spell.
- Hold **SPELL**.

► How to Hear Hyphenation

Just press **←** instead of **SPELL** at a highlighted word in a reference entry. Here's how:

- Type a word of more than one syllable.
- Then press **ENTER** to find its definition.
- Then press **←** to hear its spelling and hyphenation.
- Press **CLEAR** to return to the main prompt.

Remember, pressing **←** spells highlighted words only in reference entries. At the main prompt, it types a hyphen.

Hearing Letters Spoken as Words

To clearly distinguish letters, you can hear words spelled using the “Alpha, Bravo, Charlie” system rather than the alphabet. Just type a word at the main prompt, or press the arrow keys to highlight a word in a reference entry, then hold **SHIFT** and press **SPELL**.

You can also hear words spelled as “Alpha, Bravo, Charlie” without shifting. Just select the “Speak letters as words” setting on the speech menu. Then, simply pressing **SPELL** spells words in that manner. If the keyboard echo is on, you also hear the letter keys spoken as words.

1. Type a word at the main prompt.

```
Type in the word you want to look up,
then press ENTER
enough_
```

2. Hold **SHIFT** and press **SPELL** repeatedly.

You hear each letter as “Alpha, Bravo, Charlie.”

3. Press **CLEAR** when you’re done.

► Hearing “Alpha, Bravo, Charlie” at Reference Entries

SHIFT plus **SPELL** also works for words highlighted in reference entries. Here’s how:

- Press the arrow keys to highlight the word reference entry you want to hear.
- Hold **SHIFT** and press **SPELL**.

Hearing Sounds Spoken

There’s another way to hear words pronounced by your Language Master *SE*—sound by sound. It’s called the Dynamic Pronunciation Guide (DPG). The DPG combines synthetic speech, a recorded human voice, and visual highlighting to teach accurate pronunciation.

To see and hear the DPG, type a word at the main prompt or highlight a word in a reference entry, then hold **SHIFT** and press **SAY**.

1. Type a word at the main prompt.

```
Type in the word you want to look up,
then press ENTER
phthisis_
```

2. Hold **SHIFT** and press **SAY**.

```
Type in the word you want to look up,
then press ENTER
phthisis_ Dynamic Pronunciation Guide
           phthisis
           think
← or → for next/previous sound.
REPEAT to repeat, EXIT to exit.
```

The DPG screen says and shows a sound.

3. Press **FWD** to hear the next sound.



Did you hear that the first sound after you pressed **[FWD]** sounded different? It's a recorded human voice, not synthesized speech.

Here's what you can do next:

To hear the sound again, press **[ENTER]**.

To hear the preceding sound, press **[REV]**.

To hear the word spoken, press **[SAY]**.

To hear it spelled, press **[SPELL]** or **[READ]**.

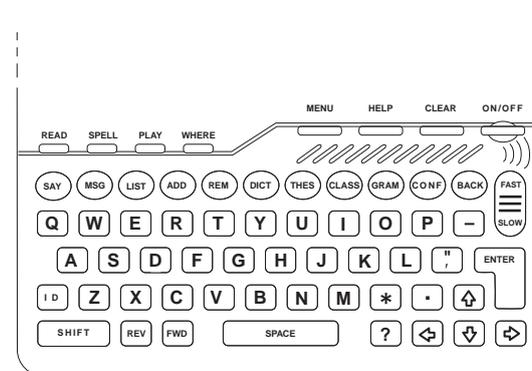
4. Press **[BACK]** to go back to the previous screen.

► Using the DPG at Screens

[SHIFT] plus **[SAY]** also works for words highlighted in reference entries. Here's how:

- Press the arrow keys to highlight the word in the reference entry you want to pronounce.
- Then hold **[SHIFT]** and press **[SAY]**.
- Then press **[FWD]** to hear the next sound.
- Press **[BACK]** to go back to previous screen.

How to Check Spellings



In this chapter, you'll learn how to use **[ENTER]**, **[?]**, **[*]**, and **[CONF]** for spell-checking and finding Confusables. You'll also use **[SHIFT]**, the arrow keys, **[BACK]**, and **[SPACE]**.

This chapter teaches you how to use your Language Master *SE*'s spelling correction features. You'll learn how to. . .

- automatically correct misspellings;
- find correct spellings using the MatchMaker keys;
- and find Confusables, words commonly confused.

After reading this chapter, you'll be able to correct spellings instantly.

Correcting Misspellings

Your Language Master *SE* automatically corrects misspellings when you type a word. Just type a word at the main prompt and then press . You'll see and hear a list of correct spellings from which to choose.

If you type a word not in the Language Master *SE*'s dictionary, you'll see and hear a dialog box asking if you want to "Keep this spelling?" Press if you do.

You can type and spell-check inflections, contractions, abbreviations, compound words, and proper names. You can even spell-check phrases, one word at a time.

NOTE: You can't check possessives like "book's" or "men's" because they're not in the Language Master *SE*'s dictionary. But you can get tips on spelling them by reading the Grammar Guide topic on possessives. Just type "possessives" at the main prompt and then press .

1. Type a misspelled word at the main prompt.

```
Type in the word you want to look up,
then press 
anonymus_
```

Press if you need to erase letters.

2. Press .

```
anonymus:
A: anonymus
B: anonyms
C: unanimous
D: unanimously
E: anonymously
F: anonymities
G: anonym
```

This a correction list. Correction lists aren't always in alphabetic order, and they may be longer than one screen.

3. Hold to hear the word spelled correctly.

4. Press to hear the correction list

To stop reading, press again. If you want to hear a highlighted word spelled, press . To see the definition of a highlighted word, press

.

5. Press .

► Correcting "Correct" Spellings

What if you misspell a word, but your misspelling is a word, too? For example, you want to define "rain" but mistakenly type "rail." When you press and see the dictionary entry for "rail," you realize your mistake.

Just press at the dictionary entry. You'll see a list of words with spellings similar to "rail," including "rain." To see its dictionary entry, press to highlight "rain." Then press .

Using the MatchMaker™ Keys

You can find correct spellings even when you don't know how to spell a word. Just type the MatchMaker keys—**[?]** and **[*]**—in place of the letters or syllables you don't know.

If MatchMaker finds no words matching your request, you see and hear a “None found” message. In that case, press **[CLEAR]** to return to the main prompt.

Letter Detective

When you're unsure of only a few letters in a word, use the Letter Detective key—**[?]**. Type one question mark for each unknown letter. You can use more than one question mark in a word.

1. Type “conc??ve” at the main prompt.

```
Type in the word you want to look up,
then press [ENTER]
conc??ve_
```

2. Press **[ENTER]**.

```
conc??ve:
A: conclude
B: conclave
```

This is a MatchMaker list.

3. Press **[READ]** to hear the list.

Here's what else you can do now:

To hear a word said, highlight it by pressing **[↓]** or **[↑]**.

To hear a word spelled, highlight it and then hold **[SPELL]**.

To define a word, highlight it and then press **[ENTER]**. When you've finished reading the definition, press **[BACK]**.

4. Press **[CLEAR]**.

Fragment Finder

When you don't know how to spell syllables and suffixes in a word, use the Fragment Finder key, **[*]**.

Like question marks, you can type more than one asterisk in a word. For example, “pers*v*”. You can also use question marks and asterisks together in a word. For example, “pers*ver?nce”.

NOTE: The Fragment Finder key works best when you're looking for letters in the middle and at the end of words. If you type an asterisk at the beginning of a word, MatchMaker searches take longer.

1. Type “persever*” at the main prompt.

```
Type in the word you want to look up,
then press [ENTER]
persever*_
```

2. Press **[ENTER]**.

```
persever**:  
D: perseverances  
E: persevere  
C: perseveres  
D: persevered  
E: persevering  
F: perseveringly
```

3. Press **READ** to hear the list.

Here's what else you can do now:

To hear a word said, highlight it by pressing **↓** or **↑**.

To hear a word spelled, highlight it and then hold **SPELL**.

To define a word, highlight it and then press **ENTER**.
When you're finished reading the definition, press **BACK**.

4. Press **CLEAR**.

► Focusing Your MatchMaker Lists

The more question marks and asterisks you type in a word, the more words MatchMaker finds. If you're looking for a specific spelling, type only a few question marks.

Finding Confusables™

Some words sound the same or nearly the same—homonyms, contractions, etc. You can sort out these “Confusables” by using **CONF**.

Just type a word at the main prompt. Then press **CONF**. If the word has Confusables, you'll see and hear a list with their meanings identified. If none are found, you see and hear, “No Confusables available.”

You can also find Confusables for the main words of dictionary and thesaurus entries. Just press **CONF** when you're at the entries.

1. Type “rain”.

2. Press **CONF**.

```
rain # precipitation  
reign # rule  
rein # harness
```

3. This is a Confusables entry. Press **READ** to hear the Confusables.

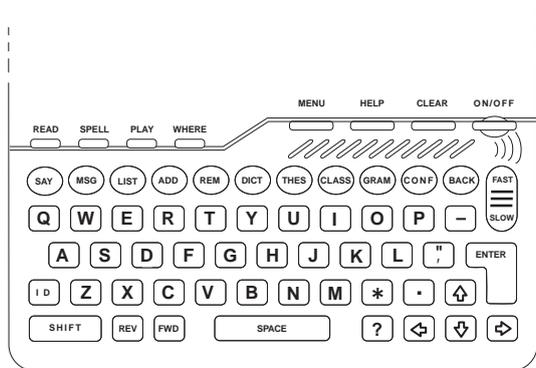
Here's what else you can do now:

To hear a Confusable spelled one letter at time, highlight it by pressing **↓** or **↓** and then press **SPELL** repeatedly.

To hear if other reference information is available for these Confusables, press **WHERE**. Then press the appropriate reference key.

4. Press **CLEAR**.

How to Find Dictionary Entries



In this chapter, you'll learn how to use **DICT**, **FWD**, and **REV**.

This chapter teaches you how to find dictionary definitions. You'll learn how to . . .

- find definitions for words you type;
- find definitions for highlighted words in dictionary, thesaurus, Classmates, and Confusables entries, as well as in the Grammar Guide and in your word list;
- and browse through dictionary entries as you might through a printed dictionary.

After reading this chapter, you'll be able to find more than 300,000 detailed definitions.

Defining Typed Words

The basic way to find definitions is to type a word and then press **DICT** or **ENTER**. You see and hear dictionary entries that contain inflections, definitions, usage examples, and derivative words.

To hear the dictionary entry, press **READ**. Words are visually highlighted as they're read to make reading easier for people who are learning disabled.

You can also go directly from dictionary entries to thesaurus and other reference entries. At the dictionary entry, press **WHERE** to hear if other reference information is available. Then press the appropriate reference keys.

1. Type a word at the main prompt.

```
Type in the word you want to look up,
then press ENTER.
seek_
```

Press **BACK** if you need to erase letters.

2. Press **DICT** or **ENTER**.

At the main prompt, **DICT** and **ENTER** do the same thing.

```
SEEK (verb)
sought; sought; seek*ing; seeks
1. to search for
2. to try to reach or obtain <seek
fame>
3. ATTEMPT
--seek*er (noun)
*ners; seek*ers
```

This dictionary entry shows the main word in bold letters followed by the part of speech in parentheses, inflections in bold letters, a list of definitions, derivative words, usage examples in brackets, and synonyms of definitions in small caps.

3. Press **READ** to hear the definition.

Here's what you can do next:

To move through the definition one word at a time, press **↔**.

To move up or down the definitions line by line, press **↑** or **↓**.

To move up or down the definitions screen by screen, hold **SHIFT** and press **↑** or **↓**.

To hear if other reference information is available for the main word, press **WHERE**.

4. Press **CLEAR**.

► Dictionary Entries Without Inflections

You can change the screen settings so that dictionary entries don't contain inflections. Here's how:

- Press **MENU**.
- Then press **↔** to find the setup menu.
- Then press **↓** to highlight and hear "Do not display inflections." (If you see "Display inflections" instead, press **CLEAR**.)
- Then press **ENTER**.

Now when you press **READ** at dictionary entries, you hear definitions first, not inflections.

Defining Words in Reference Entries

You can find the meaning of words in reference entries —spelling correction and MatchMaker lists; dictionary, thesaurus, Classmate, and Confusable entries; Grammar Guide topics; and your word list.

Just press the arrow keys to highlight the word you want to define. Then press **ENTER**.

1. Type a word at the main prompt.

2. Press **ENTER**.

```
MEERCI (noun)
plural mercies
1. compassion shown to an offender;
also : imprisonment rather than death
for first-degree murder
2. a blessing resulting from divine
favor or compassion; also : a
fortunate circumstance
```

3. Press the arrow keys to highlight a word.

```
mercy (noun)
plural mercies
1. compassion shown to an offender;
also : imprisonment rather than death
for first-degree murder
2. a blessing resulting from divine
favor or compassion; also : a
fortunate circumstance
```

4. Press **ENTER**.

At reference entries, only **ENTER**, not **DICT**, shows dictionary entries.

5. Press **READ** to hear the dictionary entry.

If you want to go back to the previous dictionary entry, press **BACK**.

6. Press **CLEAR**.

Browsing Through Dictionary Entries

With the Language Master *SE*, you can read dictionary entries sequentially as you might in a printed dictionary. To do that, press **FWD** and **REV** when you're at a dictionary entry.

1. Type a word at the main prompt. Then press

ENTER.

```

af•fect•ed (verb)
af•fect•ed; af•fect•ed; af•fect•ing;
af•fects
1. to be fond of; especially : to be
fond of using or wearing
2. SIMULATE, ASSUME, PRETEND
-----
*af•fect (verb)
  
```

2. Press **FWD**.

```

af•fect•ed•ly (adjective)
1. pretending to some trait which is
not natural
2. artificially assumed to impress
others
3. inclined toward : having as an
interest or concern
--af•fect•ed•ly (adverb)
  
```

This is the next entry in the Language Master *SE*'s dictionary. It may not be in strict alphabetic order.

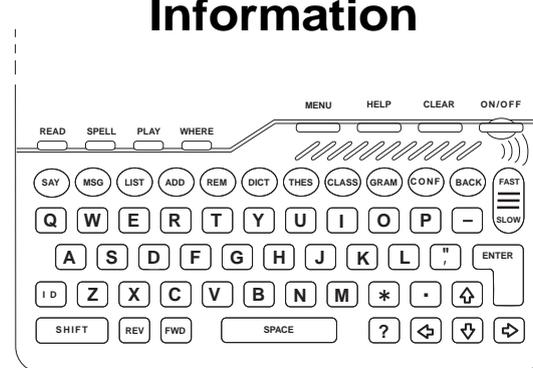
3. Press **REV** to return to the preceding entry.

4. Press **CLEAR**.

► How **BACK** and **REV** Differ

BACK and **REV** don't do the same thing. **BACK** takes you back to the previous prompt or screen from any screen. **REV** works only within references entries.

How to Find Thesaurus, Classmate, and Grammar Information



In this chapter you'll learn how to use the **THES**, **CLASS**, and **GRAM**.

This chapter teaches how to find the thesaurus, grammar, and other reference information available from your Language Master *SE*. You'll learn how to . . .

- find synonyms, antonyms, and core meanings;
- find Classmates™, words classified by subject;
- find grammar guidance on more than 70 topics.

After reading this chapter, you'll be able to find extra language help you need.

Finding Thesaurus Information

The basic way to find thesaurus information is to type a word and then press **THES**. You'll see and hear synonyms, antonyms, and core meanings. A core meaning is a definition shared by a group of synonyms.

You can also find thesaurus information directly from dictionary and other reference entries by pressing **THES** at those entries.

1. Type a word at the main prompt.

```
Type in the word you want to look up,  
then press THES.  
  
big_
```

2. Press **THES**.

```
big: adjective, of significant size or  
scope.  
SYNONYMS:  
considerable, extensive, hefty, large,  
major, sizable  
ANTONYMS:  
little
```

This is a thesaurus entry.

3. Press **READ** to hear the thesaurus entry.

Did you notice a message such as "Thesaurus entry 1 of 7?" It means the word you typed has other synonyms and core meanings.

4. Press **FWD** to see the next thesaurus entry.

```
big: adjective, containing as much as  
is possible.  
SYNONYMS:  
full, awash, brimful, brimming,  
chockablock, chock-full, crammed,  
crowded, jammed, jam-packed, loaded,  
packed, replete, stuffed  
ANTONYMS:
```

5. Press **READ** to start and stop reading.

If you want to go back to the preceding thesaurus entry for the word, press **REV**.

6. Press **CLEAR**.

► Finding Synonyms From Reference Entries

You can find synonyms directly from reference entries. Here's how:

At dictionary entries, when you press **THES** you see the thesaurus entry for the main dictionary word. To see synonyms for a word used in the definition, press the arrow keys to highlight it, press **ENTER**, and then press **THES**.

At Classmates and Confusables entries, you can see thesaurus information for any word on the screen by highlighting it and then pressing **THES**.

At Grammar Guide topics, no thesaurus information is available.

Finding Classmates

Classmates are words classified by subject, such as “lion” and “tiger.” Classmate entries include lists of the elements of the periodic table, precious gems, breeds of dogs, and many other subjects.

You find Classmates for a word by typing the word at the main prompt and then pressing **CLASS**. If the word lacks Classmates, pressing **CLASS** shows its dictionary entry.

When you press **CLASS** at a dictionary, thesaurus, or Confusable entry, you’ll find Classmates (if any) for the entry word.

1. Type a month of the year at the main prompt.

```
Type in the word you want to look up,  
then press ENTER.  
January_
```

2. Press **CLASS**.

```
April, August, December, February,  
January, June, July, March, May,  
November, October, September
```

This is a Classmate entry.

3. Press **READ** to hear the Classmates.

Here’s what you can do next:

To highlight and hear single words in the list, press the arrow keys.

To see the next Classmate entry for a word (if any), press **FWD**.

To see a dictionary, thesaurus, or Confusable entry (if any) for a Classmate, highlight it and then press the appropriate reference key.

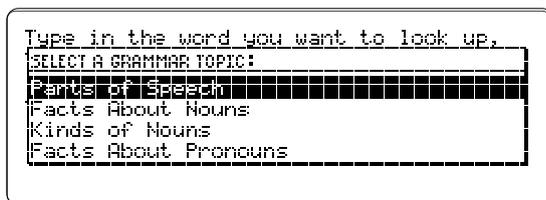
4. Press **CLEAR**.

Finding Grammar Guide Topics

By pressing **GRAM**, you can find grammar information from any screen except help messages. The Grammar Guide covers more than 70 grammar topics in detail.

Like help messages, grammar topics suit the screen you're viewing. For example, when you're at a dictionary entry for a noun, pressing **GRAM** shows a menu of grammar topics about nouns.

1. Press **GRAM** at the main prompt.

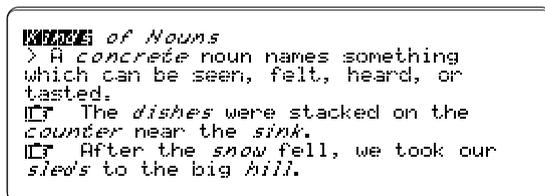


This is the main Grammar Guide Menu. It lists every grammar topic, from "Parts of Speech" to "Confusable Words."

2. Press **↓** to move down the menu.

If you want to move down the menu screen by screen, hold **SHIFT** and press **↓**.

3. Press **ENTER** to see a highlighted topic.



This grammar entry explains the "Kinds of Nouns."

4. Press **READ** to hear the grammar topic.

Did you hear that the Grammar Guide says italicized words louder and more slowly than regular words? This lets people who are blind and visually impaired hear the same emphases that sighted people see.

If you want to see a dictionary, thesaurus, Classmates, or Confusables entry (if any) for a word used in a Grammar Guide topic, press the arrow keys to highlight the word, then press a reference key.

5. Press **BACK** to go back to the Grammar Guide Menu.

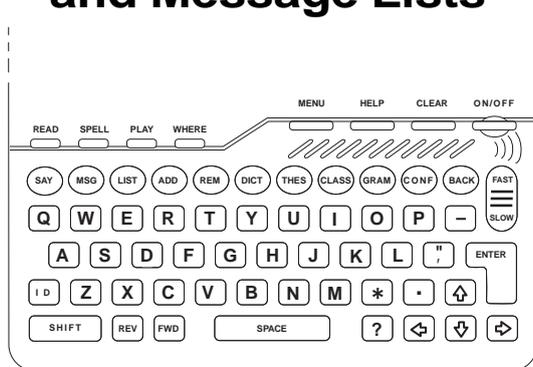
6. Press **CLEAR**.

► Finding Grammar by Typing Them Topics

Besides selecting grammar topics from the Grammar Guide menus, you can find specific grammar help directly from the main prompt. Here's how:

- Type a grammar topic. For example, "apostrophe".
- Then press **GRAM**.

How to Use the User Word and Message Lists



In this chapter, you'll learn how to use **MSG**, **LIST**, **ADD**, and **REM**.

This chapter teaches how to use your word and message lists. You'll learn how to . . .

- add, remove, and listen to words in the user list;
- and to add, remove, and listen to messages in the message list.

After reading this chapter, you'll be able to take full advantage of these lists for language learning and augmentative communication.

Using Your Word List

You can type and save more than 50 words in your word list for study or use in the games. For example, you can save vocabulary or spelling words and practice them in Flash Cards, Hangman, or any other game.

You add words to your list by typing a word at the main prompt, or highlighting a word in a screen, and then pressing **ADD**. To see your word list, you press **LIST**. You use **REM** to remove words from you list.

NOTE: When you turn off the Language Master SE, your word list is saved for your next session. If, however, you replace the batteries and keep them out of their compartment for more than a minute, your words will be deleted. To avoid this, plug in the AC adapter when you replace batteries.

1. Type a word at the main prompt.

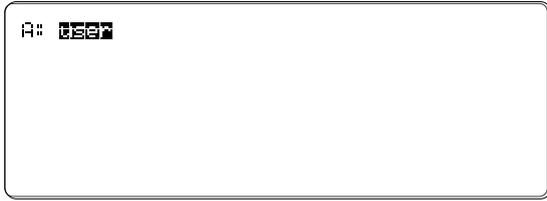
```
Type in the word you want to look up,
then press ENTER
user_
```

2. Press **ADD**.

If the word you type isn't in the Language Master SE's dictionary, you see and hear a dialog box asking you to "Pick a correct spelling." Select another spelling or press **ENTER** to add the word you typed.

If you type more than one word, the phrase is added to your message list, not your word list.

3. Press **LIST**.



This is your word list. Note that each word is indexed to a letter.

4. Press a matching letter to hear a word.

Here are other ways you can hear words in your list:

To hear a word spelled, type its letter and then press or hold **SPELL**.

To hear a word spelled using "Alpha, Bravo, Charlie," type its letter, then hold **SHIFT** and press **SPELL** repeatedly.

To hear the entire list, highlight the first word and then press **READ**.

To hear a word pronounced sound by sound, type its letter, and then hold **SHIFT** and press **SAY**.

To find reference information about a word in your list, press its matching letter and then press a reference key (**ENTER**, **THES**, **GRAM**, etc.).

5. Press **REM**.

To remove the message, press **ENTER**.

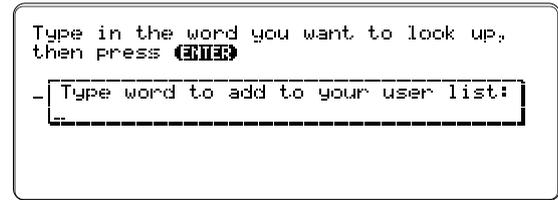
To remove your entire word list, hold **SHIFT** and press **REM**.

6. Press **CLEAR**.

► Typing Many Words Into Your List

Here's a quick way to type more than one word into your word list:

- Press **LIST**.
- Then press **ADD**. You see and hear this dialog box:



- Then type a word.
- Then press **ADD**.
- Then type another word.
- Then press **ADD**.

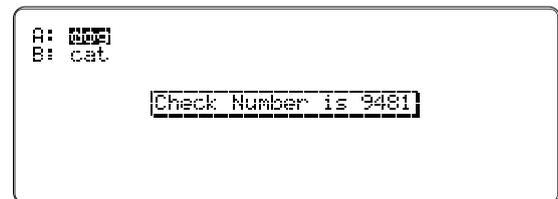
When you want to stop adding words, press **LIST**.

► Checking Students' Word Lists

Teachers can check to see if students' word lists are correct without looking at their words. Here's how:

- Press **LIST**.
- Then hold **SHIFT** and press *****.

You see and hear a message like this:



The Check Number is unique for a list of words, regardless of their order. For example, "dog, cat" and "cat, dog" have the same number. But "dig, cat" has a different number.

Using Your Message List

You can type, save, and playback text-to-speech messages in your message list. For example, "Math homework tonight" and "I'll be back later."

Your messages can be as brief as two words or as long as a sentence. If your messages average 30 characters, you can save up to 26 messages. If they're longer, you can save fewer. Regardless of their length, each message is indexed for quick playback.

To add and remove messages from your list, use **ADD** and **REM**. To see your messages, press **MSG**.

NOTE: When you turn off the Language Master SE, your messages are saved for your next session. If, however, you replace the batteries and keep them out of their compartment for more than a minute, your messages will be deleted. To avoid this, plug in the AC adapter when you replace batteries.

1. Type a phrase or sentence at the main prompt.



Type in the word you want to look up,
then press **ENTER**.

The meeting has been cancelled...

Press **SPACE** to type a space between words.

2. Press **ADD**.

If a word in your message is misspelled or isn't in the Language Master SE's dictionary, you see and hear a dialog box asking if you want to "Keep this spelling." If you do, press **ENTER**.

3. Press **MSG**.

```
A: my name is John Smith
B: I'm using a special speaking device
C: I can do it myself
D: the best of times the best of times
```

This is your message list.

4. Press a matching letter and to hear a message.

To move up and down the list, press **↑** or **↓** or press matching letters. To hear the entire message list, highlight the first message and then press **READ**.

SPELL and the Dynamic Pronunciation Guide do not work in the message list.

5. Press **REM**.

6. Press **ENTER** to remove the message or **SPACE** to keep it.

If you want to remove the entire message list, hold **SHIFT** and press **REM**.

7. Press **CLEAR**.

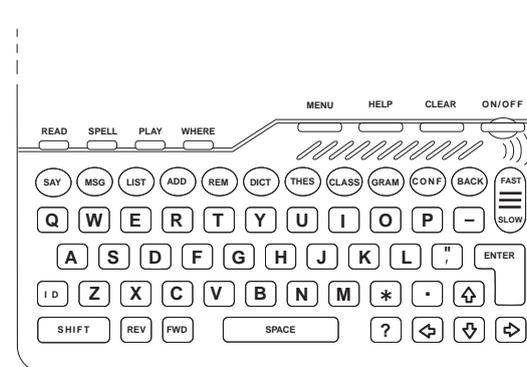
► Typing Many Messages Into Your List

Here's a quick way to type more than one into your list:

- Press **MSG**.
- Then press **ADD**.
- Then type a message.
- Then press **ADD**.
- Then type another message.
- Then press **ADD**.

When you want to stop adding words, press **MSG**.

How to Play Games



In this chapter, you'll learn how to use **PLAY**.

This chapter teaches you how to play your Language Master *SE*'s 10 games. You'll learn how to . . .

- select games;
- set the game difficulty levels;
- use your word list in games;
- and find definitions for words after you've played them.

After reading this chapter, you'll be able to play games that teach the keys, improve your spelling, build your vocabulary, and test your memory.

Selecting Games, Word Lists, and Other Settings

Before you play, you must select settings that determine the difficulty of the games. You can select word lists, word sizes, game speeds, and other settings.

Your game settings apply across the games. For example, when you select the elementary word list for Hangman, you can play the other games with that list without changing settings.

NOTE: Your game settings are saved until you change the batteries, change the settings, or hold **SHIFT** and press **CLEAR**. Holding **SHIFT** and pressing **CLEAR** resets them to their default settings.

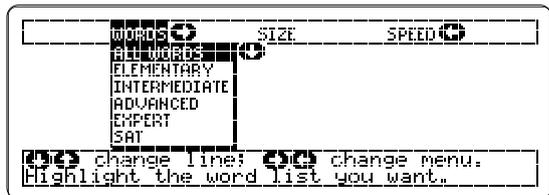
1. Press **PLAY** at the main prompt.



This is the Games Menu.

2. Press **DOWN** to move down the menu.

3. Press a letter to select a game.



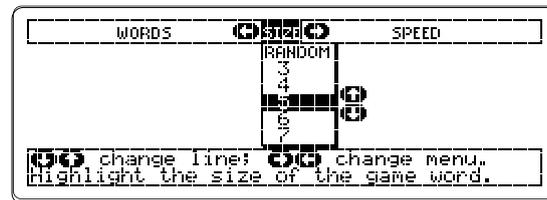
This is a game settings screen (for Word Blaster, H on the menu). You select a word list (WORDS), the number of letters in the words ("SIZE"), and the game speed (SPEED).

For game play, every word in the Language Master is indexed to a word list: elementary, intermediate, advanced, expert, SAT™, or any word from the Language Master SE's dictionary (ALL WORDS). Just choose the list you want to play.

You can also play games using words from your own word list. In some games, you can even type words you want to play immediately before you start.

If you want to go back to the games menu to select another game now, press **BACK** and repeat Steps 2 and 3.

3. Press **UP** or **DOWN** to highlight a word list. Then press **RIGHT**.



4. Select other game settings by pressing the arrow keys.

5. Press **ENTER** when you're ready to play.

► **Beginners' Wisdom: Start Slow**

When you first play a game, use the low-to-middle-range settings. More advanced word lists, longer words, and faster speeds make the games more difficult.

Playing the Games

To become an expert, play the games often. The individual game instructions that follow will help you get started.

By pressing during a game, you can go back to the games menu to select another game. By pressing , you can go back to the game setting menu. By pressing , you can go back to the main prompt. And you can always hear a help message by pressing .

[A] Keyboard Wizard™

Keyboard Wizard makes learning the keyboard fun. Before you play, select a speed on the speed settings menu. Then press .

You see and hear a key falling. Press the matching key on the keyboard before it hits bottom. When you do, you hear "Ya got me." To stop playing, press .

► Know the Keys to the Games

Except for Keyboard Wizard, some keys work the same regardless of which game you're playing:

To hear the entire game screen spoken, press .

To hear the word in play spoken, press .

To hear the word in play spelled, press .

To define a word you've just played, press one or two times.

To go back to the game from a definition, press .

To end your round and find the words you missed, press .

To play another round, press .

[B] Flash Cards

Flashcards builds your vocabulary. Before you play, select a word list and word size. Then press .

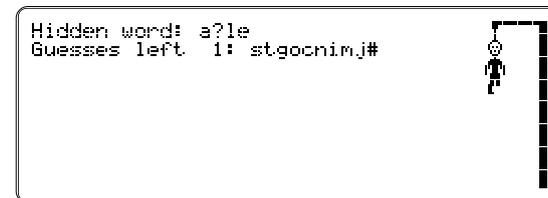
Flash Cards says and shows a word. Try to guess its definition.

[C] Hangman

Hangman asks you to guess spellings of hidden words. Before you play, select a word list, a word size, and the number of tries (wrong guesses allowed). The fewer the tries, the more difficult the game is.

If two people are playing, you can type a word for your friend to guess. Just select "ENTER YOUR OWN" on the word list menu, press , and then type the word you want to play.

Then press .



The hidden word is shown by question marks for each letter. Type your guesses.

Your wrong guesses are listed in the line below. If you guess a letter twice, you see and hear "Already used!"

[D] Anagrams

Anagrams asks you to make anagrams from a word. An anagram is a word formed from the letters of another word.

Before you play, select a word list. You can also type a word to play by selecting "ENTER YOUR OWN". Then press .

This menu asks you to select the minimum size of the anagrams. Use the arrow keys to select a size. Then press .

Anagrams says and shows a root word and how many anagrams it has. Type an anagram and then press . If you want to reshuffle the letters of the root word, press . To hear the screen, press .

[E] Jumble

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". Then select a word size. Then press .

Jumble says and shows a series of letters. Type words made from these letters and then press . If you want to reshuffle the letters of the root word, press . To hear the screen, press .

[F] Word Builder

Unlike Anagrams and Jumble, Word Builder makes anagrams for you. Before you play, type letters you want Word Builder to build words from and select the minimum size of the words. Then press .

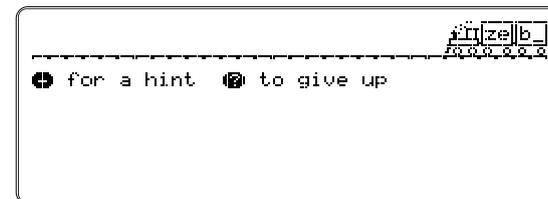
Word Builder says and shows the anagrams it has built.

To define an anagram, highlight it by pressing or and then press .

To go back to Word Builder, press .

[G] Word Train™

Word Train is a spelling game that keeps you on the right track. All aboard!



The train stands at the head of the tracks with empty boxcars. To start it moving, type any letter. Then Word Train types a letter, and it's your turn again.

As the train chugs along, type letters to fill the boxcars and spell a word. Whoever first spells a word at least four letters long wins.

To see and hear a list of possible letters, press . To see and hear the word in play, press .

[H] Word Blaster™

Word Blaster tests your ability to spell quickly. Before you play, select a word list, word size, and speed. Then press .

Word Blaster says and shows a word with its letters hidden by question marks. One by one, letters are spoken and shown. If you want to hear the spaces and letters repeated, press .

When you think you know the word, press , type the word, and press again.

[I] Memory Challenge™

Memory Challenge challenges you to remember a list of words. Before you play, select a word list, word size, word count, and speed. The word count is the number of words you'll try to remember. Then press .

Memory Challenge says, spells, and shows the number of words you selected. Type the words in order, pressing  after each.

To see and hear a word you can't remember, press .

To define a word after playing, press .

[J] Deduction™

Deduction tests your logic and memory by asking you to guess a random list of letters from A to F.

Type letters from A to F. Then press . To hear the screen read at any time, press .

After each series you type, Deduction says and shows the number of correct letters in correct spaces ("PERFECT") and the number of correct letters in wrong spaces ("MISPLACED").

To hear the series you've already typed, press  and then .

Troubleshooting Guide

Problems

Causes

Solutions

1. I don't see anything on the screen.	1a. The batteries may not be installed. 1b. The screen contrast may be too low.	1a. Install the batteries, following the instructions in this manual. 1b. Increase the contrast by moving the contrast control on the right side of the unit.
2. The screen is too dark.	2. The screen contrast is too high.	2. Lower the contrast by moving the contrast control on the right side of the unit.
3. I don't hear the speech.	3a. The volume may be set too low. 3b. The full speech mode may be turned off.	3a. Adjust the volume control on the right side of the unit. 3b. At the main prompt, press MENU, down arrow, and then ENTER.
4. The letters on screen are too small for me to see.	4. You are in the small-type display.	4. Select large-type display by pressing MENU, then pressing right arrow, and then pressing ENTER.
5. I don't understand the speech.	5. Synthetic speech is sometimes difficult to understand.	5. Slow the speech speed by pressing FAST/SLOW. Or use the Dynamic Pronunciation Guide by holding SHIFT and pressing SAY. Or hear letters spoken as words by holding SHIFT and pressing SPELL.
6. When I press THES, I don't get any synonyms.	6. The Language Master SE doesn't have a thesaurus entry for that word.	6. Try another word.
7. I don't see the words I typed in my word or message lists.	7. You may have erased them by changing the batteries or by holding SHIFT and pressing CLEAR.	7. Type and add new words.
8. My Language Master SE is performing erratically.	8. The batteries may be low.	8. Replace the batteries, following the instructions in this manual.

Speech Menu Settings

Default settings

Turn on full speech mode
Prompts, messages, screens, and games to automatically speak. For blind or visually impaired users.

Turn on keyboard echo

Letter keys and BACK echo their names when pressed. For users who want full keyboard feedback.

Turn on key click

If keyboard echo is off, all keys make a clicking sound when pressed. If keyboard echo is on, only the function keys click. For users who want limited keyboard feedback.

Speak letters normally

When keyboard echo is on or when you press SPELL, letters are spoken as "A,B,C."

Turn on menu instructions

When full speech mode is on, full menu instructions are automatically spoken. For blind or visually impaired users learning the Language Master SE.

Alternative Settings

Turn off full speech mode
Screens are silent unless READ, SAY, or SPELL is pressed. For sighted users.

Turn off keyboard echo

No keys echo their names when pressed. For users who are familiar with the keyboard.

Turn off key click

No keys click when pressed. When keyboard echo is off, keys are silent. For users who want no keyboard feedback.

Speak letters as words

When keyboard echo is on or when you press SPELL, letters are spoken as "Alpha, Bravo, Charlie." For users who want to have no doubt about which letters they're typing or hearing.

Turn off menu instructions

When full speech mode is off only brief descriptions of menus are spoken. For experienced or sighted users.

Setup Menu Settings

Default settings

Use small type

Displays eight lines of type per screen. For fully sighted users.

Set shutoff time

Adjusts the automatic shutoff time from one to six minutes.

Display words normally

Displays both upper and lower case letters on screen.

Display inflections

Displays inflections in dictionary entries after the main word.

Alternative Settings

Use large type

Displays four lines of 1/4" type per screen. For visually impaired users.

Default shutoff

If not set, the unit will default to 3 minute shutoff.

Display capital letters only

Displays all letters as capitals. For visually impaired or learning disabled users.

Do not display inflections

Removes inflections from dictionary entries. Especially for blind users who don't want to hear them after the main word.

Product Care

Batteries

The Language Master *SE* runs on four AA 1.5-volt batteries. Use high quality alkaline or rechargeable nickel cadmium batteries. Not all AA nickel batteries fit the Language Master *SE*, so check them carefully before buying.

To install batteries, open the compartment on the back of the unit. Insert the new batteries, aligning the pluses with the pluses in the compartment.

To save your word list, message list, menu settings, and game settings, plug in the AC adapter whenever you change batteries. Otherwise, record your words and settings before you change batteries. Note that the AC adapter overrides the batteries, but it doesn't charge them.

Product Care

To clean your Language Master *SE*, spray a mild glass cleaner onto a paper towel and wipe the surface clean. Don't spray cleaner directly onto the unit. Don't store or use your Language Master *SE* in extreme heat, cold, or humidity.

Customer Service

If you have a problem with your Language Master *SE*, refer to the limited warranty information. If you bought your Language Master *SE* outside the United States, contact the place of purchase to obtain warranty or repair information.

FRANKLIN ELECTRONIC PUBLISHERS, INC.
Burlington, NJ 08016-4907 USA.

Technical Specifications

Contents

Merriam-Webster® dictionary with more than 300,000 definitions. Dictionary entries include parts of speech, hyphenation points, inflections, and derivative words.

A Merriam Webster® thesaurus of more than 500,000 synonyms, 11,000 antonyms, and core definitions.

A 110,000-word spelling correction list.

3,300-word SAT™ list for review and game practice.

A context-sensitive Grammar Guide™ covering more than 70 topics.

Classmates™ (words classified by topic).

Confusables™ (commonly confused words).

A Dynamic Pronunciation Guide™ that pronounces words phonetically.

Context-sensitive help messages.

More than 1,100 given names and surnames.

10 word games: Keyboard Wizard™, Flash Cards, Hangman, Anagrams, Jumble, Word Builder, Word Train™, Word Blaster™, Memory Challenge™, and Deduction™.

A user word list of more than 50 words for study and use in games.

A user message list that saves up to 26 text-to-speech messages.

Software

Franklin's proprietary dictionary compression, search-and-retrieval, spelling correction, and user interface software

BeSTspeech T-T-S™ electronically synthesized speech

Hardware

Microprocessor: 16-bit V-20

ROM: 2.5 megabytes

RAM: 32 kilobytes

Display screen: 4-or-8-line, 80 x 240 continuous pixel

Keyboard: 61 letter and function keys with black on white lettering

Headphone jack: 3.5 mm

Size: 5.6" x 5.8" x 1.0" (14.3cm x 14.9cm x 2.6cm)

Weight (with batteries): 12.2 oz.

Accessories

Headphones

AC adapter

Instruction manual

Cassette instruction tape

Large-print quick reference card

Press-on locator dots

Soft vinyl carrying case

Four AA batteries

Copyrights and Patents

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BeSTspeech® T-T-S.

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SAT is a trademark of the College Entrance Examination Board.

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.

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.

FOR HOME OR OFFICE USE.

Patents

U.S. Patents: 4,490,811; 4,830,618; 4,891,775; 5,007,019; 5,113,340; 5,153,831; 5,203,705; 5,218,536; 5,249,965; 4,406,626; 5,229,936; 5,333,313; 5,497,474; 5,396,606.

European Patent: 0 136 379.

Patents Pending.

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Index

a-f

ADD key, 5, 48, 52
 Anagrams game, 58
 Antonyms, 41
 Asterisk, as Fragment Finder, 32
 Automatic shutoff, 11
 BACK key, 3, 39
 Batteries, 7
 Capital letters
 displaying, 11
 typing, 23
 CLASS key, 7, 45
 Classmates, 43
 CONF key, 5, 34
 Confusables, 34
 Contractions, 29
 Contrast, setting, 8
 Copyrights, 67
 Core meanings of synonyms, 41
 Correcting misspellings, 29
 Deduction game, 61
 Defining words
 by typing them, 36
 from reference entries, 38
 Demonstration, using, 13
 DICT key, 5, 36
 Dictionary entries
 browsing through, 39
 description of, 36
 finding other reference entries
 from, 38
 Dynamic Pronunciation Guide, 26
 ENTER key, 5, 36, 38
 FAST/SLOW key, 5, 10
 Flash Card game, 59

Fragment Finder, 31
 Full speech mode, 9
 FWD key, 3, 39

g-m

Games, *see also* individual games
 selecting settings, 55
 using keys in, 57
 Guide to Keys, 3
 GRAM key, 5, 44
 Grammar Guide, 44
 Hangman game, 59
 Headphones, 8
 HELP key, 17
 Hearing
 hyphenation, 24
 letters as words, 25
 screens, 20
 sounds, 26
 words, 21
 Help messages, 17
 Homonyms, 34
 Hyphenation, 24
 ID key, 4, 15
 Identify Mode, 18
 Inflections, 37
 Jumble game, 59
 Keyboard echo, 9
 Key click, 9
 Keys
 functions of, 3
 learning, 15, 18
 Keyboard Wizard game, 18, 57
 Large-type display, 11
 Letter Detective, 31

MatchMaker keys

Fragment Finder, 32
 Letter Detective, 31
 Memory Challenge game, 60
 Menu instructions, 11
 Message list, 52
 MSG key, 52

n-s

ON/OFF key, 8
 Phonetic spellings, *see* Dynamic
 Pronunciation Guide
 Phrases,
 pronouncing, 21
 adding to message list, 52
 PLAY key, 4, 54
 Product care, 65
 Pronunciations, 26
 Question mark, as Letter Detective,
 31
 READ key, 5, 20
 REM key, 49, 53
 Removing
 words from user list, 49
 messages from list, 53
 REV key, 3, 39
 SAT word list, 56
 SAY key, 5, 21, 26
 Saying words
 after typing, 21
 in reference entries, 22
 Screen contrast, 8
 Setup Menu settings, 11
 SHIFT key, 3, 10, 12, 17, 25, 26,
 27, 50, 53, 55
 Shutoff time, 11

Speak letters as words, 25

SPELL key, 5, 23, 25
 Spelling words
 aloud as ABC, 23
 aloud as Alpha, Bravo, Charlie,
 25
 choosing correct misspellings, 29
 finding correct spellings, 31
 Speech Menu settings, 9
 Speech speed setting, 10
 Suffixes, finding, 32
 Synonyms
 core meanings of, 41
 finding, 41

t-z

Technical specifications, 67
 THES key, 5, 41
 Troubleshooting Guide, 63
 Usage examples, 36
 User word list, 49
 Word Blaster game, 61
 Word Builder game, 59
 Word lists
 in games, 56
 user word list, 49
 Word Train game, 59
 WHERE key, 16

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