

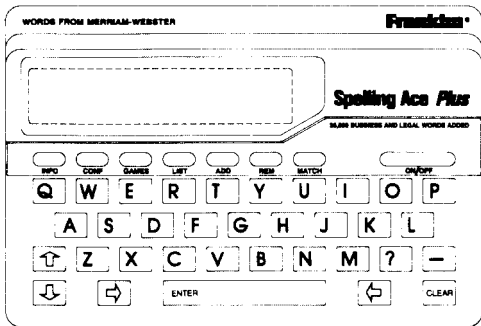
Franklin®

Spelling Ace®
Plus

BP-105

User's Guide





Guide to Keys



Function Keys

- INFO** Shows informational messages. In the games, shows your won/lost record.
- CONF** Shows Confusables™
- GAMES** Shows the Games Menu.
- LIST** Shows the user word list.
- ADD** Adds words to the user word list.
- REM** Removes words from the user list.
- MATCH** Types an asterisk in place of a series of unknown letters.

Other Keys

- A** **Z** Type letters.
- ?** Types a question mark in place of an unknown letter.
- Displays the hyphenation points of spell-corrected words.
-  Erases typed letters like a backspace key.
-  (1) Types a space at the Ready prompt.
(2) Moves the display to the right at word lists.
-   (1) Adjust the screen contrast at the Ready prompt. (2) Scroll the display up and down at word lists.
- CLEAR** Clears the display to the Ready prompt.
- ENTER** Starts spelling correction.
- ON/OFF** Turns the unit on and off.

How to Get Started



Read this chapter if you're using your Spelling Ace *Plus* for the first time.




Installing Batteries

The Spelling Ace *Plus* runs on four AAA batteries (not included). Use only high-quality alkaline or rechargeable nickel cadmium batteries.

1. Remove the battery cover on the back.
2. Insert the batteries with their positive (+) terminals lined up as in the compartment.
3. Snap the battery cover in place.

Adjusting the Screen Contrast

You can adjust the contrast by pressing  or  at the Ready prompt.

1. Press  .
2. Press  or  repeatedly.

Ready

You should see the Ready prompt now. This is where you type words to correct spellings.

Seeing a Quick Demonstration

To see a 1.5-minute demo of the Spelling Ace *Plus's* features, follow these instructions.

1. At the Ready prompt, type “-d”.
2. Press .
3. Press at any time to stop the demo.

Getting Informational Messages

By pressing , you can always get an informational message appropriate to the current screen.

1. At the Ready prompt, press .

To spell check a

You see a message describing the Spelling Ace *Plus's* main functions.

2. Press to read the message.
3. Press to return to the Ready prompt.

How to Correct Spellings

Correcting Spellings

You can correct spellings simply by typing a word at the Ready prompt, and then pressing . To erase typed letters, press .

1. At the Ready prompt, type a word.

fadutiary

2. Press .

fiduciary

3. Press to see related and similar words.

4. Press when you're done.

Seeing Hyphenation Points

After spell-correcting a word, just press to see its hyphenation points.

1. At the Ready prompt, type a word. Then press .

2. Press .

fi+du+cia+ry

3. Press when you're done.

Identifying Confusables™

The Spelling Ace *Plus* identifies more than 1,700 Confusables, easy-to-confuse words such as "lien" and "lean." Whenever you see a blinking question mark after a spell-corrected word, it's a Confusable.

1. At the Ready prompt, type "lien". Then press

.

2. Press or .

lien: claim ↓

3. Press to see its Confusable(s).

lean: thin ↑

4. Press when you're done.

How to Find Spellings

By using the Spelling Ace *Plus*'s powerful MatchMaker™ keys, you can find spellings when you don't know all the letters in a word. MatchMaker keys can also help you solve crossword puzzles.

Finding Letters

is the Letter Detective™ key. It finds letters in words.

1. Type a word with a question mark in place of each letter that you don't know.

conc??ve

2. Press .

conceive



3. Press to see more matches, if any.
4. Press when you're done.

Finding Fragments of Words

MATCH is the Fragment Finder™ key. It types an asterisk that stands for a series of unknown letters—a fragment—of a word. Like question marks, you can type more than one asterisk in a word.

1. Type a word with an asterisk in place of each series of letters that you don't know. To type an asterisk, press **MATCH** .

incand*t

2. Press **ENTER** .

incandescent

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

A Note About the MatchMaker Keys

Question marks and asterisks can be typed anywhere in a word, but they work best in the middle or at the end of words. If you type them at the beginning of words, the *Spelling Ace Plus* will search through the entire alphabet, which may take awhile.

How to Use the User List

You can save 50 to 70 words, depending on their length, in the Spelling Ace *Plus*'s user list. You can even save words not found in the Spelling Ace *Plus*'s main word list. Once saved, use your user list for reviewing words or practicing them in the games.

WARNING: When you change batteries, your user list will be erased. We recommend that you write down your list before you change batteries.

Adding Words

You can add words to your user list after typing them or after spell-correcting them. Here's how to type and add them.

1. Type a word.
2. Press .

If you typed a word not in the Spelling Ace *Plus*'s main word list, you see "Not in our list. Is it OK? Y/N." Press to add the word.

Word added

Here's how to add words after spell-checking them.

1. Type a word.

2. Press .

3. Press .

Viewing Your List and Removing Words

To see your user list, just press .

1. Press .

User list 1

The number tells how many words are in your list.

2. Press or until you see a word that you want to remove.

3. Press .

4. Press to return to the Ready prompt.

How to Play the Games

Choosing Games and Game Settings

Before you play a game, you must select the game settings--word lists, word sizes, numbers of tries, speeds, etc. Let's try Hangman as an example.

1. Press .

You see the Games Menu.

2. Press to select Hangman. Or press
or until you see Hangman, and then
press .

Now you're asked to select a word list. The lists are "All lists," "Elementary," "Intermediate," "Advanced," "Expert," "Personal list," and "Enter your own."

"All lists" uses words from the 100,000-word main list. "Elementary" through "Expert" use lists of increasing difficulty. "Personal list" uses your user list. "Enter your own" uses a word that you type.

3. Press or to choose the word list
you want. Then press .

Random size? Y/N

4. Press or .

If you press , the words will be random sizes.

If you press , you must specify a word size (i.e., the number of letters). To see the size you want, s r . Then .

```
# of tries: 8  ‡
```

The number of tries is the number of wrong guesses allowed. The fewer the tries, the harder the game is.

5. Press or to select a number. Then press .

If you selected "Enter you own" as your word list, you must type a word and p now.

```
??????????  8
```

This is the Hangman display. The question marks stand for letters in the mystery word. The number shows the tries remaining.

Next, type letters that you think are in the word. If you want to see the mystery word, press .

A Note About Playing the Games

In the games, some keys have special functions.

ENTER

Starts a new round when a round is over.

GAMES

Returns you to the Games Menu.

INFO

Shows your won/lost record.

?

Shows the answer or shows Confusables, if any, for a word.

Descriptions of the Games

B. Anagrams

This game challenges you to make anagrams, words formed from the letters of other words. First select a word list, word size, and minimum size (of the anagrams). Then press **ENTER** .

You see a word and the number of anagrams in it. Next, type an anagram. Then press **ENTER** . If you're correct, you see "OK." Type more anagrams now if you can. To see the anagrams you can't guess, press **?** .

C. Jumble

Jumble challenges you to rearrange letters into words. First select a word list and word size. Then press .

You see letters and the number of words that can be made from them. Next, type a word using those letters. Then press to see if you're correct.

D. Spelling Bee

Spelling Bee challenges you to remember spellings. First select a word list, word size, and speed. (The lower the speed setting, the longer the word flashes on the screen.) Then press .

After the word disappears, type its spelling at the "Enter answer" prompt. Then press .

E. Word Builder

Word Builder builds words from letters that you type. First type the letters at the "Enter letters" prompt and then press . Then select a minimum word size and press again.

To see the words Word Builder built, press .

F. Word Blaster™

Word Blaster challenges you to guess mystery words before it spells them. First, select a word list, word size, and game speed. (The lower the setting, the slower the speed.) Then press .

You see a mystery word indicated by question marks. Soon, letters begin to appear. As soon as you think you know the word, press and type it. Then press again to see if you're correct. If you're not, type another word.



G. Deduction™

This logic game challenges you to guess a random series of letters. First select the number of tries. Then press .

1 ???? abcdef?


The first number shows what try this is. The question marks indicate the mystery letters. The letters show which letters you can type.

Next, type a series of four letters. (You can type the same letter more than once.) If you want to erase


letters, press  . Then press  .



1 aabb P=1, M=1

“P=” tells how many letters that you typed are in the correct position. “M=” tells how many letters are correct but misplaced.

Press  again for your next try, and keep typing four-letter series until all the letters are correct.

H. Flashcards

Flashcards flashes words that you can spell, define, or hyphenate. First select a word list and word size. (If you select “Personal list,” you can use Flashcards to review your user list words.) Then press  .

Next, you see a word. You can cover the word and try to spell or define it. Or you can try to guess its hyphenation points. To see the correct hyphenation points, press  . Press  again to remove the hyphenation points.

Technical Specifications

Contents

80,000 words from Merriam-Webster®, plus 20,000 business and legal terms

More than 1,700 Confusables™, easy-to-confuse words such as “facts” and “fax”

A personal user word list of 50 to 70 words

8 games with scoring and skill levels: Anagrams, Hangman, Jumble, Word Builder, Spelling Bee, Word Blaster™, Deduction™, Flashcards

A built-in demonstration

Context-sensitive informational messages

Search and Retrieval Technology

The BP-105 features Franklin's proprietary search and retrieval technology, SpellBlaster II™, MatchMaker II™, WordBuilder™, and user interface.

Hardware

Microprocessor: 65C02

ROM size: 2 megabits

RAM size: 2 kilobytes

LCD size: 1 line x 16 characters

Keyboard: Full QWERTY with special function keys

Size: 15.3 cm x 10.3 cm x 1.3 cm (6" x 4" x 0.5")

Weight (without batteries): 5.5 oz.

Batteries (not included): 4 AAA 1.5-volt alkaline or nickel cadmium rechargeable

Screen contrast adjustment

Vinyl carrying pouch

Product Care

To clean the BP-105, 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 the BP-105 in extreme heat, cold, or humidity.

Customer Service

If you have a problem with your BP-105, refer to the limited warranty information. If you purchased your BP-105 outside the United States, contact the place of purchase to obtain warranty or repair information.

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U.S. Pat. 4,490,811; 4,830,618; 4,891,775; 5,113,340

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