

E L E M E N T A R Y
S P E L L M A S T E R

Parent/Teacher
Instruction Guide

Introduction

Congratulations! You now own a powerful and portable spelling unit that can be used at home or in school. It can be an extremely valuable tool for improving a child's vocabulary skills. With your Spellmaster you can do all of the following:

- correct misspellings,
- find the page number reference of the printed Oxford Children's Dictionary for more information,
- make your own word list,
- play fun, educational word games with the main dictionary or your personal word list,
- use the Crossword Match Key (?) to find missing letters, &
- use the WILDCARD key to find prefixes and/or suffixes.

The Spellmaster comes with two sets of instructions: one for you, the parent/teacher, and one for the child. The children's guide is less detailed than the adult's so the child can learn the basics of the Spellmaster quickly. If they have an interest in the more detailed aspects of the Spellmaster, you can review this guide with them or review the guide yourself then show them the function of the Spellmaster in which they are interested.



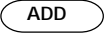




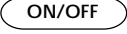








Table of Contents

Key Guide	4
Getting Started	5
Installing Batteries	5
Adjusting Screen Contrast	5
Spelling	6
Looking up Words	6
Understanding Spell Correction	6
Using PAGE Key	8
Accenting Words	9
Checking Contractions	9
Checking Abbreviations	10
Using the Crossword Match Key	10
Using the WILDCARD Key	11
User List	12
Creating a User List	12
Viewing Your User List	13
Removing Words from Your User List	13
Erasing Your User List	13
Games	14
Selecting a Game	14
A Flashcards	14
B Spelling Bee	15
C Hangman	15
D User Hangman	16
E Jumble	16

Table of Contents

F Word Blaster	16
G Set off time	17
H Set contrast	17
I Blink Rate	17
Copyrights and Patents	18
Technical Specifications	19
Index	20

Key Guide

	Shows the page number on which your word is found in The Oxford Children's Dictionary.
	Shows your User List.
	Adds word to your User List.
	Finds prefixes and suffixes.
	Shows a help message.
	Shows the game menu.
	Goes back a step.
	Turns the Spellmaster on or off.
	Finds missing letters.
	Removes a word from User List.
	Clears an entry.
	Enters a request.
	Adjusts contrast, moves up or down a list.
	
	Erases a letter.
	Types a space.

Getting Started

Installing Batteries

Turn the unit on by pressing ON/OFF. If the word "Ready" appears on the screen, you needn't install batteries, if nothing appears on the screen follow these instructions.

1. Turn the unit over.

You will see the battery compartment in the upper left-hand corner.

2. Place your thumbs on the arrow.

3. Slide the cover off in the direction of the arrow.

4. Place three-AAA batteries into the holder following the diagram inside.

NOTE: Use alkaline batteries only.

5. Slide the battery cover back to its original position.

Make sure the tabs are aligned.

Adjusting Screen Contrast

With your Spellmaster, you are able to adjust the word contrast of the screen to your liking.

1. Press ON/OFF.

2. Press or .

Anytime you are at this screen you can adjust the screen contrast. To set the contrast to a particular level see "H Set contrast" in the Games section.

Spelling

Looking up Words

Your Spellmaster was designed to help a child learn how to spell correctly. We made it fun and easy to use so your child will enjoy learning. Follow this example to learn how your Spellmaster works.

1. Type "home".
2. Press ENTER.

You will see

Correct!

since "home" was spelled correctly.

Spell Correction

If "home" had not been spelled correctly, you would have seen a list of possible matches. Try this example.

1. Type "recieve".
2. Press ENTER.

List size 8

This screen is telling you that the Spellmaster has found eight possible matches to your misspelled word.

receive



Spelling

3. Press ↵ to view more.
4. Press CLEAR when done.

The Queen's English Elementary Spellmaster contains a 26,854 word list based on The Oxford Children's Dictionary. The Spellmaster first verifies whether the word you typed in is spelled correctly. It takes phonetic mistakes, transposing of letters, and missing letters into account and comes up with a list of possible matches.

Spelling

PAGE Key

After spelling a word with your Spellmaster, you may want to look it up in the dictionary. The printed Oxford Children's Dictionary (OCD) is a good source for definitions, word endings and word building information, usage notes, and colour pictures. Try this example.

1. Type "tree".
2. Press PAGE.

Page 1 of 1

This screen shows the number of pages on which the information about the word "tree" appears in the OCD. (If a screen says "Page 1 of 2" it means the word you chose is found on more than one page in the OCD. Try the word "bore".)

345 tree

This screen shows what page the word "tree" appears on in the OCD. You can turn to page 345 in the book to see more information about the word "tree". (If a screen has a hyphen after the page number it means the information about your word stretches over more than the one page. Try the word "boss".)

Spelling

Accenting Words

Looking up accented words is easy. Spellmaster will add accents for you. Try this example.

1. Type "cafe".
2. Press ENTER.




Spellmaster adds an accent to form the word "café".

3. Press CLEAR when done.

Contractions

Spellmaster also allows you to check the spelling of contractions. It will convert words to contractions for you, but if you want to type the apostrophe yourself here's how.

1. Type "don".
2. Press .

Look for the green apostrophe beside  on the unit.

3. Type "t".
4. Press ENTER.

You have now spelled "don't" correctly.

Spelling

Abbreviations

A limited number of abbreviations can also be looked up. If you want to type a period, press ↵. A period cannot be typed as the first letter in a word.

1. Type "dr".

2. Press ↵.

Look for the green period beside ↵ on the unit.

3. Press ENTER.



Dr.

The Spellmaster shows the capitalized correct answer.

Using the Crossword Match Key

Your Spellmaster can match words even if you don't know how to spell them. This feature is helpful in solving crossword puzzles too. Say you know how many letters are in a word, but you aren't sure how to spell it correctly. Just type in the letters you know and type a question mark in place of the letters you don't. Try this example.

1. Type "hippopot?m?s".

2. Press ENTER.

You will see the correct spelling of your word. If there isn't a perfect match, Spellmaster will create a list of possible matches from which you can choose.

Spelling

Using the WILDCARD Key

The WILDCARD Key is similar to the Crossword Key in that it helps you find the correct spellings for unknown words. It, however, is used for finding prefixes and suffixes. Try this example.

1. Type "pre".
2. Press WILDCARD.



pre *

You will see an asterisk appear.

3. Press ENTER.

Spellmaster creates a list of all words in its memory that start with "pre".

4. Press ↵ to view the list.

User List

Creating a User List

The User List is a very helpful feature of the Spellmaster. It enables your child/student to enter their own words, such as weekly spelling lists, and practise spelling them by using these words with one of the Spellmaster's many educational games. Here's how.

Note: If games are played with User List words, only the first 25 words in the list will be used.

1. Type "go".
2. Press ADD.



Word added

The screen will say "Word added" and then return to your word. The word "go" has been added to your User List.

Words that are not included in the Spellmaster's main dictionary can also be added to the User List.

1. Type "disk".
2. Press ADD.

The screen will say "Not in book", then "Is it OK? Y/N/?".

3. Press "Y" for yes.

You'll see the word you just add and a flashing "U" which means this word is part of the User List only.

User List

Viewing Your User List

1. Press LIST.

The screen will show how many words you have in your list, and then show the list itself.

2. Press to view the list.

You will notice the words are shown in the order they were added.

Removing Words from Your User List

1. Press LIST .

You are now in your User List.

2. Press until the word you wish to remove is on the screen.

3. Press .

The screen will say "Word removed". This means that word was permanently deleted.

Erasing Your User List

1. Press LIST.

You are now in your User List.

2. Press "C".

The screen will ask if you're sure you want to delete the whole list. If you want to continue press "Y" for yes. If you change your mind, press "N" for no.

Games

The games in Spellmaster are as educational as they are fun. They can be played with or without the printed dictionary. Read on to learn how to play.

Select a Game

Press PLAY. The list of games menu will appear. Flashcards is the first choice. You can press either the letter preceding the game (A, B, C etc.), or scroll down by pressing \downarrow and then ENTER when the game you want to play is on the screen.

A Flashcards

Flashcards flashes words from its main dictionary or from your User List on the screen for viewing. The object of Flashcards is to have students study the words that appear on the screen. If they see a word that interests them, they can look it up in the printed dictionary. To choose Flashcards, press "A".

Pick list: Main \downarrow

Press \uparrow or \downarrow to select either your User List or the main dictionary, then press ENTER.

Note: You must have words in your User List to choose between the two. If your list is empty, the Spellmaster will automatically choose a word from its main dictionary.

You will see a word appear. Press ENTER to view a new word.

Games

B Spelling Bee

Spelling Bee flashes a word from either your User List or the main dictionary for an amount of time determined by you. You then try to retype the word.

Press PLAY, then press "B". Press \uparrow or \downarrow to choose your User List or the main dictionary (if you have words in your User List), the word size (3-14), and the speed (1-10). One is slow and ten is fast. Press ENTER after each choice. A word will appear for a moment. Then the screen will ask for the answer.

Enter answer:

Type the word you just saw. If you spell it correctly, "You Win!!", if you spell it incorrectly, "Sorry, you lost" will appear on the screen along with the word. Press INFO to see your score.

C Hangman

After you set the game options you will see question marks representing a mystery word. Type a letter. If it's in the mystery word, it will take the place of the corresponding question mark. If it's not in the word, you will see "Not in word!" The number of guesses remaining is to the right of the mystery word. Press ENTER to play another round. Press INFO to see your score.

Games

D User Hangman

This game is just like Hangman, except two people can play by choosing their own words. Type in your word when the screen says "Enter word:", choose the number of tries (3-14), and then play. Press INFO to see your score.

E Jumble

This game takes a word from your User List and mixes up the letters. Type the word when you think you know the answer, then press ENTER. If you're correct, "You Win!!". To see the answer press "?". Press ENTER to play another round. Press INFO to see your score.

F Word Blaster

Word Blaster is a speed spelling game. After you set the game options, you will see letters of a mystery word pop up in place of the question marks, which represent letters of the mystery word. Press ENTER when you think you know the word to stop the clock. Type in your answer. Press INFO to see your score.

Games

The next three options allow you to adjust settings on your Spellmaster.

G Set off Time

The Auto-off time is measured in minutes (one to eight). Choose the time by pressing \uparrow or \downarrow , and then ENTER. This feature saves the battery life if you forget to turn the unit off.

H Set contrast

You can set the screen contrast from one (lightest) to sixteen (darkest) with this feature. You can also adjust the screen contrast by pressing \uparrow or \downarrow at the Ready screen.

I Blink Rate

The blink rate is the speed the flashing arrow blinks. You can set the speed to Very fast blink, Fast blink, Normal blink, Slow blink, or Very slow blink. Choose the speed by pressing \uparrow or \downarrow , and then ENTER.

Technical Specifications

Cleaning your Spellmaster

To clean your Spellmaster, spray a mild household cleaner onto a soft cloth and gently wipe the surface of the Spellmaster. Never spray a cleaner directly onto your Spellmaster. It could damage its circuitry.

Protecting your Spellmaster

- Don't put excessive weight on your Spellmaster.
- Don't expose your Spellmaster to extreme or prolonged heat, cold, or other adverse conditions.

Customer Service

If you have a problem with your unit, refer to the limited warranty card included in your package or contact the place of purchase. If you have any ideas as to how the Spellmaster could benefit young users, please send your ideas along to us.

Franklin Electronic Publishers, Inc.
Attn: Customer Support
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Model:	QES-90
Microprocessor:	65CO2
CPU Speed:	3 Megahertz
ROM size:	1 Megabit
RAM size:	2 Kilobytes
Size:	15.3 x 10.3 x 1.3 cm
Weight:	6.7 oz. without batteries
Batteries:	3 x AAA

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Index

- Abbreviations** 10
- Accenting Words** 9
- ADD Key** 4
- Apostrophe** 9
- Arrow Keys** 4
- Asterisk**
 - see WILDCARD Key
- Auto Shut-off**
 - setting 17
- BACK Key** 4
- Batteries** 19
 - installing 5
- Blink Rate**
 - setting 17
- Cleaning your**
 - Spellmaster** 18
- CLEAR Key** 4
- Contractions** 9
- Crossword Match Key** 4
 - using 10
 - using with games 16
- Customer Service** 18
- Dash Key** 4
- ENTER Key** 4
- Flashcards Game**
 - playing 14
- Games** 14
 - key 4
 - seeing score 15
- Hangman Game**
 - playing 15
- Help** 4
- Hyphen**
 - meaning 8
- INFO Key** 4
- Jumble Game**
 - playing 16
- LIST Key** 4
- Looking up Words** 6
- ON/OFF Key** 4
- PAGE Key** 4
 - using 8
- Protecting your**
 - Spellmaster** 18
- Question Mark Key**
 - see Crossword 10
 - using with games 16
- Ready Screen** 5
- Screen Contrast**
 - adjusting 5
 - setting 17
- Spell Correction** 6

Index

Spelling Bee Game

playing 15

User Hangman Game

playing 16

User List

creating your own 12

erasing 13

flashing "U" 12

key 4

removing words 13

viewing 13

Wildcard Key 4

using 11

Word Blaster Game

playing 16

Words

looking up 6

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