

# Franklin®

Electronic Publishers, Inc.

## SPELLMASTER™

SA-103



# USER'S MANUAL

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## ABOUT YOUR NEW SPELLMASTER:

The Spellmaster (SA-103A) spells over 80,000 words from Merriam-Webster's Dictionary and includes a Sound-Alikes word list of 2,000 words that are commonly confused. In addition, there is a variety of fun and challenging word games to play. With all these great features, this handy reference tool will soon become indispensable to you!

## INSTALLING BATTERIES:

Install the four (4) AAA (UM-4) batteries included with the Spellmaster into the battery compartment. Be very careful to observe the polarity markings (+ -) on the case. We recommend that you use alkaline batteries only.

After installation of the batteries, press the **ON/OFF** key and you'll see the following on the screen:

Ready for word

## CONTRAST CONTROL (DISPLAY SCREEN BRIGHTNESS):

When you see **Ready for word**, you can use the **↓** and **↑** keys to adjust the display brightness (contrast). Try it now. Press the **↓** key and hold it down. **Ready for word** will gradually get lighter. Now, press the **↑** key to increase the brightness. Use this method to adjust the display brightness to your preference.

## AUTOMATIC SHUTOFF

This feature automatically shuts off the Spellmaster if no key has been pressed for a period of time. This helps to preserve battery life. If you see the message **Shutting off...** and you want to continue using the Spellmaster, just press any key.

## KEYBOARD

Although key functions are marked on the Spellmaster, please take a moment to review the keys and what they do before exploring this amazing new tool. There are some keys that you should take special notice of before beginning to use the Spellmaster.

**ON/OFF** Turns Spellmaster ON or OFF.

**↑** Scrolls screen display up.

**↓** Scrolls screen display down.

**ENTER** Starts spell checking process.

**CLEAR** Clears the screen and readies the Spellmaster for the next entry.

## FUNCTION KEYS

**GAME** Used to display the list of games.

**SCORE** Used to display score during a game.

**SOUND ALIEN** Used to display list of easily confused words.

**PREFIX/SUFFIX**

Used for Matchmaker feature, inserts an "\*" in place of typing in letters.

**UNKNOWN LETTER**

Used for unknown letters in a word, inserts a "?" in place of a letter.

## LCD SCREEN

The Spellmaster has a 16 character, liquid crystal, easy-to-read dot matrix display screen. The screen display shows words you've entered, the returns for those, and symbols to let you know what function the Spellmaster is performing.

## LET'S GET STARTED

This manual is written so that you can follow along and try each feature and function of the Spellmaster as it's described. In addition, the manual is arranged so that you can quickly refer back to a particular feature for additional information while using the Spellmaster. Once again, we strongly urge you to try the examples in this manual. This is the best way to learn how to use your Spellmaster.

## SPELLING

The Spellmaster will correct and verify the spelling of over 80,000 words from Merriam-Webster's Dictionary. To make the Spellmaster easy to use, there are several different methods of typing in a word for spelling correction. The following explains each of these methods. After you become familiar with the Spellmaster, you can use the method that is best suited to your needs.

## PHONETIC SPELLING CORRECTION

Type in a word the way it sounds or take your best guess as to how a word is spelled.

Type in: "fantum" and press the **ENTER** key.

Display shows:  and then you'll see:

Press the **↓** or **↑** keys to view the entire word list.

The Spellmaster checked the spelling of the word you entered, found that it was misspelled, and then developed a list of phonetically similar words. The closest phonetic spelling is usually first on the list, but there may be times that you will have to look further in the list for the spelling you require.

If the message  is displayed, the Spellmaster is unable to spell correct the word. You can either try again with a different phonetic spelling or use one of the other methods listed in this manual to spell the word.

## SPELLING VERIFICATION

Type in "quart" and press the **ENTER** key.

Screen shows:

You can use this method to verify that your spelling is correct.

## UNKNOWN LETTER SPELLING/ CROSSWORD PUZZLE AID

Type in "g?n?" (press the Unknown letter key to enter the "?") and press the **ENTER** key.

Screen shows:

Press the **↓** or **↑** keys to view this list, which ranges from "gang" to "guns". This method can be used if you are unsure of any letters in a word. Or, this is a great aid for solving crossword puzzles. Any unknown letters of a word can be substituted with a "?", and the Spellmaster will make a list of words that fit the pattern. You can then pick the most suitable word and continue on with your crossword puzzle!



## MATCHMAKER™ (PREFIX/SUFFIX SPELLING)

This method of spelling really makes the Spellmaster versatile and easy to use. When you press the **PREFIX/SUFFIX** key an asterisk (\*) will appear on the screen. The (\*) stands for any combination of letters (up to 10 letters), and can be used at the beginning, the end, or the beginning and end of a sequence of letters. The Spellmaster will then develop a list of words that contain the pattern of letters you specified.


- 1) Using Matchmaker (\*) at the beginning of a pattern of letters:

Type in "\*\*eing" and press the **ENTER** key.



The Spellmaster will display:

The Spellmaster has developed a list of all the words that end with "eing", which ranges from "ageing" to "well-being". Press the  or  keys to view the list of words.

- 2) Using Matchmaker (\*) at the end of a pattern of letters:


Type in "zoo\*" and press the  key.

On the screen, you'll see: 



Press the  or  keys to view this list of words, which includes "zoogeography", "zoology" and more.

The Spellmaster has made a list of all the words that begin with "zoo". This method is especially suited for spelling a word when you are only sure of the first 3 or 4 letters or to find the spelling of long words without having to type in the entire word.

- 3) Using Matchmaker (\*) at the beginning and end of a pattern of letters:

Type in "\*th\*" and press the  key.

On the screen, you'll see: 

Again, the Spellmaster has made a list of all the words that contain "th" somewhere in the word. Press the  or  keys to view to view this list which includes either, faith, think, and more.


## HYPHENATED WORDS

Type in "topnotch" and press the  key.


On the screen, you'll see: 

Hyphenated words such as "top-notch" can be typed in with or without the hyphen. The Spellmaster will either verify your spelling or correct it.

## CONTRACTIONS

Type in "wasnt" and press the  key.

The display will show:  and then 

You can enter contractions with or without an apostrophe and the Spellmaster will either verify or correct the spelling of the word. To type in an apostrophe, press the  key after any letters have been typed.

## SOUND-ALIKES (COMMONLY CONFUSED WORDS)

There are many words in our language that sound alike but have different meanings. It is not always easy to be sure that you are selecting the correct word to convey your meaning. The Spellmaster provides a solution to this problem for you! The Sound-Alikes feature identifies over 2,000 words that are commonly confused and gives you meanings to help you select the correct word.

The Spellmaster identifies a "sound-alike" word with a "?" on the display at the beginning of the word. When you see the "?" before a word, press the **SOUND ALIKES** key and the Spellmaster will display the "Sound-Alikes" for this word complete with meanings for each of the words. Try the following example:

Type in "burro" and press the **ENTER** key.

The screen will show:  and then

(Remember, the "?" indicates that this word is a confusable word.)

Now press the **SOUND ALIKES** key and you'll see:

press the **↓** key

press the **↓** key

press the **↓** key

As you can see, the word "burro" has three (3) "Sound-Alikes". From this list of words you can confirm that you have selected the correct word to convey your meaning.

Any time you see the "?" on the screen at the beginning of a word, you can press the **SOUND ALIKES** key to view the list of words. If you are viewing a spelling correction

word list and press the **SOUND ALIKES** key, just press the **ENTER** key to return to your original list.

## GAMES

The Spellmaster plays a variety of word games that are not only educational and challenging but provide hours of fun and entertainment.

## GAME OPTIONS

As you begin to play each game you will be asked to select the game options. The game options include the speed, the number of tries, etc. Each game option can be increased or decreased with the **↓** or **↑** keys. After setting each game option, press the **ENTER** key and go on to the remainder of the options. When all of the game options have been selected, the game is on!

## SCORING

The Spellmaster keeps track of your score for each round of a game that you play. To see your score, you can press the **SCORE** key at anytime during a game (press the **ENTER** key to return to the game). Here is an example of what is displayed when the **SCORE** key is pressed.

The "P" stands for the number of possible correct answers and the "C" stands for the actual number of correct answers that you have accumulated up to that time.

The Spellmaster plays the following games:

USER ANAGRAMS  
ANAGRAMS GAME  
BUILD WORD LIST  
FLASHCARDS  
USER HANGMAN  
HANGMAN GAME  
JUMBLE GAME™  
WORD BLASTER

To begin viewing the list of games, press the **GAMES** key. You can then view the list by pressing the **↓** or **↑** keys. When the game you'd like to play is on the screen, press the **ENTER** key to select the game. To learn how to play the game, read the instructions given for that particular game.

**IMPORTANT:** Refer to the section "GAME OPTIONS" to select the speed, number of tries, etc. before playing each game.

## USER ANAGRAMS

The Object:

Anagrams is a challenging game. The object is to make as many words as possible from the letters in the anagram word. User anagrams is a game where you supply the anagram word and the Spellmaster will tell you how many words can be made from the word. This game can also be used to solve jumbled word puzzles. To do this, type in the letters of the jumble word and set the minimum word size equal to the number of letters entered. The Spellmaster will give you all of the words that can be made from the jumbled word.

To play:

After you select the game and press the **ENTER** key, you will then be prompted to type in the anagram word of your choice. Type in the word and press the **ENTER** key. Then set the minimum word size, press the **ENTER** key again and the Spellmaster will then tabulate the number of words that can be made from your anagram word. Begin playing the game by typing in your first word and press the **ENTER** key. The Spellmaster will decrease the number of words to be found for each correct answer. During the game, you can press the **SCORE** key to see how many words you've found and the total number of words to be found (Press the **ENTER** key to return to the game).

To end the game:

Press the **?** key to end the game and any remaining answers will be revealed. Press the **↓** or **↑** keys to view this list. Press the **ENTER** key to play another round, press the **GAMES** key to play a different game or press the **CLEAR** key to exit from the games.

## ANAGRAMS

The Object:

Anagrams is a challenging game. The object is to make as many words as possible from the letters in the anagram word provided by the Spellmaster. Each letter can only be used once and you set the smallest word size allowable. Plurals are allowed if the letters are in the Anagram word.

To play:

Select the game options and press the **ENTER** key. An

anagram word will be automatically generated by the Spellmaster. You will be given the number of words that can be made from the anagram word. Type in your words and press the **ENTER** key. The Spellmaster will tell you whether the word is good or invalid. If you find all the words, you win! During the game, you can press the **SCORE** key to find out how many words you've found (press the **ENTER** key to return to the game). To play another round, press the **ENTER** key.

To end the game:

Follow the instructions given for the User Anagram game.

## BUILD WORD LIST

The Object:

The Spellmaster will build a list of words from letters that you have entered. The list can be a great help in Scrabble®. Jumbled words are easily solved using Build Word List. After you enter the letters, set the word size equal to the number of letters entered. Keep in mind that there may be times that more than one word can be made from the letters.

The word list:

After typing in the letters (the Spellmaster will ask you to do this) and setting the word size, a list of words will be made. Press the **↓** or **↑** keys to view this list of words. Press the **ENTER** key to play again.

To end the game:

Press the **GAMES** key to play a different game or press the **CLEAR** key to exit from the games.

## FLASH CARDS

The Object:

This game is a great way to build your spelling smarts! The Spellmaster will briefly display random words and then prompt you to type in the word correctly spelled.

To play:

Set the game options and press the **ENTER** key. A word will be flashed on the screen and then the screen will clear. At this point, you must type in the word that was flashed on the screen and press the **ENTER** key. If you spelled it correctly, you win! If you get stumped, you can press the **?** key and the correct answer will be revealed. During the game, press the **SCORE** key to see your score (press the **ENTER** key to return to the game). Press the **ENTER** key to play another round.

To end the game:

Press the **GAMES** key to play a different game or press the **CLEAR** key to exit from the games.

## USER HANGMAN

The object:

This is our version of the traditional hangman game where one player chooses the word that the other player(s) have to guess within a set number of tries.

To play:

Type in the word to be guessed and press the **ENTER** key. The game will begin. The other player(s) can now guess the letters of the word, taking turns if they like. To win, the word must be guessed before the player(s) run out

of tries. Pressing the **ENTER** key in the middle of the game provides a hint. Be careful, the hint will supply only one of the same letter, even though there may be 3 of them in the word. Press the **SCORE** key to see your score (press the **ENTER** key to return to the game). To play another round, press the **ENTER** key.

To end the game:

If the players can't guess the word, press the **?** key and the answer will be revealed. Press the **GAMES** key to play a different game, or press the **CLEAR** key to exit from the games.

## HANGMAN

The object:

The player must guess an unknown word within a set number of tries to win.

To play:

Set the game options as shown on the screen, then press the **ENTER** key. The game will begin. Type in one letter at a time to begin guessing the hangman word. Pressing the **ENTER** in the middle of the game gives you a hint. One letter will be supplied. Be careful, the hint will supply only one of the same letter even though there may be 3 of them in the word! If you guess the word before you run out of tries—you win! To see your score during the game, press the **SCORE** key (press the **ENTER** key to return to the game). To play another round, press the **ENTER** key.

To end the game:

If you can't guess the word, press the **?** key and the answer will be revealed. Press the **GAMES** key to play a different game, or press the **CLEAR** key to exit from the games.

## JUMBLE GAME

The Object:

In Jumble, the Spellmaster selects a random word and then scrambles the letters. You must unscramble the letters and guess the correct word. In some cases, there may be more than one word which can be made from the letters. If so, you must guess all of the words to win.

To play:

Set the game options and press the **ENTER** key. The jumbled word and the number of words to be guessed will be displayed. Type in your guesses and press the **ENTER** key. The Spellmaster will tell you whether the word is good or invalid. If you guess all of the words that can be made from the jumbled word, you win! To play another round, press the **ENTER** key. To see your score during the game, press the **SCORE** key (press the **ENTER** key to return to the game).

To end the game:

Press the **?** key to reveal the answer. Press the **GAMES** key to play a different game, or press the **CLEAR** key to exit from the games.

## WORDBLASTER

### The Object:

In this game you must guess an unknown word while the Spellmaster reveals one letter of the word at a time.

### To play:

Set the game options and press the **ENTER** key. The Spellmaster will then begin to reveal one letter at a time of an unknown word. When you think you've guessed the word, press the **ENTER** key. Now type in your guess and press the **ENTER** key. Act quickly, you need to guess the word before all of the letters are revealed. Press the **ENTER** key to play another round. Press the **SCORE** key to see your score (press the **ENTER** key to return to the game).

### To end the game:

Press the **?** key to reveal the answer. Press the **GAMES** key to play a different game, or press the **CLEAR** key to exit from the games.

## INDEX TO KEY FUNCTIONS

- A - Z** Keys used to type in words.
- Used to hyphenate words
- ↑** Used to scroll up through a word list. Also used to type in a comma after any letter has been typed.



Used to scroll down through a word list.



Used to scroll right for words of more than 15 letters.



Used to scroll left to the start of a word.



Used to clear the screen.



Used to start spelling correction process or to check for more spellings if the entry word is properly spelled.

## FUNCTION KEYS



Used to display "Sound-Alikes" word list for easily confused words.



Used to display the list of games.



Used to display a player's score during the games.



Used to insert a "?" in place of a letter in a word.



Used to insert an asterisk "\*" at the beginning, the end or the beginning and end of a sequence of letters.

## NOTES:

1. The Spellmaster is designed to help you learn and use words more effectively. It features a built-in dictionary, a thesaurus, a spelling corrector, and a word game player. The Spellmaster also has a built-in calculator and a timer. The Spellmaster is a great tool for students and professionals alike. It is easy to use and provides a wide range of features. The Spellmaster is a must-have for anyone who wants to improve their vocabulary and spelling skills.

## FUNCTION KEYS

1. The Spellmaster has several function keys that allow you to perform various tasks. The **SEARCH** key is used to search for a word in the dictionary. The **DEFINITION** key is used to view the definition of a word. The **SYNONYMS** key is used to view the synonyms of a word. The **ANTONYMS** key is used to view the antonyms of a word. The **SPELLING** key is used to check the spelling of a word. The **WORD GAME** key is used to play word games.

## INDEX TO KEY FUNCTIONS

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## ADDITIONAL INFORMATION

Franklin Electronic Publishers is proud to publish the Spellmaster for your use as a reference tool and as an entertaining word game player. In conjunction with Merriam-Webster, Franklin is dedicated to bringing the public the most accurate, complete and authoritative reference products available in the world.

In addition to the Spellmaster, Franklin also publishes dictionaries, thesauruses, spelling correctors, the Electronic Holy Bible and foreign language translators as well as reference products that audibly pronounce words—speaking each word out loud, clearly and correctly.

If you would like more information on any of our products, please write or call our Customer Support department (the address and phone number is included in the warranty information at the end of this manual) and we will be happy to send you more information.

We would also like to hear from you if you have comments or suggestions or if you need any assistance with your new Spellmaster.

Congratulations on becoming the owner of a Franklin reference product. If it's a Franklin, it's the best!

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U.S. PAT. 4,836,618

U.S. PAT. 4,490,811

U.S. PAT. 4,891,775

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