

Spellmaster™
Travel *PLUS*

USER'S GUIDE

Retain for future reference.

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Key Guide

Function Keys

BACK	Takes you back one step (e.g., erases typed letters).
	Toggles between Calculator and Phone List.
CLEAR	Clears to the start of selected mode.
ENTER	Enters words or numbers, or selects items.
GAMES	Selects the game mode.
HELP	Displays help messages.
ON/OFF	Turns the unit on or off.
SPELL	Selects the spelling corrector mode.
TRANS	Selects the translator mode. Toggles between entry languages.

Calculator Keys

A(+)	Lets you add numbers.
C($\sqrt{\quad}$)	Calculates square roots.
CLEAR	Clears your calculations.
D(x)	Lets you multiply numbers.
ENTER	Performs calculations (i.e., acts as =).
F(\div)	Lets you divide numbers.
G (.)	Types a decimal point.
H(Mc)	Clears the calculator memory.
J(Mr)	Retrieves total from the memory.
K(M-)	Subtracts a number from the memory.

Key Guide

- L(M+)** Adds a number to the memory.
- Q-P(1-0)** Types numbers.
- S(-)** Lets you subtract numbers.
- V(%)** Calculates percentages.
- X(+/-)** Changes the sign (+/-) of a number.
- Z** Lets you convert measures and currencies.

Other Keys

- *** In the phone list, deletes an entry. In the spelling corrector mode, types an asterisk to stand for a series of letters in a word. During a game, provides a hint.
- ?** In the spelling corrector mode, types a question mark to stand for any letter. When a question mark flashes next to a spelling correction word, displays its Confusables®. During a game, reveals the answer(s) and ends the round.

Direction Keys



In lists, scrolls up or down. At entry screens, types apostrophes or full stops, and cycles through a list of accents and capital letters. At the *ENTER a word* screen, adjusts the screen contrast.



At entry screens, moves the cursor right or left.

Getting Started

To View the Demo

When you first use this product, you will see a demonstration of what it can do.

1. **Press ON/OFF.**

The demonstration automatically appears.

2. **To stop the demonstration, press CLEAR.**

To Disable or Reenable the Demo

You probably do not want to view the demonstration every time you use this product. Here is how to disable and reenale the demonstration.

1. **Press SPELL.**



2. **Type ***d*.**

3. **Press ENTER.**

4. **To reenale the demonstration, repeat the above steps.**

To Adjust the Screen Contrast

1. **Press SPELL.**

2. **At the *ENTER* a word screen, use  or  to darken or lighten the screen contrast.**

Correcting Spellings

1. Press **SPELL**.
2. Type a word.



serkut_

To erase letters, use **BACK**. To type an apostrophe, press **SPACE + ↑**. To type a space, press **⇨**. To insert a letter, press **⇧** and then type a letter.

To type a capital, press **↓** or **↑** to cycle through the list of accents and capital letters. Note: You cannot begin a word with a punctuation mark.

3. Press **ENTER**.



circuit

The flashing arrow indicates that more corrections are available. If you enter a correctly spelled word, *Correct word* appears and then the word appears on the main word list.

4. Use **↓** and **↑** to view more words, if needed. Note: If a word is too long to fit on the screen, use **⇨** to see it all.
5. Press **CLEAR** when done.

Viewing Confusables®

Confusables are words such as homonyms and spelling variants that people often confuse. When you see a flashing question mark to the right of a word, that word has Confusables. Try this example.

1. Press **SPELL**.

2. Type **ere** and then press **ENTER**.

Notice the flashing question mark.

3. Press **?**

ere: before †

Each Confusable is followed by a word that explains its meaning.

4. Use **↓** and **↑** to view the Confusables.

air: atmosphere†

5. Press **CLEAR** when finished.

✓ Follow the Arrows

The flashing arrows at the right of the screen show you which arrow keys you can use to view more words.

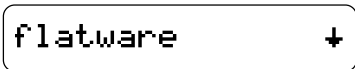
Finding Parts of Words


You can find parts of words by typing question marks and asterisks in place of letters. Each question mark stands for any single letter. Each asterisk stands for any series of letters.

You can use question marks to help solve crossword puzzles and similar word games by typing them in place of missing letters.

Try this example.

1. Press **SPELL**.
2. Type *fl??w**.
3. Press **ENTER**.



4. Press  repeatedly to view more words.
5. Press **CLEAR** when done.

✓ Help is Always at Hand

You can view an appropriate help message at any screen by pressing **HELP**. To go back to the previous screen, press **BACK**.

French/English Translator

The translator gives you words and phrases in French and English. You may enter your query word in either language.



1. Press **TRANS**

The translator English word entry screen appears. For the French word entry screen press **TRANS** again.

2. Type a word (e.g., emperor).

To erase a letter, press **BACK**. To type an accent or capital, press  or  to cycle through the list of accents and capital letters.

3. Press **ENTER** to view the translation.

If more than one expression exists for your query word, the message *Found:* appears, followed by the number of expressions found. Use  or  to select the translation you want and press **ENTER** .

4. Press **CLEAR** when done.

Storing Names & Phone Numbers

This product has a data bank that can save as many as 100 names and phone numbers. The total amount of names and numbers that you can save depends upon the number of characters in each entry.

To Add an Entry to the Phone List

1. Press  twice to see *Add a new entry* and then press ENTER.

3. Type a name and then press ENTER.

Each name can contain up to 23 characters and spaces. Note: All the letters appear as capitals.

To erase a character, press **BACK**. To type a space, press ⇨.

To insert a character, press ⇧ and then type a letter. The old letter is printed to the right not overwritten.



4. Use the numbered keys to type a phone number and then press ENTER.

To type a hyphen, press S.




To type a space, press ⇨.

You cannot type letters at the ENTER number screen.

To View the Phone List

1. Press  twice to see *View phone list* and press ENTER.
2. To go to a name, type the name or use . To undo a typed letter, press **BACK**.
3. Press ENTER to see the phone number.
4. Press **BACK** to return to the phone list.

To Edit an entry



1. Press , then press **Y**, type your changes and press ENTER to save them. Or press **N** to cancel the edit. Press **CLEAR** to exit without saving.
2. To go to another name, use  or  and press ENTER.
3. Press **BACK** to return to the phone list options.

✓ Keep Copies of Important Data

Warning! Your phone list information is safely stored in memory as long as the battery supplies power. However, if the battery loses all power, this information will be permanently lost. You should always keep written copies of your important information.



Storing Names & Phone Numbers

To Delete an Entry from the Phone List



1. Press  twice to see *View phone list* and press ENTER.
2. Press  until you see the entry you want to delete.
3. Press *.
4. Press Y to delete the entry or N to cancel the deletion.
5. To delete another entry, repeat Steps 2 to 4 above.

To Erase All the Phone List Entries


Warning! This procedure permanently erases all the names and numbers in your phone list.

1. Press  twice use  to see to see *Erase all data* and press ENTER.
3. Press Y to erase all the entries or N to cancel the operation.

✓ Checking the Memory

To see how much memory is free in the phone list for more names and numbers, press  twice and then use  to see *Space: XX% free*.

Using a Password

You can use a password to keep the information in your phone list private. Your password will be requested whenever anyone turns on the unit and presses .

Password Warnings

Warning! After you have set the password, it will be required whenever you try to access the phone list for the first time during a session. So always record your password and keep it in a separate place.



If you forget your password, you must reset the unit to access the phone list. **Warning!** Resetting the unit erases all user-entered information so always keep written copies of your data.

If you do not have a reset button located on the back of your unit, remove the batteries, wait at least two minutes, and then re-install them. For battery instructions, see **Changing the Battery** on page 22.

If you have a reset button, use the sharp end of a straightened paperclip to gently press the reset button.


If the unit does not reset after pressing the reset button, follow the above instructions for removing the batteries.

Password Setup

1. Press  twice .
2. Use  to see *Set the password* and press ENTER.
3. Type a password and press ENTER.
Your password can have up to 23 characters.
4. To test the password, press ON/OFF, type the password, and press ENTER to gain access.
5. To disable the password, repeat Steps 1 and 2 above, and press ENTER when *Enter password* appears.

Using the Calculator

To Make a Calculation



1. Press  .
2. Use the numbered keys (Q-P) to type a number.
To make a number negative or positive, use **X+/-**. To type a decimal point, press **G**.
3. Press **A+**, **S-**, **Dx**, or **F÷** to enter a math function.
Note: The division function is indicated by a / on the screen display. To find a square root, press **C√**.
4. Type another number.
5. Press **ENTER** or **V%**.
To clear the calculation, press **CLEAR**.

To Use the Calculator Memory



1. Make a calculation as shown above, or simply type a number in the calculator.
2. Press **L^{M+}** to add the number to the calculator memory as a positive number or **K^{M-}** to add it to the memory as a negative number.
The total in the memory flashes on screen.
3. Press **CLEAR** to clear the calculator, or start making a calculation.
4. To retrieve the total from the memory, press **J^{Mr}**.
5. To clear the calculator memory, press **H^{Mc}**.

Converting Measures & Currencies


You can convert temperatures, weights, liquid measures, and lengths to and from metric measurements. You can also convert currencies using an exchange rate that you enter.

1. Press .
2. Press **Z** (CONV).
3. Use  to select a conversion category then press **ENTER**.

If you select *Money* as the conversion category, set the exchange rate.



To set the exchange rate, first use  or , if needed, to see *set rate* and press **ENTER**. Then type a number as the exchange rate and press **ENTER**. To type a decimal, use **G**. The exchange rate will be saved until you change it.

Important! The exchange rate should be the number of units of the other currency per one unit of home currency (e.g., $2.0 = 2 \text{ other}/1 \text{ home}$).

4. Use  to select a conversion and then press **ENTER**.
5. Type an amount and then press **ENTER**.
6. To make another conversion, press **BACK**.

Setting the Skill Level of the Games

You can play the games at skill levels from Beginner to Wizard.

1. Press **GAMES**. *Set Skill Level* appears
2. Press **ENTER**.
3. Use  or  to see the skill level that you want and press **ENTER** to select it. Press **BACK** to leave the skill level unchanged.

✓ About Automatic Shutoff


If you forget to turn off this product, it will automatically turn off in about two minutes. When you turn it on again, operation resumes with your current settings.

✓ Understanding the Skill Levels

The skill levels change the level of difficulty, the number of guesses, or the minimum number of letters, depending on the game. Word Builder is unaffected by the skill levels.

Playing Hangman

Hangman challenges you to guess mystery words in a certain number of tries.

1. Press **GAMES**.
2. Use  or  to see *Hangman* and then press **ENTER**.



mystery word

wrong guesses allowed

3. Type letters you think are in the word.



4. Press ***** to reveal a letter.

Note: If you reveal a letter, you will lose the round.

5. To reveal the word and end the round, press **?**.
6. Press **ENTER** to play a new round.

✓ User Hangman and Anagrams

You can test your friends with User Hangman and User Anagrams. User Hangman and User Anagrams play the same as Hangman and Anagrams, except that you must enter a word with which to play before each round.

Jumble & Word Builder

Playing Jumble

1. Press **GAMES**.
2. Press **↓** or **↑** to see *Word Jumble* and then press **ENTER**.
The letters are a jumbled word. To re-jumble the letters, press *****.
3. Type a word formed from the jumbled letters and then press **ENTER**.
4. To reveal the word and end the round, press **?**
5. Press **ENTER** to play a new round.

Playing Word Builder



Word Builder builds words of a minimum size from letters chosen from the letters that you enter.

1. Press **GAMES**.
2. Use **↓** or **↑** to see *Word Builder* and then press **ENTER**.
3. Type up to 14 letters.
You can type a letter more than once.
4. Press **ENTER**.
5. Use **↓** and **↑** to view the words.
6. Press **ENTER** to play a new round.

Word Blaster & Word Train



Playing Word Blaster

Word Blaster is a mystery word, speed spelling game. You must enter the answer before the last letter is shown as time runs out.

1. Press **GAMES**.
2. Press  or  to see *Word Blaster* and press **ENTER**.
3. Watch as the letters begin to form a word.
4. Press **ENTER** to stop the clock.
5. Type your guess and press **ENTER**.
To erase a letter press **BACK**.
6. To start a new round press **ENTER**.

Playing Word Train


You and the train take turns typing letters to form a word. Whoever types the last letter wins!

1. Press **GAMES**.
2. Press  or  to see *Word Train* and press **ENTER**.
3. Type any letter to start a word.
Now the train adds a letter. In the next round the train will go first.
4. Continue typing letters alternately with the train until a word is formed.
5. To start a new round press **ENTER**.


Word Deduction

Playing Word Deduction

Try to determine the mystery word by entering words and evaluating which of the letters you entered are in the mystery word and where they belong.

1. Press **GAMES**.
2. Press  or  to see *Word Deduction* and press **ENTER**.





3. Type a word in the spaces and press **ENTER**.
P indicates the number of correctly placed letters. *M* indicates correct letters wrongly placed. If you have zeros for *P* and *M* the letters you typed are not in the mystery word.
4. Type additional words using different letters.
To get a hint press *.
5. Press  to view past guesses.
6. To end the round press **ENTER**.

Spelling Bee

Playing Spelling Bee

Test your spelling and improve your vocabulary.

1. Press **GAMES**.
2. Press  or  to see *Spelling Bee* and press **ENTER**.

A word flashes on the screen for you to spell.

misfiring

3. Type the word you just saw and press **ENTER** to see if you spelled it correctly.
You have three chances to spell the word correctly. To get a hint press *. Note: When you use a hint you will not get credit for spelling the word correctly.
4. To view a new word press **ENTER**.
5. To return to the games menu press **CLEAR**.

This unit may change operating modes due to electrostatic discharge. Normal operation of this unit can be reestablished by pressing **(ON/OFF)**.

Changing the Battery

The batteries should be changed when the screen contrast is too light even after adjustment.

Before you replace the batteries, you should have a new supply handy .

Warning! If the batteries completely lose power, all the information stored in the phone list will be permanently lost. Furthermore, any time that you change the batteries, you risk losing all user entered data, so always keep *written* copies of your databank information.

STQ-106 battery replacement

- 1. Using a Phillips screwdriver, unscrew and remove the back cover.**
- 2. Install a new battery, with its plus sign (+) facing you.**
- 3. Replace the back cover.**

STQ-206 requires 4 AAA batteries not included.

Battery Information

1. Different types of batteries or new and used batteries are not to be mixed.
2. Only batteries of the same or equivalent type as recommended are to be used.
3. Batteries are to be inserted with the correct polarity.
4. Exhausted batteries should be removed.
5. The supply terminals are not to be short-circuited.

Product Information

Specifications

Model: STQ-106

- Dimensions: 10.8 x 6.8 x 0.8 cm
 - Weight: 45.4 g • Battery 1 CR2032
- ISBN: 1-56712-611-1

Model: STQ-206

- Dimensions: 13.5 x 8.9 x 2.3 cm
 - Weight: 113.4 g • Batteries 4 AAA
- ISBN: 1-56712-612-X

Cleaning and Storage

To clean this product, spray a mild glass cleaner onto a cloth and wipe its surface. Don't spray liquids directly on this product. Don't use or store this product in extreme or prolonged heat, cold, humidity, or other adverse conditions.

Customer Service

If you have a problem with your unit, refer to the limited warranty. For sales and customer service, please call 01932 891025.

FCC Notice

Complies with the limits for a Class B computing device pursuant to Subpart B of Part 15 of FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference; and (2) this device must accept any interference received, including interference that may cause undesirable operation.

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U.S. PATENTS; 4,490,811; 4,830,618; 4,891,775;
5,295,070, 5,113,340; 5,218,536; 5,396,606.

Euro. Pat. 0 136 379.

Patents Pending.