

Wordmaster[®]

Plus

USER'S GUIDE
Retain for Future Reference

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Key Guide





Function Keys

- BACK** Goes back a step (e.g., deletes typed letters). In a thesaurus entry, goes to a previous entry, if any.
- CALC** Selects the calculator mode.
- 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.
- PHONE** Selects the phone list mode.
- ON/OFF** Turns the unit on or off.
- THES** Selects the thesaurus mode. In a thesaurus entry, goes to the next entry, if any.



Calculator Keys

- A⁺** Lets you add numbers.
- C[√]** Calculates square roots.
- D^x** Lets you multiply numbers.
- ENTER =** Performs calculations (i.e., acts as =).
- F[÷]** Lets you divide numbers.
- H^{MC}** Clears the calculator memory.
- J^{MR}** Retrieves total from the memory.
- K^{M-}** Subtracts a number from the memory.
- L^{M+}** Adds a number to the memory.





Key Guide

-  Lets you subtract numbers. (In the phone list, types a hyphen.)
-  Calculates percentages.
-  Changes the sign (+/-) of a number.
-  In the calculator, lets you convert measurements and currencies.

Other Keys

-  In the phone list, deletes an entry. When entering a word in the thesaurus, types an asterisk to stand for a series of letters in a word. During a game, provides a clue.
-  When entering a word in the thesaurus, types a question mark to stand for any letter. When a question mark flashes next to a word, displays its Confusables[®]. During a game, reveals the answer(s) and ends the round.





Direction Keys

-  Scrolls up or types an apostrophe. At the *ENTER a word* screen, darkens the screen contrast.
-  Scrolls down or types a full stop. At the *ENTER a word* screen, lightens the screen contrast.
-  Scrolls right or types a space.
-  Scrolls left or lets you edit a word.

Getting Started



This product uses four AAA batteries. The batteries should be changed when the screen contrast is too light even after adjustment.

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 your phone list information, so always keep *written* copies of your phone list information.

1. **Remove the battery compartment cover on the back of the unit.**
2. **Install four new AAA batteries.**
3. **Press .**
A brief demonstration appears.
4. **Press  to stop the demonstration.**
5. **Press  or  to adjust the screen contrast.**

Note: You can only adjust screen contrast when *ENTER a word* is on the screen.

✓ To Disable or Re-enable the Demo

You probably do not want to view the demonstration every time you use this product. To disable the demonstration, first press , type ***d*, and then press . To re-enable it, do the same.

Finding Thesaurus Entries

Most thesaurus entries include a brief definition and a related list of available synonyms, antonyms, Classmates™ (words related by subject), and idioms. Note: If a word has no thesaurus entry, *Correct word* appears and then the word appears on the main word list.

Note: You can see the thesaurus entry, if any, of a word on the screen by pressing **ENTER**.

1. Press **THES**.

2. Type a word. For example, type *dusty*.

To delete letters, use **BACK**. To type a space, press **⇨**. To edit a word, press **⇐** and then type to insert characters.

You cannot type capital letters. Also, you cannot begin a word with a punctuation mark.

3. Press **ENTER**.

Note: If the text is too long to fit on the screen, press **ENTER** or **⇨** to see it all.

4. Press **↓** repeatedly to view any synonyms, antonyms, Classmates, and idioms.

5. To go to the next thesaurus entry, if any, press **THES**.

To go to the previous thesaurus entry, if any, press **BACK**.

6. Press **CLEAR** when finished.

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 **THES**.
2. Type *rain* and then press **ENTER**.
Notice the flashing question mark.
3. Press **?**.

rain: precipitat

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

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

reign: rule

5. Press **CLEAR** when finished.

✓ Correcting Misspellings

If you misspell a word, do not worry. The thesaurus automatically gives you a list of corrections. Simply use **↓** to see a correction and then press **ENTER** to see its thesaurus entry.

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 cross-word puzzles and similar word games by typing them in place of missing letters.

1. Press **THES**.

2. Type a word with ?'s and *'s in it.

sc?o*

3. Press **ENTER**.

scholar T

A *T* next to a word indicates that the word has a thesaurus entry.

4. Press **↓** repeatedly to view more words.

5. To see a word's thesaurus entry, if any, press **ENTER**.

6. Press **CLEAR** when finished.

Storing Names & Phone Numbers

This product has a data bank that can save as many as 50 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 **(PHONE)**.
2. Use **↓** or **↑**, if needed, 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 (with letters appearing as capitals only) and spaces.

To delete a character, press **(BACK)**. To type a space, press **⇨**.

To edit a word, press **⇧** and then type to insert characters.

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

To type a hyphen between the parts of a phone number, press **(S)**.

You cannot type letters in the phone number.

✓ Follow the Arrows

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

To View the Phone List

1. Press **(PHONE)**.
2. Use **↑** or **↓**, if needed, to see *View phone list* and then press **(ENTER)**.
3. To view a name, type the name or use **↓**.
To delete a letter, press **(BACK)**.
4. Press **(ENTER)** to see the phone number.
5. To edit an entry, first press **↵**, then press **(Y)**, type your changes and then press **(ENTER)** until the entry is saved. Or press **(N)** to cancel the edit.
6. To view another name and number, use **↓** or **↑**, or type a name, and then press **(ENTER)**.
7. Use **(BACK)** to go back to the phone list options.

✓ Checking the Memory

To see how much memory is free in the phone list to add more names and numbers, press **(PHONE)** and then use **↓** to see *Space: XX% free*.

✓ Keep Copies of Important Data

Warning! Your phone list information is safely stored in memory as long as the batteries supply power. However, if the batteries lose 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 **(PHONE)**.
2. Press **(ENTER=)** to select *View phone list*.
3. Press **↓** until you see the entry that you want to delete.
4. Press **(*)**.
5. Press **(Y)** to delete the entry or **(N)** to cancel the deletion.
6. To delete another entry, repeat Steps 3 through to 5 above.

To Erase All the Phone List Entries

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

1. Press **(PHONE)**.
2. Use **↑** or **↓** to see *Erase all data* and then press **(ENTER=)**.
3. Press **(Y)** to erase all the entries or **(N)** to cancel the operation.

✓ 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)**.

✓ About Automatic Shutoff

If you forget to turn off this product, it will automatically turn off in about two minutes.

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 **PHONE**.

Password Warnings

Warning! After you set the password, you will not be able to see or use your phone list without it. 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. Your reset button is located in the tiny hole on the back of the unit. Use the sharp end of a straightened paper clip to gently press the reset button. If this does not reset your unit, remove your batteries, *wait at least two minutes* and then reinstall them.

Warning! Resetting the unit removes your password, but it also erases all your data, so always keep written copies of your data.

Password Setup

1. Press **PHONE**.
2. Use  to see *Set the password* and then press **ENTER**.
3. Type a password and then press **ENTER**.
4. To test the password, press **ON/OFF** twice, type the password, and then press **ENTER**.
5. To disable the password, repeat Steps 1 and 2 above, and then press **ENTER** when *Enter password* appears.

Note: To disable the password, you must be in secret mode.

Using the Calculator

To Perform a Calculation

1. Press **CALC**.
2. Use the numbered keys to type a number.
To make a number negative or positive, use **X^{+/-}**. To type a decimal point, press **↓**.
3. Use **A⁺**, **S⁻**, **D^x**, or **F⁺** to enter a maths symbol.
Note: 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. Perform 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 continue performing a calculation.
4. To retrieve the figure from the memory, press **J^{MR}**.
5. To clear the entire calculator memory, press **H^{MC}**.

Converting Measures & Currencies

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

1. Press **CALC**.
2. Press **Z** (**CONV**).
3. Use **↓** to select a conversion category then press **ENTER**.
4. If you selected *Money* as the conversion category, set the exchange rate.

To set or change the exchange rate, first use **↑** or **↓**, if required, to see *set rate* and press **ENTER**. Then type a number as the exchange rate and press **ENTER**. To type a decimal, use **↓**. 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., $2.0 = 2$ other/1 home).

5. Use **↓** to select a conversion and then press **ENTER**.
6. Type an amount and then press **ENTER**.
7. 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**.
2. Use **↓** or **↑** to see **Set Skill Level** and then press **ENTER**.
3. Use **↓** or **↑** to see the skill level that you want and then press **ENTER**. Or press **BACK** to leave the skill level unchanged.

✓ Understanding the Skill Levels

The skill levels change the number of guesses in Hangman, the minimum number of letters (*Min size*) in Anagrams, the speed of Word Blaster, and the number of letters in Jumble and Spelling Bee. User Hangman, User Anagrams, Word Builder, Deduction and Flashcards are unaffected by the skill levels.

✓ After a Round

After a round, you can find a thesaurus entry, if any, for a mystery word. You may have to press **↓** or **↑** to find a word.

After a round, do one of the following:

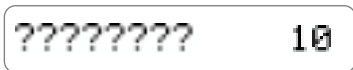
To...	Press...
find a thesaurus entry	THES
start another round	ENTER

Playing the Games

Playing Hangman

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

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



mystery word wrong guesses remaining

3. Type letters that you think are in the word.



4. Press **ENTER** or ***** 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 **?**.

✓ User Hangman and Anagrams

User Hangman and User Anagrams require that you enter a word (known to the thesaurus) with which to play before each round. You can use User Hangman and User Anagrams to test your friends.

Playing the Games

press **ENTER**.

The letters are a jumbled word or words. The number shows how many words have been jumbled.

3. To re-jumble the letters, press **ENTER** or *****.
4. Type a word formed from the jumbled letters and then press **ENTER**.
5. To reveal the word(s) and end the round, press **?**.

Playing Spelling Bee

In Spelling Bee, you try to spell the word that flashes on the screen.

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

Look for the word to flash on the screen.

3. Type the word.
4. Press **ENTER**.

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.

Playing the Games

You can type a letter more than once.

4. Press **ENTER**.
5. Use **↓** and **↑** to view the words built.

Playing Word Blaster

In Word Blaster, you must guess the mystery word before it fully appears. You must spell the word correctly to win.

1. Press **GAMES**.
2. Use **↓** or **↑** to see *Word Blaster* and then press **ENTER**.
3. Press **ENTER** to stop the clock.
4. Type your answer.
5. Press **ENTER**.
6. Press **?** to reveal the answer.

Playing Deduction

Deduction is a decoder game. You have a limited number of tries to guess the pattern of letters hidden by the question marks. The pattern will always be four letters long and include only the letters "a" through "f".

1. Press **GAMES**.
2. Use **↓** or **↑** to see *Deduction* and then press **ENTER**.

Playing the Games

20 ???? abcdef?

tries left pattern letter choices

3. **Type four letters from the choices to the right (a,b,c,d,e,f).**

4. **Press** .

P stands for perfect. If there is a number beside *P*, you have that many letters in the correct position.

M stands for match. If you have a number beside *M*, you have that many letters that match, but they are in the wrong position.

5. **Press** **and then enter another pattern.**

6. **Continue entering patterns until you win.**

Press to reveal the answer.

7. **Press** **to play a new round.**

Playing Flashcards

In Flashcards, you are shown a randomly selected word to study.

1. **Press** .

2. **Use** **or** **to see** *Flashcards* **and then press** .

3. **To view a new word, press** .

Battery Warning

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.

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

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Product Information

Specifications

Model: TPQ-200 • Dimensions: 13.6 x 9.2 x 2 cm • Weight: 113.4 g

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 the product. Don't use or store this product in extreme or prolonged heat, cold, humidity, or other adverse conditions.

Limited Warranty (outside U.S.)

This product, excluding batteries, is guaranteed by Franklin for a period of one year from the date of purchase. It will be repaired or replaced (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the United States that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.

Customer Service

If you have a problem with your unit, refer to the limited warranty.

FCC Notice

This device complies with Part 15 of the 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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