

Wordmaster<sup>™</sup>  
Travel *PLUS*

**USER'S GUIDE**

Retain for future reference.

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









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# Key Guide

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## Function Keys

- |  |   |
|--|---|
|    | Goes back or erases a typed letter.   |
|    | Clears the search or stops the demo.  |
|    | Enters a word or scrolls to the right.  |
|    | Shows the Games menu.   |
|    | Shows a help message.   |
|    | Turns the product on or off.  |
|    | Selects the thesaurus mode and goes to the <i>Enter a word</i> screen. In a thesaurus entry, goes to the next entry.                                |
|    | Selects the translator mode.  |
|    | Toggles between entry languages.  |
|   | Toggles between the calculator and Phone List.  |
|   | Types a ? to stand for any letter. At a thesaurus entry, shows the Confusables® for a word. In games, ends a round and shows the thesaurus entries. |
|  | Types an * to stand for any series of letters. In the Phone List, deletes an entry. In games, gives a hint.   |

## Key Guide

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### 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 *ENTER a word* screen, adjusts the screen contrast.



At entry screens, moves the cursor right or left or enables Edit mode.

### Calculator Keys



Adds two values.



Subtracts one value from another.



Multiplies two values.



Divides one value from another.



Types a decimal point.



Clears the memory.



Recalls the number stored in memory.



Subtracts the number from the number stored in memory.



Adds a number to memory.



Goes to the Converter screen.



Changes the number on the screen to a negative or positive number.



Calculates a square root.



Calculates a percentage.

# Getting Started

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## 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 Re-enable the Demo

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

1. Press **CLEAR**.

2. Press **THES**.

3. Type **\*\* d**.

4. Press **ENTER**.

5. To re-enable the demonstration, repeat the above steps.

## To Adjust the Screen Contrast

1. Press **CLEAR**.

2. Press **THES**.

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

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

# Finding Thesaurus Entries

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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 *fond*.

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

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**.

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®

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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 **CLEAR**.
2. Press **THES**.
3. Type *rain* and then press **ENTER**.  
A flashing question mark appears.
4. Press **?**.

rain: precipitat

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

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

reign: rule

6. 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

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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.

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**.

If a word has more than one entry, press **THES** to see additional meanings.

## ✓ 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**.

# Using the Translator

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The translator gives you words and phrases in French and English. You can enter a query word in either language. To translate words, follow these steps.

**1. Press .**




The Translator screen for English words appears. To change the entry language to French, press  again.

**2. Type a word (for example, emperor).**

To erase a letter, press .

Use  or  to enter a capital or accent.

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

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

**4. Press  when done.**

## ✓ Follow the Arrows

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



# Storing Names & Phone Numbers

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This product has a databank 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.



If the databank is empty, the *Add a new entry* screen appears. Otherwise, use  or  to see *Add a new entry*.


### 2. Press .

### 3. Type a name and then press .


Each name can contain up to 23 characters, including spaces.

NOTE: All letters appear in capitals.

To delete a character, press . To type a space, press .

For Edit mode, press  and then type to insert characters.

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








To type a hyphen between the parts of a phone number, press .

NOTE: You cannot type letters in the phone number.









## Storing Names & Phone Numbers

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### To View the Phone List

1. Press  twice.
2. Use  or , if needed, to see *View phone list* and then press .
3. To view a name, type the name or use .  
To delete a letter, press .
4. Press  to see the phone number.

### To edit an entry

1. Find the entry you want to edit.
2. Press , then press , and type your changes.  
To view another name and number, use  or , or type a name, and then press .
3. Press  until the entry is saved. Or press  to cancel the edit.
4. Use  to go back 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







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### To Delete an Entry from the Phone List



1. Press .
2. Press  to select *View phone list*.
3. Press  until you see the entry you want to delete.
4. Press .
5. Press  to delete the entry or  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 .
2. Use  or  until you see *Erase all data* and then press .
3. Press  to erase all the entries or  to cancel the operation.

### ✓ Checking the Memory

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

# Using a Password

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You can use a password to keep the information in the Phone List private. The password is requested when the unit is turned on the unit and the Phone List is accessed..

## Password Warnings





**Warning!** After you set the password, you must enter the password to access the phone list for the first time during a session. Always record your password and keep it in a separate place.

If you forget the password, you must reset the unit to access the phone list. **Warning!** Resetting the unit erases all user-entered information. 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 .
3. Type a password and then press .

Your password can have up to 23 characters.

4. To test the password, press  twice, type the password, and press .
5. To disable the password, repeat Steps 1 and 2 above, and press  when *Enter password* appears.

# Using the Calculator

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## To Make a Calculation

1. Press **( $\frac{\square}{\square}$ )**.
2. Use the numbered keys to type a number.  
To make a number negative or positive, use **( $\times^{+/-}$ )**.  
To type a decimal point, press **( $\downarrow$ )** or **( $\cdot$ )**.
3. Use **( $A^+$ )**, **( $S^-$ )**, **( $D^x$ )**, or **( $F^{\div}$ )** to enter a math function.  
Note: To find a square root, press **( $C^{\sqrt{\quad}}$ )**.
4. Type another number.
5. Press **( $\text{ENTER}$ )** or **( $V\%$ )**.  
To clear the calculation, press **( $\text{CLEAR}$ )**.





## 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 **( $\text{CLEAR}$ )** to clear the calculator, or continue performing a calculation.  
To retrieve the figure from the memory, press **( $J^{MR}$ )**.  
To clear the entire calculator memory, press **( $H^{MC}$ )**.







# Converting Measures & Currencies

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
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 .
2. Press  (CONV).
3. Use  to select a conversion category and press .

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

To change the exchange rate, first use  or , if required, to see *set rate* and press . Then type a number as the exchange rate and press . To type a decimal, use  or . 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).

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

# Setting the Skill Level of the Games

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

1. Press **GAMES**.

The *Set Skill Level* message appears.

2. Press **ENTER**.

3. Use **↓** or **↑** to see the skill level that you want and then 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

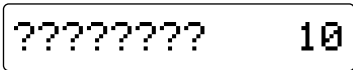
Depending on the game, the skill levels change the level of difficulty, the number of guesses, or the minimum number of letters in a word. Word Blaster is unaffected by the skill level.

# Playing Hangman

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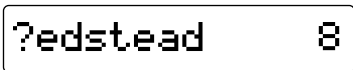
Hangman challenges you to guess mystery words in a certain number of tries.

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 **\*** 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 Anagrams

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Anagrams challenges you to find the anagrams of words. An anagram is a word formed from some or all the letters of another word.

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

Note: The *Min size* is the minimum number of letters that the anagrams can have.



3. Type an anagram and then press **ENTER**.  
If the anagram is correct, *OK* appears.
4. Enter more anagrams.
5. Press **\*** to jumble the letters.
6. Use **↑** and **↓** to see the anagrams that you have already found, if any.
7. To end the round and see the unused anagrams, press **?** and then use **↓**.
8. Press **ENTER** to play a new round.

# Jumble & Word Builder

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## Playing Jumble

1. Press **GAMES**.
2. Press **↓** or **↑** to see *Jumble* and then press **ENTER**.
- The letters are a jumbled word or words.
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 built.
6. Press **ENTER** to play a new round.

# Word Blaster & Word Train

## 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 Word Train

In Word Train, you and the train take turns typing letters to form a word. Whoever types the last letter wins!

1. Press **GAMES**.
2. Use **↓** or **↑** to see *Word Train* and then press **ENTER**.
3. Type any letter to start a word.
4. Continue typing letters alternately with the train until a word is formed.
5. To start a new round, press **ENTER**.

# Word Deduction

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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

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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

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The batteries should be changed when the screen contrast is too light even after adjustment. Before you replace the batteries, you should have new batteries on hand.

**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.

## TTQ-106 Battery Replacement

TTQ-106 uses one CR2032 battery. To change the battery, follow these steps.

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.**

## TTQ-206 Batteries

TTQ-206 requires four 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

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## **Model: TTQ-106**

- Dimensions: 10.8 x 6.8 x 0.8 cm
- Weight 45.4 g
- Battery: 1 CR2032
- ISBN 1-56712-613-8

## **Model: TTQ-206**

- Dimensions: 10.8 x 6.8 x 0.8 cm
- Weight 45.4 g
- Battery: 4 AAA batteries
- ISBN 1-56712-614-6

### **Cleaning and Storage**

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

### **Customer Service**

If you have a problem with this product, refer to the limited warranty. If you purchased this product outside the United Kingdom, contact the place of purchase to obtain warranty or repair information.

### **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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TTQ-106 U.S. PATENTS: 4,490,811; 4,830,618; 4,891,775; 5,113,340; 5,218,536; 5,295,070; 5,396,606; 5,895,463

European Patent 0 136 379

TTQ-206 U.S. PATENTS: 4,490,811; 4,830,618; 4,891,775; 5,895,463; 5,113,340; 5,218,536; 5,295,070; 5,396,606

European Patent 0 136 379