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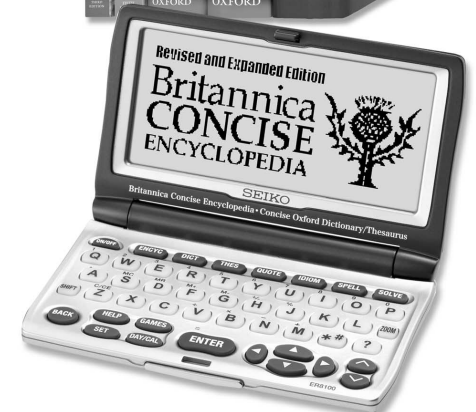
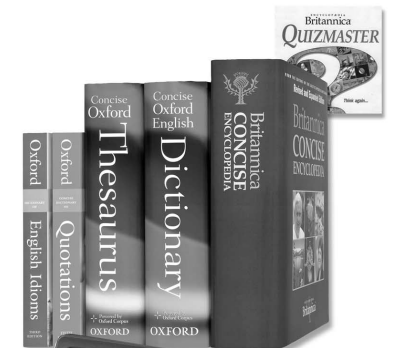
plus

Concise
Oxford
English
Dictionary

Concise
Oxford
Thesaurus

Oxford
CONCISE DICTIONARY OF
Quotations

Oxford
DICTIONARY OF
English Idioms



SEIKO

ELECTRONIC DICTIONARY OPERATION MANUAL

Please read this operation manual carefully before using product.
After reading, store it in a safe place for future reference.

UKE1H96AA

ER8100

SII ● Seiko Instruments Inc.

Thank you for purchasing the ER8100.

Please read this operation manual carefully before using the product.

This unit contains the Britannica Concise Encyclopedia and Oxford dictionaries : Concise Oxford English Dictionary, Concise Oxford Thesaurus, Concise Oxford Dictionary of Quotations and The Oxford Dictionary of English Idioms.

You can expand your English vocabulary further through use of the Spellchecker, the 14 Solvers, the 12 Word Games, and the EASY LEARN function.

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EC DECLARATION OF CONFORMITY

This is to certify that this equipment fully conforms to the protection requirements of the following EC Council Directives on the approximation of the laws of the member states relating to:-

Electromagnetic Compatibility Directive 2004/108/EC

SEIKO UK Limited SC House, Vanwall Road, Maidenhead, Berks. SL6 4UW U.K.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.



Note: this device should be disposed of through your local electronic product recycling system
- do not throw away in your domestic rubbish.

The display screen can be switched to Large, Medium or Small.
(See page 16 and 85.)

The screen display examples used in this manual are shown in the "Medium" format.

Since this unit contains the most recent publishers' updates, there will be some minor differences between the data displayed here and that in the print books.

The unit does not contain book-edition photographs, diagrams and tables, boxed items and some appendices.

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Preparation for Use

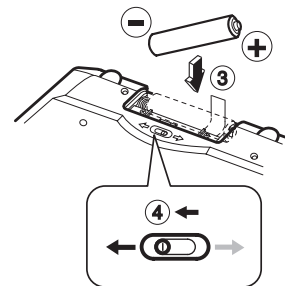
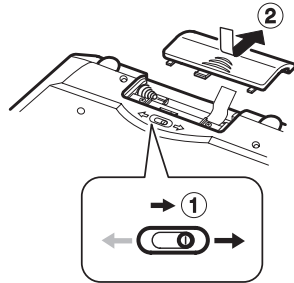
1. Install the battery

The unit is powered by one “AAA” size battery.

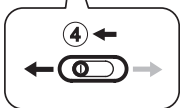
Before using the unit, please install the battery as follows.

1. Turn the unit over.
2. Slide the tab to the right and then **unlock** and remove the battery cover.
3. Insert one “AAA” battery upon the ribbon according to the polarity (+, -) marks inside the battery compartment.

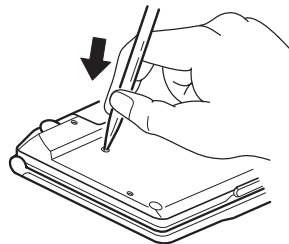
Be sure to insert the battery from (-) side.



4. After replacing the battery cover, slide the tab to the left and **lock** the battery cover.



5. Press the “RESET” button on the bottom of the unit.

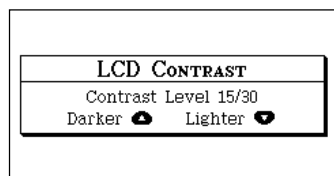


6. The contrast adjustment display will appear.

2. Adjust the LCD contrast

Use or to adjust the contrast of the display and then press **ENTER** .

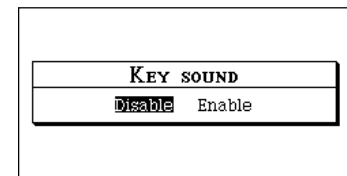
The “LCD Contrast” can also be adjusted using the “Setting” function. (See page 88.)



3. Set the key sound

You can turn the key touch sound on and off by using or and then press **ENTER** .

The “Key sound” can also be set using the “Setting” function. (See page 88.)



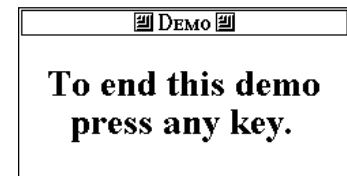
4. Demo function

When you turn on the power, a demonstration display will begin to explain the contents of the unit.

You can stop the demonstration by pressing any of the keys.

- * If you want to turn off the demonstration display at the time of power ON, press **SET** and select “Demo Message”.

Select “Disable” and press **ENTER** . (See page 85.)

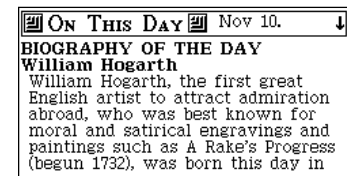


5. “On This Day” function

The unit displays the topics in history on today’s date.

- * If you want to turn off this display at the time of power ON, press **SET** and select “On This Day”.

Select “Disable” and press **ENTER** . (See page 89.)



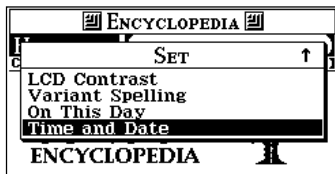
↓ Any of the letter keys



6. Set Time and Date

The time and date should be set before using the unit.

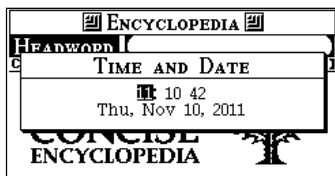
1. Press **SET** and then **▲** to select “Time and Date”.



2. Press **ENTER**.


Move to the sector to be set by using **▶** or **◀**.

Set the number by using **▼** or **▲**.



3. Press **ENTER** to accept changes.
(See page 89.)

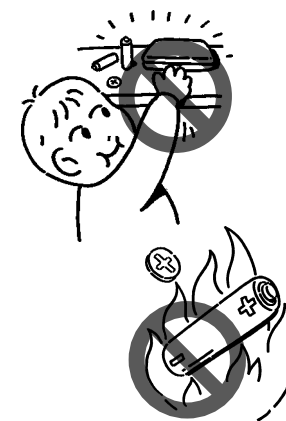
Changing battery

The battery mark () will appear at the top of the screen when the battery is almost exhausted, meaning that it is time to be replaced one.

- The unit is powered by one AAA alkaline battery.
- Make sure that power is switched off before replacing the battery.
- Press the “RESET” button on the bottom of the unit after battery replacement.
- Changing the battery and Resetting erase the EASY LEARN List, the Game Score, the calculator memory and the initialize settings.

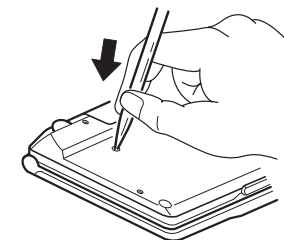
⚠ CAUTION

- The battery may pose a choking hazard to small children.
- Keep the battery and product away from small children.
- Do not expose the battery to open flame or intense heat.
- Rechargeable batteries cannot be used.
- Do not try to recharge the battery.
- Remove the battery from the unit if you do not intend to use it for a long duration.



Resetting

If the unit does not operate properly after the battery has been replaced, or if at any time the unit fails to operate properly, gently press the “RESET” button on the bottom of the unit.



NOTE:

Resetting product deletes all the data stored in the memory.

The EASY LEARN List, the Game Score and the calculator memory are deleted.

All setting including Time and Date are initialized.

Functions and Features

1 Encyclopedia and Dictionaries

Britannica Concise Encyclopedia

Expanded with new and updated entries, the Britannica Concise Encyclopedia is the perfect reference resource for home, school, or office. With more than 25,000 entries prepared by the editors of Encyclopædia Britannica, it covers nearly every field of human knowledge: history, geography, world affairs, the sciences, religion, sports, entertainment, technology and the arts.

Concise Oxford English Dictionary

High speed search of over 240,000 words, phrases and definitions covering current and historical English, as well as hundreds of specialist and technical subjects.

Dictionary entry words, definitions and grammatical information all come from the Concise Oxford English Dictionary.

Concise Oxford Thesaurus

The unit offers a high speed search of over 4 million synonym links, with over 300,000 alternative words and opposite words to make what you write and say more interesting.

The thesaurus entries, including examples, sense groupings, and all alternative and opposite words, are taken from the Concise Oxford Thesaurus.

Oxford Concise Dictionary of Quotations

This contains over 9,000 quotations from more than 2,400 authors, and with both author names and quotation keywords searchable, offers the best possible access to this rich and fascinating material.

Dictionary entries all come from the Oxford Concise Dictionary of Quotations.

Oxford Dictionary of English Idioms

This volume takes a fresh look at the idiomatic phrases and sayings that make English the rich and intriguing language that it is. This major new edition contains entries for over 6,000 idioms, including 700 entirely new entries, based on Oxford's language monitoring and the ongoing third edition of the Oxford English Dictionary.

Dictionary entries all come from the Oxford Dictionary of English Idioms.

2 Spellchecker

Instant phonetic spelling correction for over 130,000 words ensures you will always have the answer at your fingertips.

3 Solvers

The 14 indispensable solvers to help you with word games:

Crossword, Anagram, Letter Changer, Word Maker, Word Origins, Word Viewer, Definition Search, Encyclopedic Search, Idiom Search, Abbreviations, Abbreviation Search, Knowledge Lists, Knowledge Find, Phrase & Idiom Find

4 Word Games

You can take on the challenge of 12 different word games set to any one of three levels of difficulty.

Hangman, User Hangman, Jumble, User Jumble, Crossword Quiz, General Knowledge, Definitions, Word Building, User Word Building, Word Challenge, Britannica Quizmaster, Britannica Quick Facts

5 EASY LEARN

The EASY LEARN function allows you to create your own word list from the Encyclopedia, Dictionaries, Spellchecker, Solvers and Games.

6 On This Day

The unit displays the monthly calendar and shows the topics in history on a specific date. All daily data comes from the Britannica Daily Contents and Britannica Daily History.

7 Calculator

A full function calculator including memory and % functions.
12 digits, 1 Memory

8 Converters

The conversion function enables you to convert foreign currencies and metric/imperial units of length, area, volume, weight, capacity, power, and temperature.

You can also convert foreign clothing sizes of shirts, shoes, hats etc. for men, women and children.

9 Setting function

You can customize the following operating conditions:

Demo Message, Text Size, Game Level, Game Scores, EASY LEARN List, EASY LEARN Word, EASY LEARN Sorting, Auto Power Off Timer, Key sound, LCD Contrast, Variant Spelling, On This Day and Time and Date

10 Other Features

Jump function

This function enables you to look up a word displayed on the explanation screen in any dictionary of your choosing, and to register it in the EASY LEARN word list.

Help function

A simple explanation of how to operate the various functions can be displayed on the screen at each operational stage in each mode.

Character size function

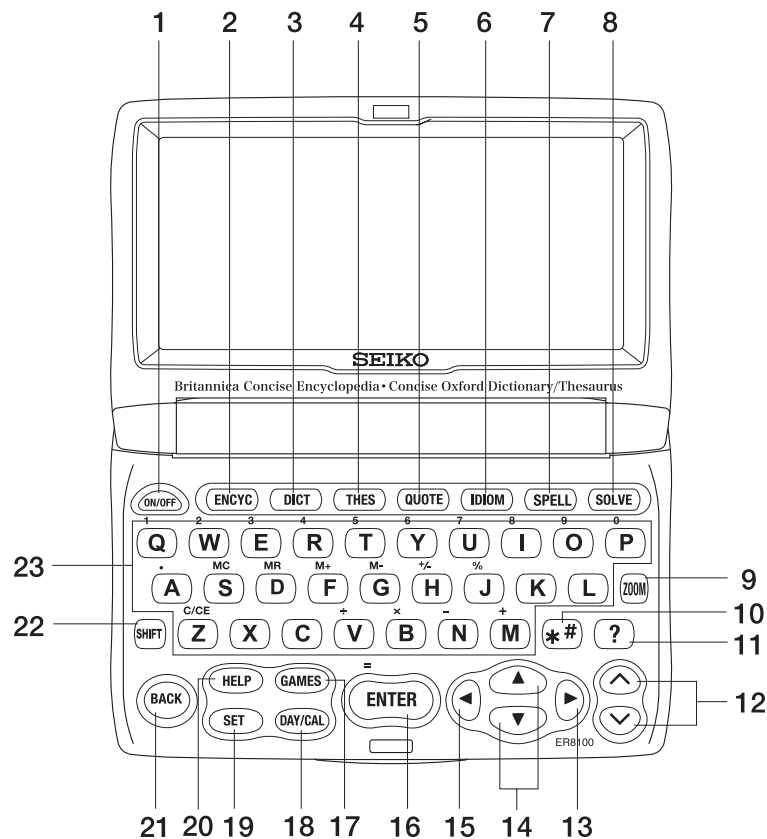
The size of the character display can be expanded or reduced.

Demo function

A demonstration display explains the contents of the unit.

MEMO

The Keys and their Functions



1. **ON/OFF** Turns the power ON and OFF.
2. **ENCYC** Selects Encyclopedia mode.
3. **DICT** Selects Dictionary mode.
4. **THES** Selects Thesaurus mode.
5. **QUOTE** Selects Dictionary of Quotations mode.
6. **IDIOM** Selects Dictionary of Idioms mode.
7. **SPELL** Selects Spellchecker mode.
8. **SOLVE** Selects Solver mode.
9. **ZOOM** Changes the size of the characters displayed on the screen.

10. ***#** [*] Used instead of one or more letters if you don't know how to spell a word (including spaces or symbols).
[#] (With SHIFT key) Used instead of one or more letters if you don't know how to spell a word (without spaces or symbols).
11. **?** Substitutes for a single letter when you are uncertain of a spelling.
12. **^** **v** For scrolling through the entries. / Changes the input area.
13. **▶** Enters space. / Cursor moves to right. / Jump key
(With SHIFT key) Screen moves one sense at a time.
14. **▲** Cursor moves up and down. / Screen moves one line at a time.
▼ (With SHIFT key) Screen moves one page at a time.
15. **◀** Cursor moves to left. / Jump key
(With SHIFT key) Screen moves one sense at a time.
16. **ENTER** Selects the headword and displays the explanation or translation. / Executes after the functions have been selected.
17. **GAMES** Selects Game mode.
18. **DAY/CAL** Selects On This Day mode.
Selects Calculator mode, Currency, Metric/Imperial and Clothing Size Converters.
19. **SET** Selects Setting mode.
20. **HELP** Activates Help function.
21. **BACK** For deleting the last input character.
(With SHIFT key) Clears all input character.
Returns to the previous screen or mode.
22. **SHIFT** Shift Key
23. Letter and numeral input keys
 - Input is changed to numerals using **SHIFT**.
 - When the power is turned back on using **ON/OFF**, the unit will show the display used before the power was last turned off.
 - The unit can also be turned ON with the mode keys.
 - In order to avoid unnecessary wear of the battery, the power will turn off automatically if the keys are not operated for a prescribed length of time. (The initial setting is approximately 3 minutes. The time duration can be changed in settings.)

On This Day

The unit displays the monthly calendar and shows the topics in history on a specific date.

All daily data comes from the Britannica Daily Contents and Britannica Daily History.

Basic procedure

Example:

Demo function > Disable

"On This Day" function > Enable

(See page 85, 89.)

- 1 Press **ON/OFF**.

When the power is turned back on using **ON/OFF**, the unit will show the today's topics in history.

- 2 Press **▼** to see the rest of an entry.
Press **▲** to scroll up.

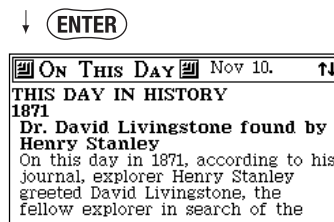
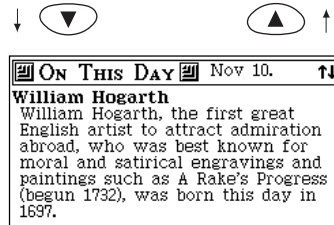
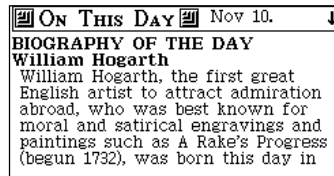
- Scrolling the screen -

▼ **▲** : by line

SHIFT + **▼** **▲** : by page

- * Press **ENTER** to advance to the next screen.

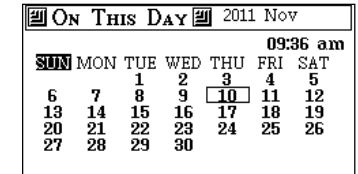
- * The unit will show the display used before the power was last turned off by pressing any of the letter keys.



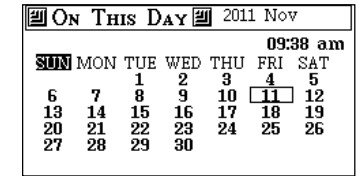
View the monthly calendar

- 1 Press **DAY/CAL**.

Today's date is marked by rectangle symbol.

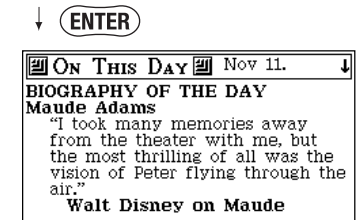


- 2 Use **▼** **▲** **◀** **▶** to select the date as necessary.



- 3 Press **ENTER**.

The unit will show the topics in history on the selected date.



Help Function / Character Size

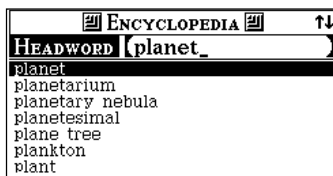
Help function

An explanation of how to operate the various functions is simply explained on the screen at each operational stage in each mode.

Example:

1 Press **(ENCYC)**.

Type a word.

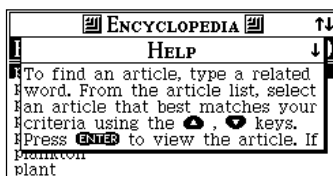


2 Press **(HELP)**.

- Scrolling the screen -

(V) **(^)** : by line

(←) **(→)** or **(^)** **(V)** : by page



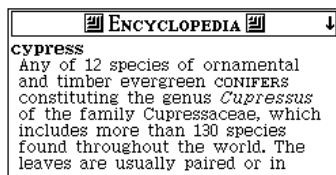
You can clear the help message by pressing any key.

Changing the character size

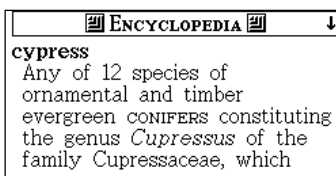
You can change the size of the characters on the screen by pressing **(ZOOM)**.

The size of the characters change every time you press **(ZOOM)**.

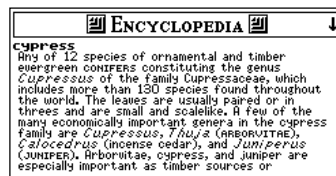
Example:



Medium size



Large size



Small size

Entering and Correcting Letters

- Use **(▶)** to enter a space.
- If there is no headword corresponding to the sequence of letters you have entered, the words with the closest spelling will be displayed.
- Corrections can be made by using **(BACK)**.
- All input characters can be cleared by using **(SHIFT)** and then **(BACK)**.
- Use **(◀)** or **(▶)** to move the cursor.
- The entire display can be cleared by pressing the mode key once or twice.
- * When switching the dictionary mode in the character entry state, the previously entered sequence of letters will be taken over unchanged into the "Switched Dictionary Mode".
- * Pressing **(V)** or **(^)** in the character entry state results in the previously entered sequence of letters being taken over unchanged to the "Other Search Method in the Same Dictionary".

Looking up words whose spelling you aren't sure of

When entering the letters, you can enter "?", "*" or "#" in place of any letters you aren't sure of.

Use **(?)** to enter "?".

This is used in place of a single character.

Use **(*#)** to enter "*".

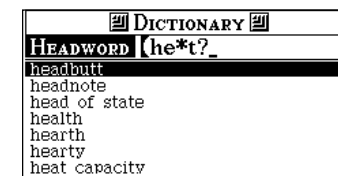
This is used in place of one or more characters (including spaces or symbols).

Use **(SHIFT)** and then **(*#)** to enter "#".

This is used in place of one or more characters (without spaces or symbols).

Example: he*t?

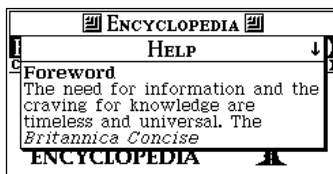
The corresponding headword list will be displayed.



Encyclopedia

Encyclopedia entry words and articles all come from the Britannica Concise Encyclopedia.

- Foreword, Explanatory Notes and Abbreviations can be found by pressing **HELP** from the Encyclopedia entry screen.



Headword Search

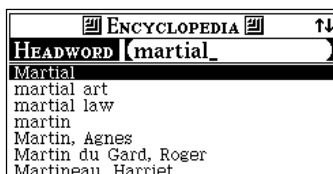
You can search a headword directly.

- 1 Press **ENCYC**.



- 2 Type a word.

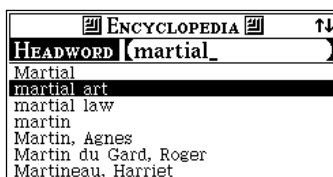
Example: martial



Every time you enter a letter, the corresponding headword list will change.

- 3 Use **▼** or **▲** to select the headword as necessary.

Example: martial art



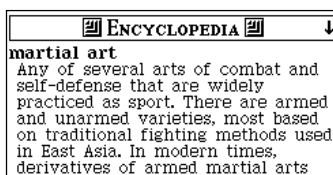
- Scrolling the list -

▼ **▲** : by line

SHIFT + **▼** **▲** : by page

- 4 Press **ENTER**.

The explanation screen of the selected headword will be displayed.



- * Press **BACK** to return to the headword selection screen.
- * The **↓** mark will appear if there is insufficient space to display the whole entry.

- 5 Press **▼** to see the rest of an entry. Press **▲** to scroll up.

- Scrolling the screen -

▼ **▲** : by line

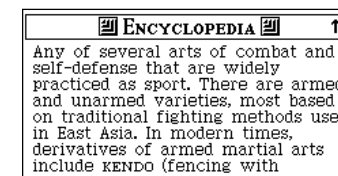
SHIFT + **▼** **▲** : by page

- * Press **ENTER** to advance to the next screen.

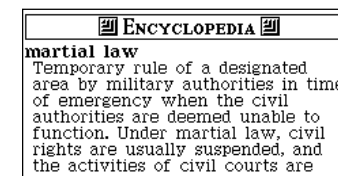
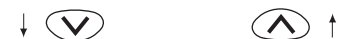
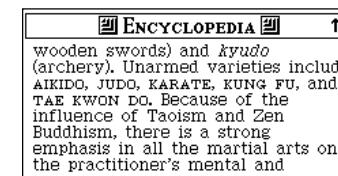
- 6 To scroll alphabetically up or down through the headword list, press **▼** or **▲**.

- 7 To clear the display and search for another word, simply enter your new word.

Example: cypress



ENTER



Category Search

You can select a category and find a headword in the selected category.

- 1 Press **ENCYC** and then **▼** to select "CATEGORY".

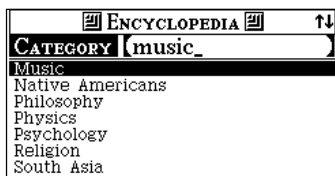


- 2 Type a category name.

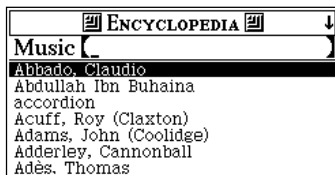
Example: music

Every time you enter a letter, the closest match(es) will be displayed.

Use **▼** or **▲** to select the category as necessary.



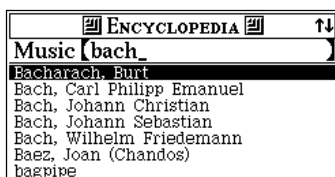
- 3 Press **ENTER**.



- 4 Type a word.

Example: bach

Every time you enter a letter, the corresponding headword list in the category will change.



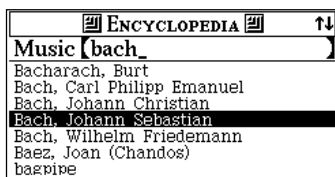
- 5 Use **▼** or **▲** to select the headword as necessary.

Example: Bach, Johann Sebastian

- Scrolling the list -

▼ **▲** : by line

SHIFT + **▼** **▲** : by page



- 6 Press **ENTER**.

The explanation screen of the selected headword will be displayed.

- * Press **BACK** to return to the headword selection screen.

- * The **↓** mark will appear if there is insufficient space to display the whole entry.

- 7 Press **▼** to see the rest of an entry.

Press **▲** to scroll up.

- Scrolling the screen -

▼ **▲** : by line

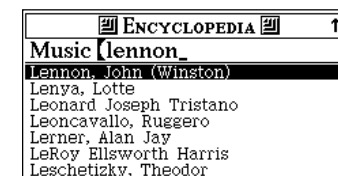
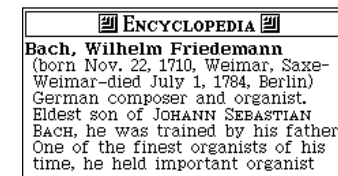
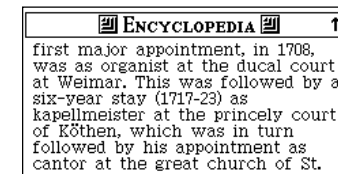
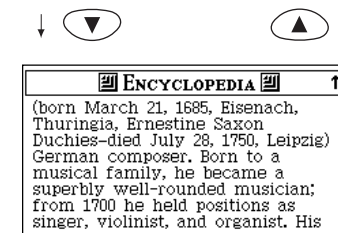
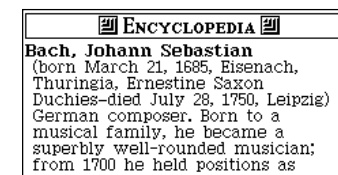
SHIFT + **▼** **▲** : by page

- * Press **ENTER** to advance to the next screen.

- 8 To scroll alphabetically up or down through the headword list, press **▼** or **▲**.

- 9 To clear the display and search for another word in the same category, simply enter your new word.

Example: lennon

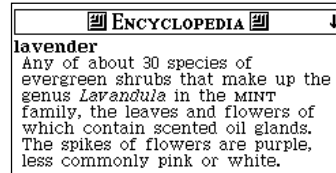


Jump function

This function enables you to look up a word displayed on the explanation screen in any dictionary of your choosing, and to register it in the EASY LEARN word list.

- 1 Press **ENCYC** and type a word.

Example: lavender

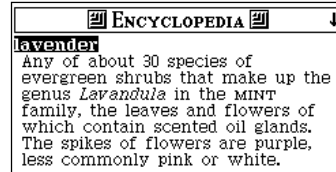


- 2 Press **ENTER**.

- 3 Press **▶** to select the first word you can look up.

Press **◀** to select the last word.

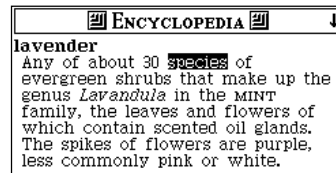
Selected word will begin to flash on and off.



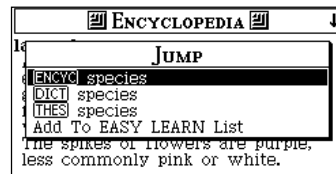
- * Press **BACK** to return to the previous screen or to disable the cursor.

- 4 Select another word using the cursor keys.

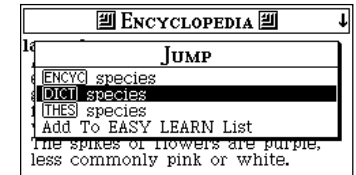
Example: species



- 5 Press **ENTER**.



- 6 Select Encyclopedia, Dictionary, Thesaurus or EASY LEARN List by using **▼** or **▲**.



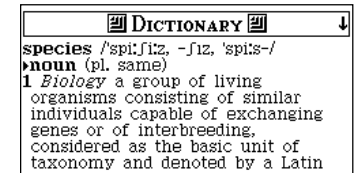
ENCYC	Britannica Concise Encyclopedia
DICT	Concise Oxford Dictionary
THES	Concise Oxford Thesaurus
QUOTE	Concise Oxford Dictionary of Quotations
IDIOM	Oxford Dictionary of English Idioms

Add To EASY LEARN List: Add the selected word to the EASY LEARN List.

Example: DICT

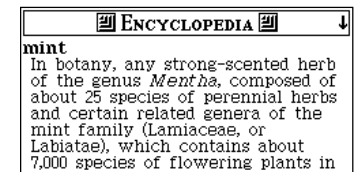
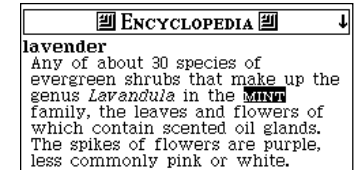
- 7 Press **ENTER**.

- * Press **BACK** to return to the previous screen.



- * Words displayed in small capitals on the explanatory screen jump directly to the explanatory screen for that particular word in the Encyclopedia.

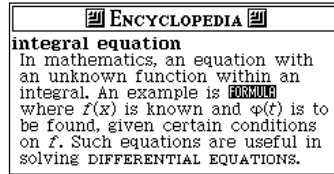
Example: MINT



* When the **FORMULA** is displayed on the explanatory screen, you can find the related formula.

1 Press **ENCYC** and type a word.

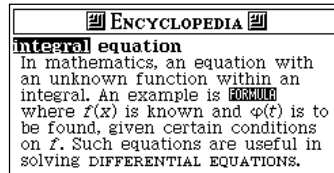
Example: integral equation



2 Press **ENTER**.

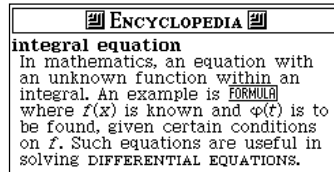
3 Press **▶** to select the first word you can look up.

Selected word will begin to flash on and off.

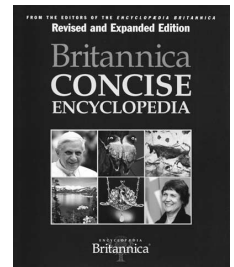
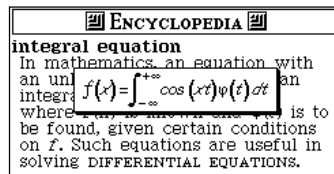


* Press **BACK** to return to the previous screen or to disable the cursor.

4 Select **FORMULA** using the cursor keys.



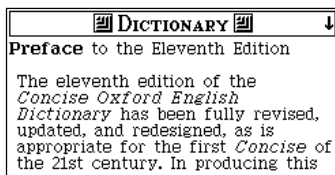
5 Press **ENTER**.



Dictionary

Dictionary entry words, definitions and grammatical information all come from the Concise Oxford English Dictionary.

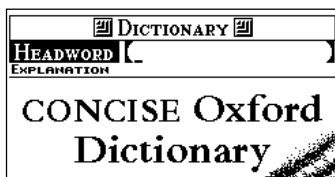
- Preface, Introduction and other explanations of this Dictionary can be accessed from Explanatory notes. (See page 28.)



Headword Search

You can search for a headword directly.

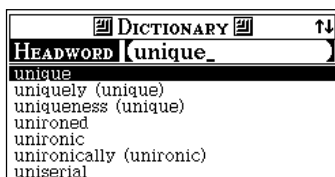
1 Press **DICT**.



2 Type a word.

Example: unique

Every time you enter a letter, the corresponding headword list will change.



Use **▼** or **▲** to select the headword as necessary.

- Scrolling the list -

▼ **▲** : by line

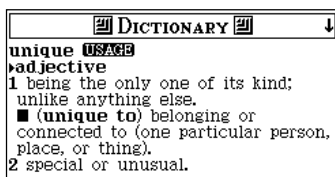
SHIFT + **▼** **▲** : by page

- * When there is a derivative in the headword list, it will be displayed with the base form in round brackets.

Example: uniquely (unique)

3 Press **ENTER**.

The unit shows headwords, parts of speech, inflected forms and definitions.



- * Press **BACK** to return to the headword selection screen.

- * The **↓** mark will appear if there is insufficient space to display the whole entry.

4 Press **▼** to see the rest of an entry.

Press **▲** to scroll up.

- Scrolling the screen -

▼ **▲** : by line

SHIFT + **▼** **▲** : by page

- * Press **ENTER** to advance to the next screen.

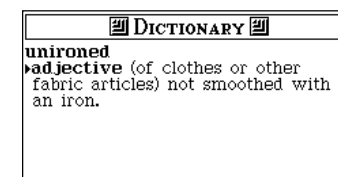
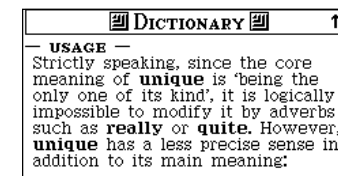
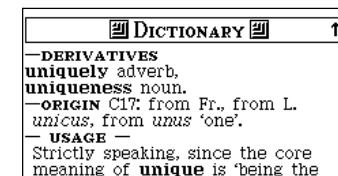
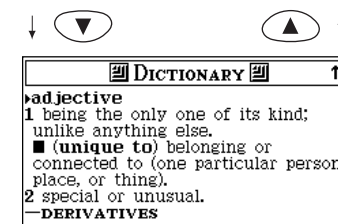
- * When there are phrases, phrasal verbs, derivatives or origins, they will be displayed after the last headword definition.

- * If the **USAGE** marker is displayed after the headword, there is a usage note in an entry.

5 To scroll alphabetically up or down through the headword list, press **▼** or **▲**.

6 To clear the display and search for another word, simply enter your new word.

Example: compare



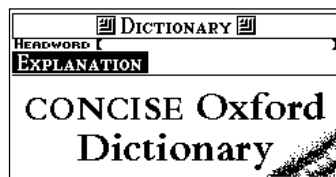
Jump function

This function enables you to look up a word displayed on the explanation screen in any dictionary of your choosing, and to register it in the EZ LEARN List. (See page 22.)

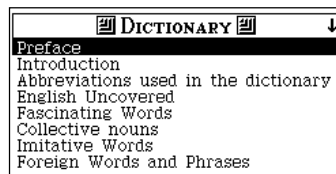
Explanatory notes

Explanations for the details of the dictionary can be obtained as required.

- 1 Press **DICT** and then **▼** to select "EXPLANATION".



- 2 Press **ENTER**.



- 3 Use **▼** or **▲** to select the section title.

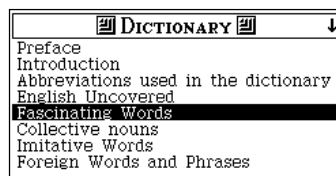
Example: Fascinating Words

- * "Introduction" and "Guide to Good English" have multiple subsections, accessed via a submenu.

- Scrolling the list -

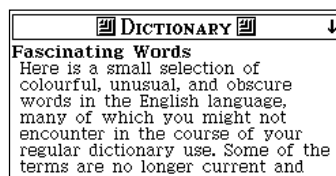
▼ **▲** : by line

SHIFT + **▼** **▲** : by page



- 4 Press **ENTER**.

The explanation screen of the selected title will be displayed.



- * Press **BACK** to return to the title selection screen.

- * The **↓** mark will appear if there is insufficient space to display the whole entry.

- 5 Press **▼** to see the rest of an entry.
Press **▲** to scroll up.

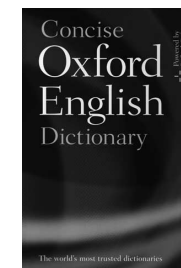
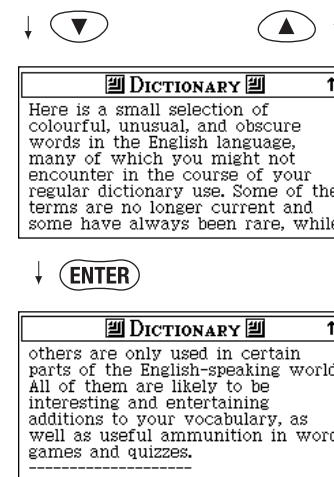
- Scrolling the screen -

▼ **▲** : by line

SHIFT + **▼** **▲** : by page

▲ **▼** : by title

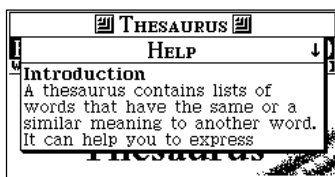
- * Press **ENTER** to advance to the next screen.



Thesaurus

The thesaurus entries, including examples, sense groupings, and all alternative and opposite words, are taken from the Concise Oxford Thesaurus.

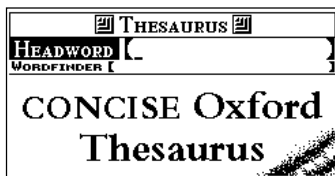
- Introduction and Guide to the Thesaurus can be found by pressing **(HELP)** from the Thesaurus entry screen.



Headword Search

You can search for a headword directly.

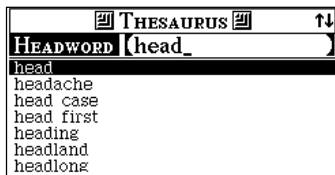
- 1 Press **(THES)**.



- 2 Type a word.

Example: head

Every time you enter a letter, the corresponding headword list will change.



Use **(▼)** or **(▲)** to select the headword as necessary.

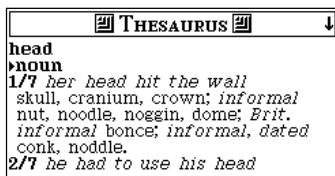
- Scrolling the list -

(▼) **(▲)** : by line

(SHIFT) + **(▼)** **(▲)** : by page

- 3 Press **(ENTER)**.

The unit shows a list of synonyms along with any example sentences.



- * The synonyms in each set that are closest in meaning to the entry word are given first, usually starting with a 'core synonym' in SMALL CAPITALS.

- * Press **(BACK)** to return to the headword selection screen.

- * The **↓** mark will appear if there is insufficient space to display the whole entry.

- 4 Press **(▼)** to see other synonyms.

Press **(▲)** to scroll up.

- Scrolling the screen -

(▼) **(▲)** : by line

(SHIFT) + **(▼)** **(▲)** : by page

(SHIFT) + **(◀)** **(▶)** : by sense number

- * Press **(ENTER)** to advance to the next screen.

- * Any opposites are listed at the end of the relevant synonym set.

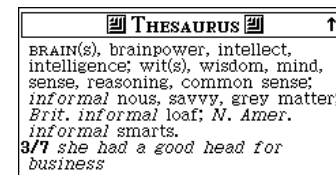
- * When there are phrases, they will be displayed after the main senses for each part of speech.

- 5 To scroll alphabetically up or down through the headword list, press **(▼)** or **(▲)**.

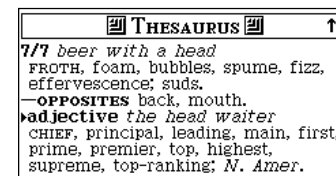
- 6 To clear the display and search for another word, simply enter your new word.

Example: compare

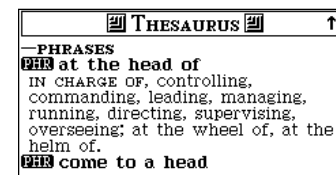
(ENTER)



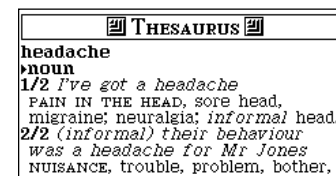
⋮



⋮



(▼) **(▲)**



Jump function

This function enables you to look up a word displayed on the explanation screen in any dictionary of your choosing, and to register it in the EZ LEARN List. (See page 22.)

Wordfinder

You can search for thematic word lists using keywords to match words in the list title or category name.



1 Press **THES** and then **▼** to select "WORDFINDER".

2 Type a word list name.

Example: food



3 Use **▼** or **▲** to select the word list as necessary.

Example: Fruit

- Scrolling the list -

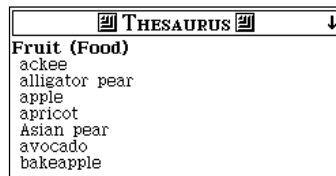
▼ **▲** : by line

SHIFT + **▼** **▲** : by page



4 Press **ENTER**.

The list of the words will be displayed.



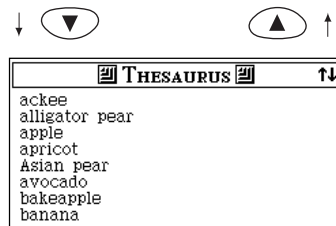
5 Press **▼** to see the rest of an entry.

Press **▲** to scroll up.

- Scrolling the screen -

▼ **▲** : by line

SHIFT + **▼** **▲** : by page



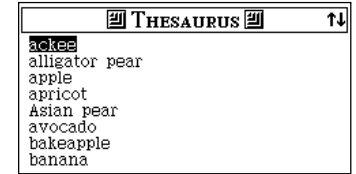
* Press **ENTER** to advance to the next screen.

* Press **BACK** to return to the previous screen.

6 Press **▶** to select the first word you can look up.

Press **◀** to select the last word.

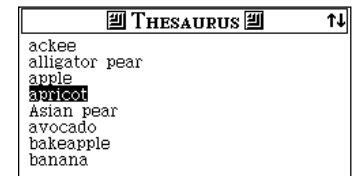
Selected word will begin to flash on and off.



* Press **BACK** to return to the previous screen or to disable the cursor.

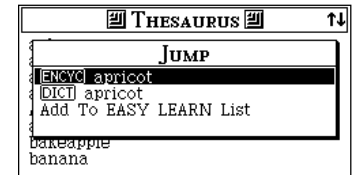
7 Select another word using the cursor keys.

Example: apricot

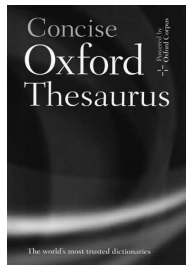


8 Press **ENTER**.

(See "Jump function" at page 22.)



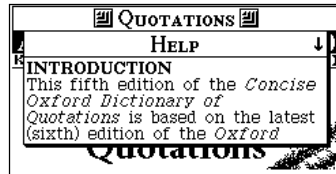
* Please note that not every word is included in the Encyclopedia or Dictionary.



Dictionary of Quotations

You can search for all the quotations from a particular author using the Author Name search, or alternatively look for individual quotations by entering keyword.

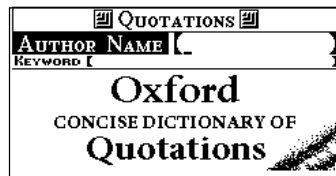
- Introduction and How to Use the Dictionary can be found by pressing **(HELP)** from the Dictionary of Quotations entry screen.



Author Name Search

You can search for quotations on the basis of a specific author's name.

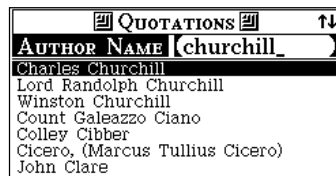
- 1 Press **(QUOTE)**.



- 2 Type in the author's last name.

Example: churchill

Every time you enter a letter, the closest match(es) will be displayed.

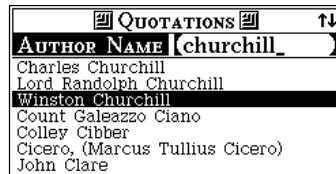


Use **(▼)** or **(▲)** to select the author name required.

- Scrolling the list -

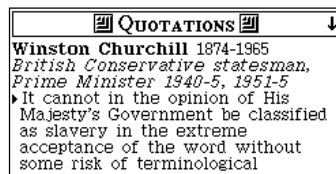
(▼) **(▲)** : by line

(SHIFT) + **(▼)** **(▲)** : by page



- 3 Press **(ENTER)**.

The quotations from the selected author will be displayed.



- * Press **(BACK)** to return to the author name selection screen.

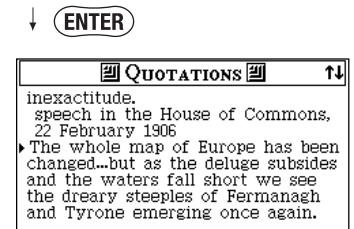
- 4 Press **(▼)** to see the rest of an entry.
Press **(▲)** to scroll up.

- Scrolling the screen -

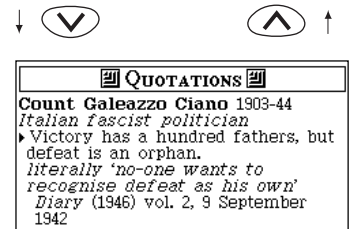
(▼) **(▲)** : by line

(SHIFT) + **(▼)** **(▲)** : by page

- * Press **(ENTER)** to advance to the next screen.

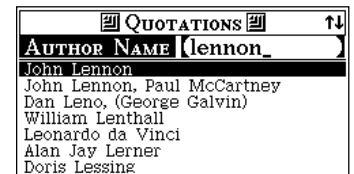


- 5 To scroll alphabetically up or down through the author name list, press **(▼)** or **(▲)**.



- 6 To clear the display and search for another author name, simply enter new author name.

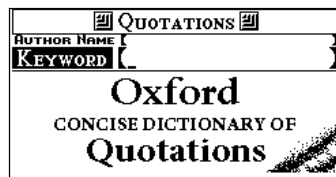
Example: lennon



Keyword Search

You can search for quotations on the basis of keywords contained in the quotation.

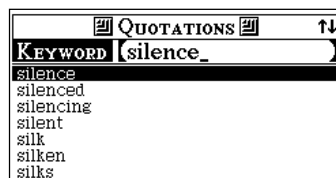
- 1 Press **QUOTE** and then **▼** to select "KEYWORD".



- 2 Type a keyword.

Example: silence

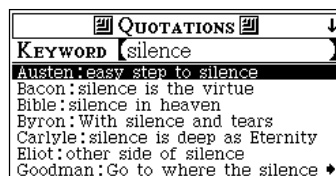
Every time you enter a letter, the closest match(es) will be displayed.



Use **▼** or **▲** to select the keyword as necessary.

- 3 Press **ENTER**.

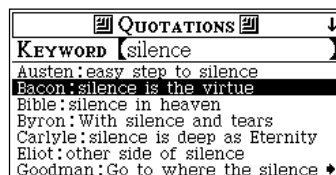
A small part of the matching quotations will be displayed, along with the author name.



- * Press **BACK** to return to the keyword selection screen.

- 4 Use **▼** or **▲** to select the quotation required.

Example: Bacon: Silence is the virtue



- Scrolling the list -

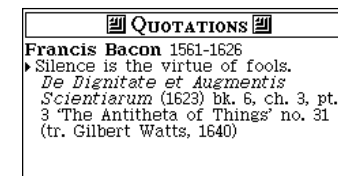
▼ **▲** : by line

SHIFT + **▼** **▲** or **▲** **▼** : by page

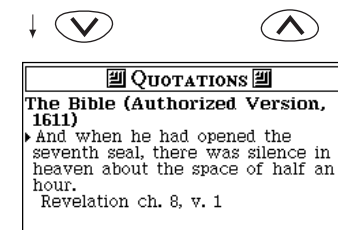
- 5 Press **ENTER**.

The requested quotation will be displayed in full.

- * Return to the list by pressing **BACK**.

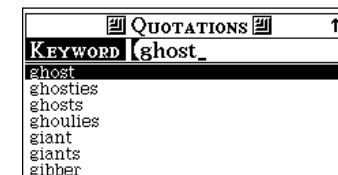


- 6 To scroll up or down through the author names in the list, press **▼** or **▲**.



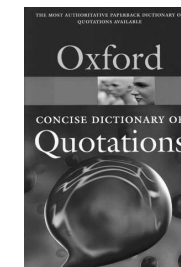
- 7 To clear the display and search for another keyword, simply enter new keyword.

Example: ghost



Jump function

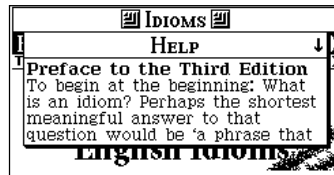
This function enables you to look up a word displayed on the quotation screen in any dictionary of your choosing, and to register it in the EASY LEARN List. (See page 22.)



Dictionary of Idioms

Idioms and thematic groupings all come from the Oxford Dictionary of English Idioms.

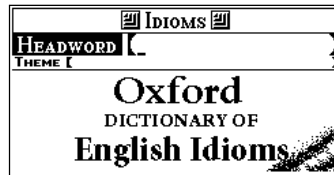
- Preface to the Dictionary of Idioms can be found by pressing **(HELP)** from the Idioms entry screen.



Headword Search

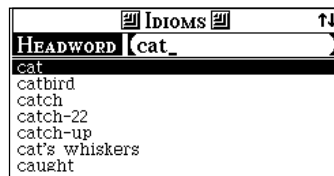
You can search for idioms from the entered headword.

- 1 Press **(IDIOM)**.



- 2 Type a word.

Example: cat



Every time you enter a letter, the corresponding headword list will change.

Use **(▼)** or **(▲)** to select the headword as necessary.

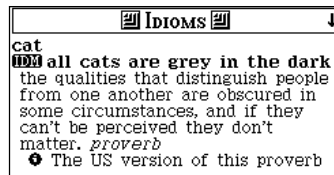
- Scrolling the list -

(▼) **(▲)** : by line

(SHIFT) + **(▼)** **(▲)** : by page

- 3 Press **(ENTER)**.

The idioms using the selected headword will be displayed.



- * Press **(BACK)** to return to the headword selection screen.

- 4 Press **(▼)** to see the rest of an entry.
Press **(▲)** to scroll up.

- Scrolling the screen -

(▼) **(▲)** : by line

(SHIFT) + **(▼)** **(▲)** : by page

- * Press **(ENTER)** to advance to the next screen.

- 5 Press **(▶)** to select the first word you can look up.

Press **(◀)** to select the last word.

Selected word will begin to flash on and off.

- * Press **(BACK)** to return to the previous screen or to disable the cursor.

- 6 Select another word using the cursor keys.

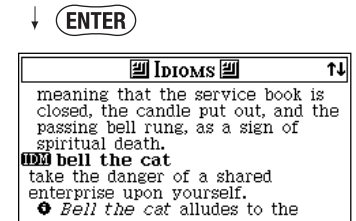
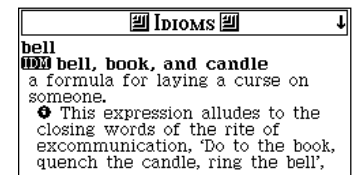
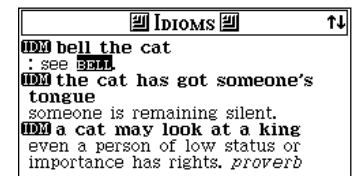
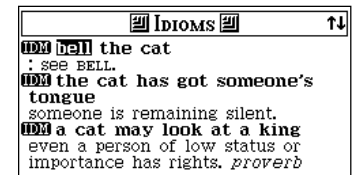
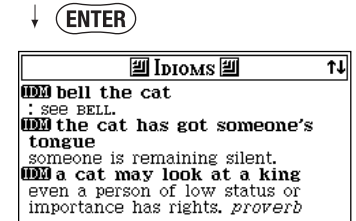
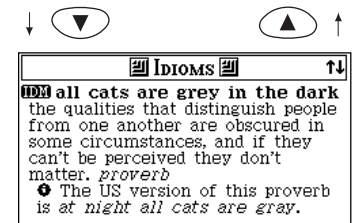
Example: BELL

Words displayed in small capitals on the explanatory screen jump directly to the explanatory screen for that particular word in the Dictionary of Idioms.

- 7 Press **(ENTER)**.

- 8 Press **(ENTER)** then scroll down to the relevant phrase.

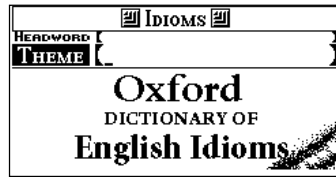
(See "Jump function" at page 22.)



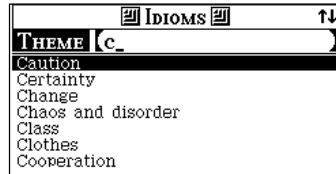
Thematic Search

You can select a theme and find idioms in the selected theme.

- 1 Press **IDIOM** and then **▼** to select "THEME".



- 2 Type a letter.
Example: c

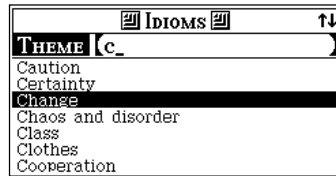


- 3 Use **▼** or **▲** to select the theme.
Example: Change

- Scrolling the list -

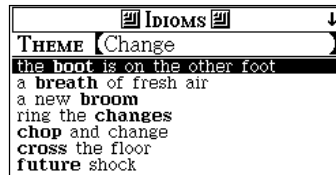
▼ **▲** : by line

SHIFT + **▼** **▲** : by page



- 4 Press **ENTER**.

The unit shows the list of idioms which is related to the selected theme.



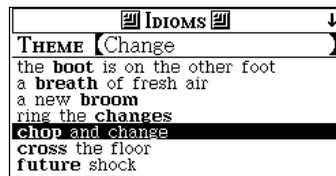
- 5 Select the idiom.

Example: chop and change

- Scrolling the list -

▼ **▲** : by line

SHIFT + **▼** **▲** or **▲** **▼** : by page

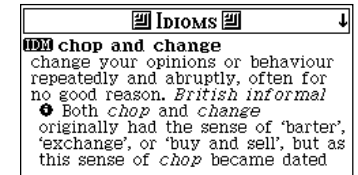


- * Press **BACK** to return to the previous screen.

- 6 Press **ENTER**.

The explanation screen of the selected idiom will be displayed.

- * Press **BACK** to return to the idiom selection screen.



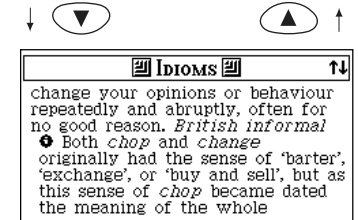
- 7 Press **▼** to see the rest of an entry.
Press **▲** to scroll up.

- Scrolling the screen -

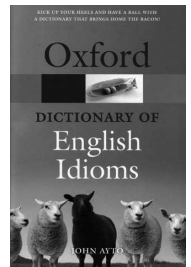
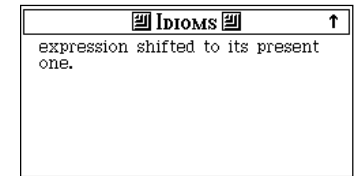
▼ **▲** : by line

SHIFT + **▼** **▲** : by page

- * Press **ENTER** to advance to the next screen.



ENTER

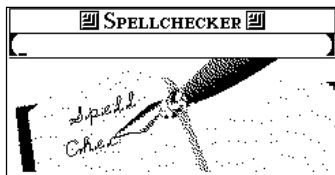


Spellchecker

The Spellchecker function conducts a phonetic search using over 130,000 words from the Oxford New British English Word List.

Basic procedure

1 Press **[SPELL]** .



2 Type a word to be checked and press **[ENTER]** .

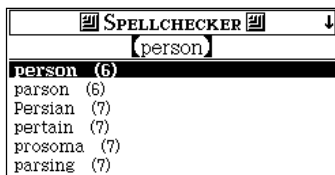
If the spelling of a word you enter is **correct**:

Example: person

The message “Correctly Spelt” will be displayed for about one second.

The entered word will then be displayed in **bold** characters.

Phonetically similar words may also be displayed.

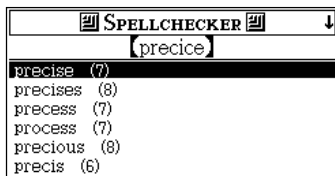


If the spelling of a word you enter is **incorrect**:

Example: precice

The message “Correction List” will be displayed for about one second.

A list of words that are phonetically similar to the entered word will then be displayed.



* If you select “Enable” at the setting of the “Variant Spelling”, any close match labelled as a variant spelling will also be listed in the word list. (See page 89.)

* To clear the display and spellcheck another word, simply enter your new word.

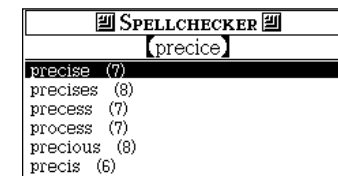
3 Select a word by using **[DOWN]** or **[UP]** .

Example: precise

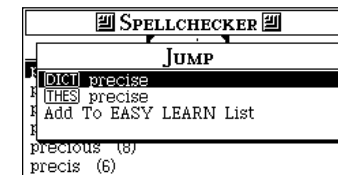
- Scrolling the list -

[DOWN] **[UP]** : by line

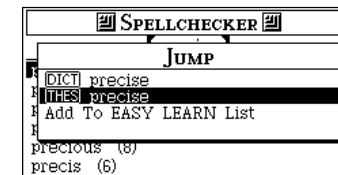
[SHIFT] + **[DOWN]** **[UP]** or **[PAGE UP]** **[PAGE DOWN]** : by page



4 Press **[ENTER]** to activate the jump function.



5 Select Encyclopedia, Dictionary, Thesaurus or EASY LEARN List by using **[DOWN]** or **[UP]** .



- [ENCYC]** Britannica Concise Encyclopedia
- [DICT]** Concise Oxford Dictionary
- [THES]** Concise Oxford Thesaurus
- [QUOTE]** Concise Oxford Dictionary of Quotations
- [IDIOM]** Oxford Dictionary of English Idioms

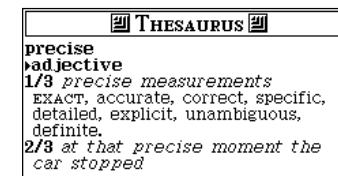
Add To EASY LEARN List: Add the selected word to the EASY LEARN List.

Example: THES

6 Press **[ENTER]** .

* After you’ve looked up the definition or synonyms, you can return to the previous display by pressing **[BACK]** .

* Please note that not every word returned by the Spellchecker is included in the Encyclopedia, Dictionary or Thesaurus.



■ Using the Wildcard function

If you are unsure of part of the spelling of a word, enter the word using “?”, “*” or “#” for the letter(s) of which you are unsure.

Use **[?]** to enter “?”.

This is used in place of a single character.

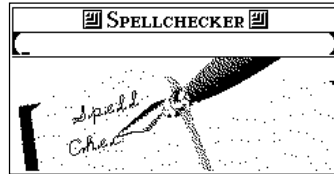
Use **[*#]** to enter “*#”.

This is used in place of one or more characters (including spaces or symbols).

Use **[SHIFT][*#]** to enter “#”.

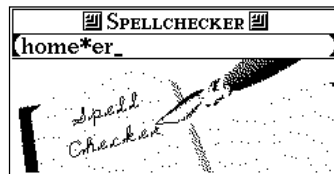
This is used in place of one or more characters (without spaces or symbols).

1 Press **[SPELL]** .



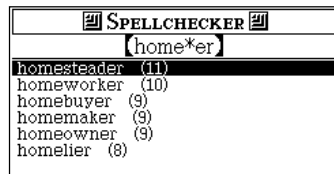
2 Type a word.

Example: home*er



3 Press **[ENTER]** .

The corresponding word list will be displayed.



MEMO

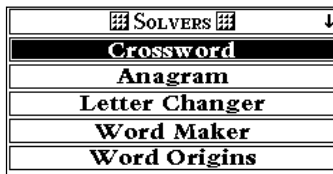
Solvers

The unit provides 14 solvers that can help you to solve word games.

Selecting the Solver

- 1 Press **SOLVE**.

The unit selects the last solver used each time you select the solver mode.

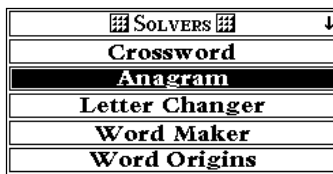


- 2 Select the solver you wish to use by using **▼** or **▲**.

- Scrolling the list -

▼ **▲** : by line

SHIFT + **▼** **▲** or **▲** **▼** : by page



- * By pressing the first letter of a solver name, you can directly select the desired solver.

Further solvers starting with the same letter can be selected by pressing the same letter again.

- 3 Press **ENTER**.



14 solvers:

Crossword, Anagram, Letter Changer, Word Maker, Word Origins, Word Viewer, Definition Search, Encyclopedic Search, Idiom Search, Abbreviations, Abbreviation Search, Knowledge Lists, Knowledge Find, Phrase & Idiom Find

Crossword

To solve a crossword, type the known letters and insert “?”, “*” or “#” for any unknown letters.

Use **?** to enter “?”.

This is used in place of a single character.

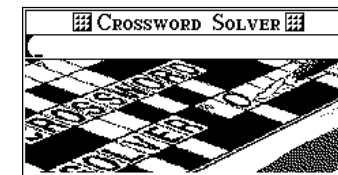
Use ***#** to enter “*”.

This is used in place of one or more characters (including spaces or symbols).

Use **SHIFT** and then ***#** to enter “#”.

This is used in place of one or more characters (without spaces or symbols).

- 1 Select “Crossword” and then press **ENTER**.

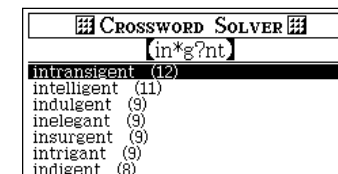


- 2 Enter letters.

Example: in*g?nt

- 3 Press **ENTER**.

The corresponding word list will be displayed.



- * Use the jump function as described on Page 43.
- * Please note that not every word returned by the Solvers is included in the Encyclopedia, Dictionary or Thesaurus.
- * If the letters entered do not have any corresponding words, the message “No matches found.” will be displayed.

■ Anagram

Look for anagrams using the same letters or words that you entered.

You can enter actual words, or jumbled letters.

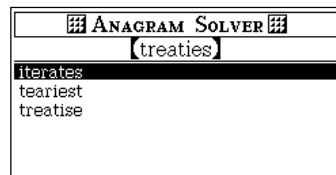
- 1 Select "Anagram" and then press **ENTER** .



- 2 Enter letters.
Example: treaties



- 3 Press **ENTER** .
The corresponding word list will be displayed.

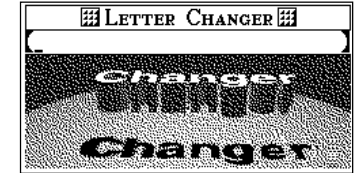


- * Use the jump function as described on Page 43.
- * Please note that not every word returned by the Solvers is included in the Encyclopedia, Dictionary or Thesaurus.

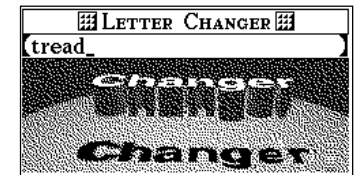
■ Letter Changer

The unit will allow you to view possible alternative words by changing one letter at a time.

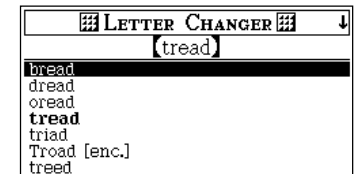
- 1 Select "Letter Changer" and then press **ENTER** .



- 2 Type a word.
Example: tread



- 3 Press **ENTER** .
The corresponding headword list will be displayed.



- * Use the jump function as described on Page 43.
- * Please note that not every word returned by the Solvers is included in the Encyclopedia, Dictionary or Thesaurus.
- * If the letters entered do not have any corresponding words, the message "No matches found." will be displayed.

Word Maker

Look for anagrams using some or all of the letters entered.

You can enter actual words, or jumbled letters.

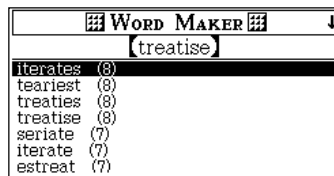
- 1 Select "Word Maker" and then press **ENTER**.



- 2 Enter letters.
Example: treatise



- 3 Press **ENTER**.
The corresponding word list will be displayed.

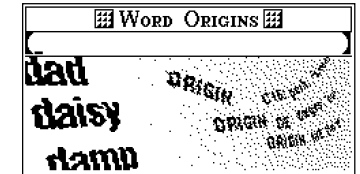


- * Use the jump function as described on Page 43.
- * Please note that not every word returned by the Solvers is included in the Encyclopedia, Dictionary or Thesaurus.
- * If the letters entered do not have any corresponding words, the message "No matches found." will be displayed.

Word Origins

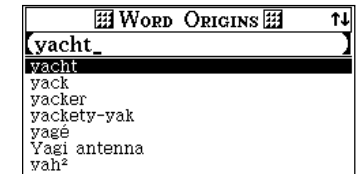
Search for the origins of the entered word in the Concise Oxford English Dictionary.

- 1 Select "Word Origins" and then press **ENTER**.



- 2 Type a word.
Example: yacht

Every time you enter a letter, the closest match(es) will be displayed.



- Scrolling the list -

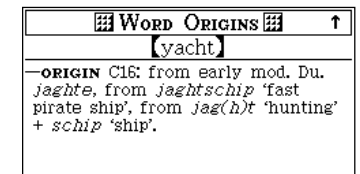
▼ ▲ : by line

SHIFT + ▼ ▲ : by page

- 3 Press **ENTER**.

The origin of the entered word will be displayed.

Note that the origin is displayed within its full dictionary entry, not on its own.



- Scrolling the screen -

▼ ▲ : by line

SHIFT + ▼ ▲ : by page

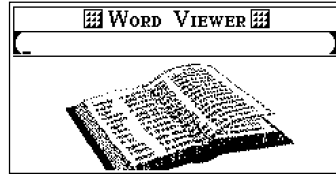
▲ ▼ : by headword

- * Press **BACK** to return to the previous screen.

Word Viewer

Search for an entered word across the Oxford New British English Word List.

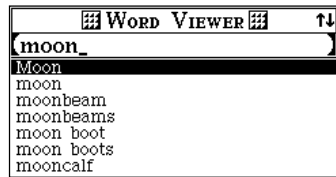
- 1 Select "Word Viewer" and then press **ENTER**.



- 2 Type a word.

Example: moon

Every time you enter a letter, the corresponding word list will change.



Use **▼** or **▲** to select the word as necessary.

- Scrolling the list -

▼ **▲** : by line

SHIFT + **▼** **▲** or **▲** **▼** : by page

- * Use the jump function as described on Page 43.
- * Please note that not every word returned by the Solvers is included in the Encyclopedia, Dictionary or Thesaurus.

Definition Search

The unit will find the Concise Oxford English Dictionary entries whose definitions contain the word(s) you enter.

- 1 Select "Definition Search" and then press **ENTER**.



- 2 Type word(s).

Example: alcoholic drink p????e

Search the headword whose definition contains the words "alcoholic" and "drink".

Also the spell of the headword fits into "p????e".



- * You can enter up to seven words.

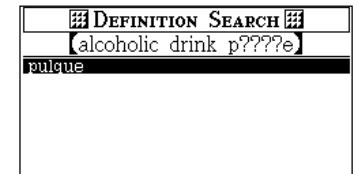
This method will find the entries which contain all the entered words in their definitions.

A space can be entered by using **▶**.

- * To enter a number, press **SHIFT** and then the character of Q, W, ... P.

A number is available as a keyword as an era.

- * For narrowing the corresponding headwords down, a single word containing a wildcard ("?", "*" or "#") can be input. (See page 47.)

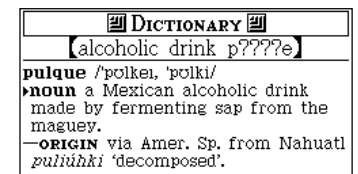


- 3 Press **ENTER**.

The corresponding headword list will be displayed.

- 4 Press **ENTER**.

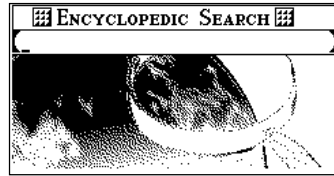
The definition screen will be displayed.



Encyclopedic Search

The unit will find the Britannica Concise Encyclopedia articles whose explanations contain the word(s) you enter.

- 1 Select "Encyclopedic Search" and then press **ENTER**.



- 2 Type word(s).

Example: british prime minister b*n

Search the article whose explanation contains the words "British", "prime" and "minister".

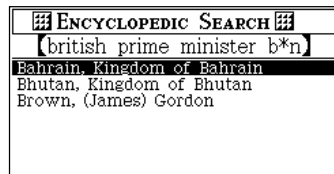


Also the spell of the article fits into "b*n".

- * You can enter up to seven words. This method will find the articles which contain all the entered words in their explanations. A space can be entered by using **▶**.
- * To enter a number, press **SHIFT** and then the character of Q, W, ... P. A number is available as a keyword as an era.
- * For narrowing the corresponding articles down, a single word containing a wildcard ("?", "*" or "#") can be input. (See page 47.)

- 3 Press **ENTER**.

The corresponding article list will be displayed.



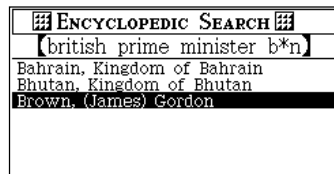
- 4 Select an article using **▼** or **▲**.

Example: Brown, (James) Gordon

- Scrolling the list -

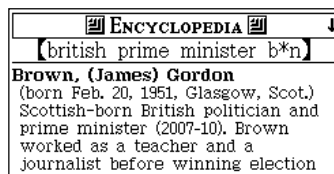
▼ **▲** : by line

SHIFT + **▼** **▲** or **▲** **▼** : by page



- 5 Press **ENTER**.

The explanation screen which has the selected article will be displayed.



Idiom Search

The unit will find idioms in the Oxford Dictionary of English Idioms whose definitions contain the word(s) you enter.

- 1 Select "Idiom Search" and then press **ENTER**.



- 2 Type word(s).

Example: your best opportunity

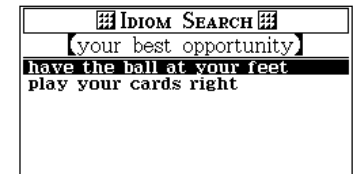
Search the idiom whose definition contains the words "your", "best" and "opportunity".



- * You can enter up to seven words. This method will find the idioms which contain all the entered words in their definitions. A space can be entered by using **▶**.

- 3 Press **ENTER**.

The corresponding idiom list will be displayed.



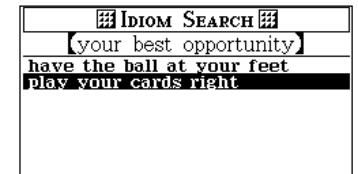
- 4 Select an idiom using **▼** or **▲**.

Example: play your cards right

- Scrolling the list -

▼ **▲** : by line

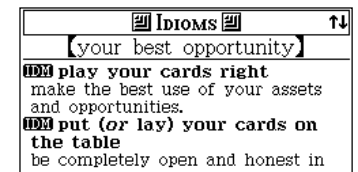
SHIFT + **▼** **▲** or **▲** **▼** : by page



- 5 Press **ENTER**.

The selected idiom and its definition will be displayed.

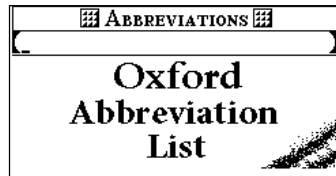
Note that the selected idiom is displayed within its full dictionary entry, not on its own.



■ Abbreviations

The Abbreviations solver allows you to search the abbreviation database to “decode” nearly 10,000 common abbreviations.

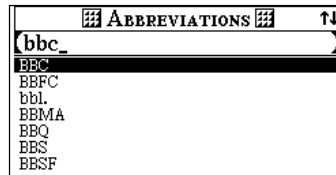
- 1 Select “Abbreviations” and then press **ENTER** .



- 2 Type an abbreviation.

Example: bbc

Every time you enter a letter, the closest match(es) will be displayed.



- Scrolling the list -

▼ ▲ : by line

SHIFT + ▼ ▲ : by page

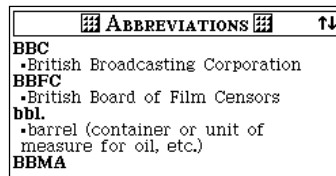
- 3 Press **ENTER** .

- Scrolling the screen -

▼ ▲ : by line

▲ ▼ : by abbreviation

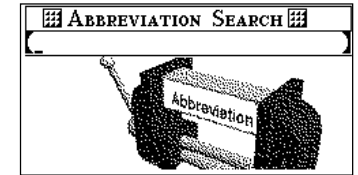
- * Press **BACK** to return to the previous screen.



■ Abbreviation Search

The unit will find abbreviations in the Oxford Abbreviation List whose explanations contain the word(s) you enter.

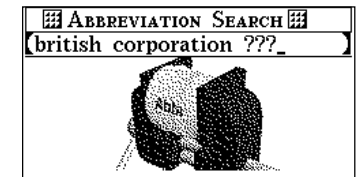
- 1 Select “Abbreviation Search” and then press **ENTER** .



- 2 Type word(s).

Example: british corporation ???

Search the three letters abbreviation whose explanation contains the words “British” and “corporation”.



- * You can enter up to seven words.

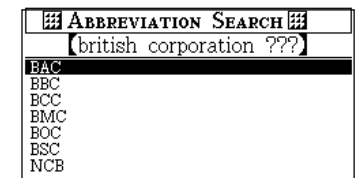
This method will find the abbreviations which contain all the entered words in their explanations. A space can be entered by using **▶** .

- * To enter a number, press **SHIFT** and then the character of Q, W, ... P. A number is available as a keyword as an era.

- * For narrowing the corresponding abbreviations down, a single word containing a wildcard (“?”, “*” or “#”) can be input. (See page 47.)

- 3 Press **ENTER** .

The corresponding abbreviation list will be displayed.



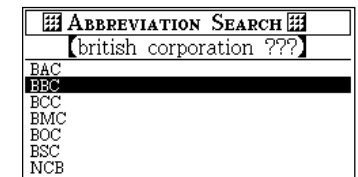
- 4 Select an abbreviation using **▼ ▲** or **▲ ▲** .

Example: BBC

- Scrolling the list -

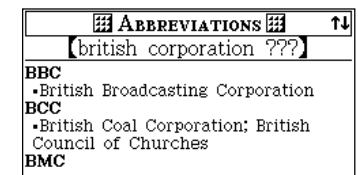
▼ ▲ : by line

SHIFT + ▼ ▲ or **▲ ▼** : by page



- 5 Press **ENTER** .

The explanation screen which starts from the selected abbreviation will be displayed.



Knowledge Lists

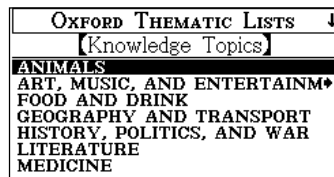
The unit enables you to scroll through various general knowledge resources in a similar manner to browsing through the lists in a book.

- 1 Select "Knowledge Lists" and then press **ENTER**.



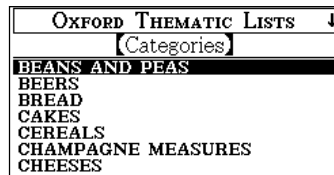
- 2 Select the name of the source and then press **ENTER**.

Example: Oxford Thematic Lists



- 3 Select the category and then press **ENTER**.

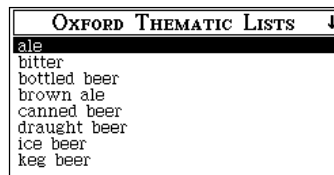
Example: FOOD AND DRINK



- 4 Select the sub category and then press **ENTER**.

Example: BEERS

The corresponding article list will be displayed.



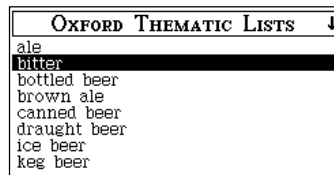
- 5 Select an article using **DOWN** or **UP**.

Example: bitter

- Scrolling the list -

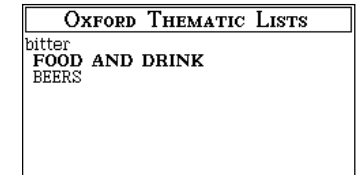
DOWN **UP** : by line

SHIFT + **DOWN** **UP** or **DOWN** **UP** : by page

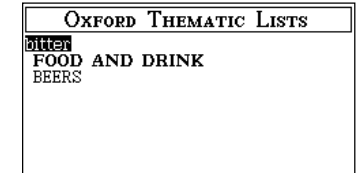


- 6 Press **ENTER**.

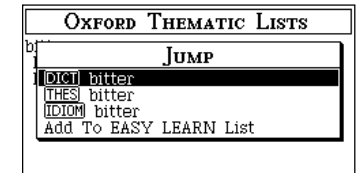
The explanation screen which has the selected article will be displayed with its knowledge Topics and Categories.



- 7 Press **RIGHT** to activate the jump function.



- 8 Press **ENTER** and select Encyclopedia, Dictionary, Thesaurus or EASY LEARN List by using **DOWN** or **UP**.

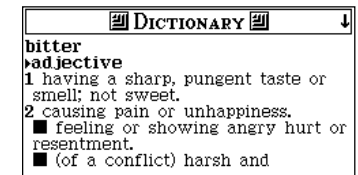


ENCYC	Britannica Concise Encyclopedia
DICTIONARY	Concise Oxford Dictionary
THES	Concise Oxford Thesaurus
QUOTE	Concise Oxford Dictionary of Quotations
IDIOM	Oxford Dictionary of English Idioms

Add To EASY LEARN List: Add the selected word to the EASY LEARN List.

Example: DICT

- 9 Press **ENTER**.



- * After you've looked up the definition or synonyms, you can return to the previous display by pressing **BACK**.

- * Please note that not every word returned by the Knowledge Lists is included in the Encyclopedia, Dictionary or Thesaurus.

Knowledge Find

Look for the articles in the Oxford Thematic Lists, Oxford Wordfinder and Britannica Daily History using the word(s) you have entered.

1 Select "Knowledge Find" and then press **ENTER** .



2 Type word(s).

Example: spain sculptor p*

Search the "Spanish sculptor" whose name fits into "p*".



* You can enter up to seven words.

This method will find the articles which contain all the entered words.

A space can be entered by using **▶** .

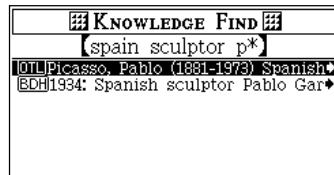
* To enter a number, press **SHIFT** and then the character of Q, W, ... P.

A number is available as a keyword as an era.

* You can add one target word with wildcard ("?", "*" or "#"), if you know some letters of the target word. (See page 47.)

3 Press **ENTER** .

- OTL** Oxford Thematic Lists
- OWF** Oxford Wordfinder
- BDH** Britannica Daily History



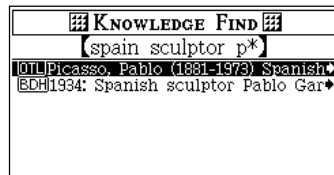
4 Select an article using **▼** or **▲** .

Example: Picasso

- Scrolling the list -

▼ **▲** : by line

SHIFT + **▼** **▲** or **▲** **▼** : by page



5 Press **ENTER** .

* Use the jump function as described on Page 59.

OXFORD THEMATIC LISTS
[spain sculptor p*]
Picasso, Pablo (1881-1973) Spanish painter, sculptor, and graphic artist, resident in France from 1904
ART, MUSIC, AND ENTERTAINMENT
PEOPLE IN THE ARTS

Here are some further examples of how you can use Knowledge Finder:

(Entry)	(Result)
fish s????	A list of fish with 5 letter words in their names starting with "s"
harry webb	Finds: Sir Cliff Richard
jet engine	Finds: Sir Frank Whittle, inventor
phobias spiders a*	arachnophobia

NOTE -

Because you can search across all categories at the same time, you may get results from different categories in the same list. E.g.-

- fish ?????? =
- 1) Piscis (CONSTELLATIONS)
 - 2) Salmon (FISH)

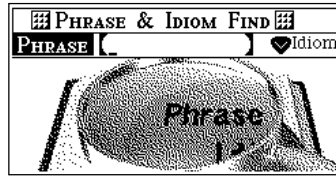
This is intended to give you all possible solutions which match your criteria, because you may not always know from your clue, exactly which of the Oxford Thematic Lists: 256 categories, the Oxford Wordfinder: 155 categories and the Britannica Daily History: 366 (days) x 4 (categories) you should be looking under. The category is displayed at the end of each data.

Please take a little time to learn how to use this solver, as it has been designed to provide you with many different ways to search a wealth of general knowledge information.

■ Phrase & Idiom Find

Search for phrases in the Concise Oxford English Dictionary or idioms in the Oxford Dictionary of English Idioms including one or more entered words.

- 1 Select "Phrase & Idiom Find" and then press **ENTER**.



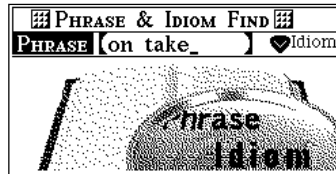
- 2 Type word(s).

Example: on take

- * You can enter up to seven words.

This method will find the phrases or idioms which contain all the entered words.

A space can be entered by using **▶**.

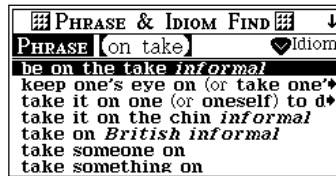


- 3 Press **ENTER**.

The corresponding phrase list will be displayed.

Press **▼** to change to the idiom list.

Press **▲** to return.



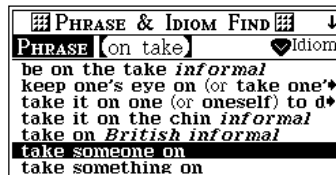
- 4 Select a phrase using **▼** or **▲**.

Example: take someone on

- Scrolling the list -

▼ **▲** : by line

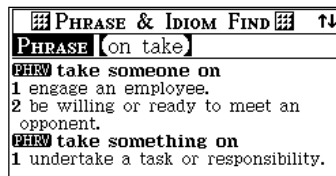
SHIFT + **▼** **▲** : by page



- 5 Press **ENTER**.

The selected phrase and its definition will be displayed.

Note that the selected phrase is displayed within its full dictionary entry, not on its own.



MEMO

Games

There are 12 great word games that will help you to improve your spelling and vocabulary.

Selecting a game

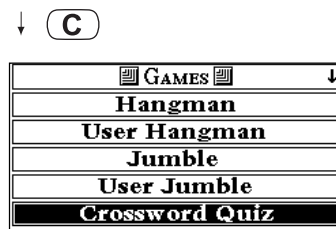
- 1 Press **GAMES**.

The unit selects the last game used each time you select the game mode.



- 2 Select the game you wish to play by pressing **▼** or **▲**.

- * By pressing the first letter of a game name, you can directly select the desired game. Further games starting with the same letter can be selected by pressing the same letter again.



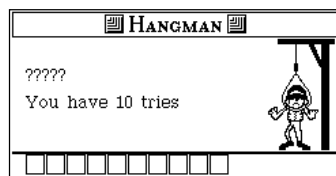
12 word games:

Hangman, User Hangman, Jumble, User Jumble, Crossword Quiz, General Knowledge, Definitions, Word Building, User Word Building, Word Challenge, Britannica Quizmaster, Britannica Quick Facts

- * The Game Levels can be changed from the SET menu. (See page 86.)

Hangman

This is a game in which you have to find a mystery word whose spelling is unknown to you with a limited number of allowed tries.



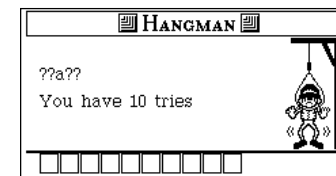
- 1 Select "Hangman" and then press **ENTER**.

The number of letters in the mystery word is indicated by question marks.

The number of times you can try is shown.

- 2 When you enter one of the letters used in the mystery word, the question mark will be replaced by the letter.

Example: Enter "a".

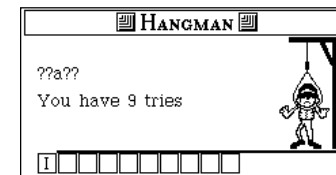


- * In some cases, the same letter is used two or more times in the same word:

When you enter the letter, all the corresponding question marks will be replaced by the letter simultaneously.

- * The number of tries you are allowed will decrease progressively every time you enter an incorrect letter.

Example: Enter "i".



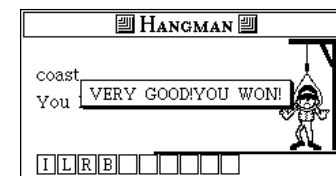
- * One letter will be displayed in turn as a "Hint" every time you press **?**.

The number of times a "Hint" can be used is determined on the basis of the set game level. (Beginner: 5, Intermediate: 3, Advanced: 2)

- * All the letters will be displayed if you press **ENTER**.

- 3 If all the letters in the word are displayed before you have used up all the tries, a congratulatory message will be displayed and counted in the "Won" column.

The answer will then be displayed.

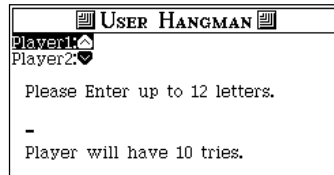


- * Press any alphabet key to display the next question.
- * You can use jump function by pressing **ENTER**. (See page 43.)
- * If you fail to find the word before you have used up all the tries you are allowed, or if you press **ENTER** halfway through a game, "Sorry, you lost." will be displayed and counted in the "Lost" column. The answer will then be displayed.

■ User Hangman

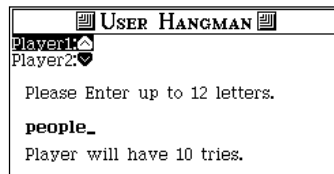
This is the Hangman game for 2 players using words that you can select.

- 1 Select "User Hangman" and then press **ENTER** .



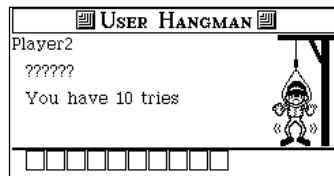
- 2 Select the player you want by pressing **▼** or **▲** .

- 3 Enter a word.
You can use up to 12 letters.
Example: people



- 4 Press **ENTER** .

- 5 An opponent has to guess the mystery word.



- * The ensuing procedure is the same as that used in the Hangman Game.

*** Tip for Parents ***

This game is a fun way for you to help your children to learn new words from a list or as part of their homework. Select a suitable level, secretly enter your chosen word and then work with them to spell the mystery word correctly .

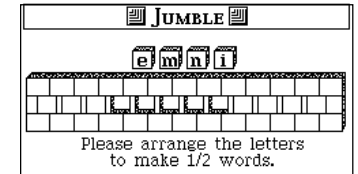
■ Jumble

Using letters displayed at random, you attempt to find a specified number of words.

- 1 Select "Jumble" and then press **ENTER** .

The selected letters and the number of answers will be displayed.

Example: emni

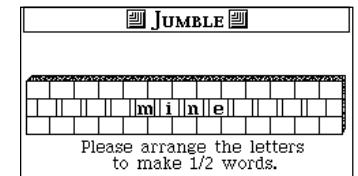


- * To shuffle the letters, press **?** .

- 2 Enter a try using all the selected letters.

Press **BACK** to return.

- * If your answer is incorrect, the message "Try again" will appear and the selected letters will be displayed again.
- * To give up entering letters, press **ENTER** .



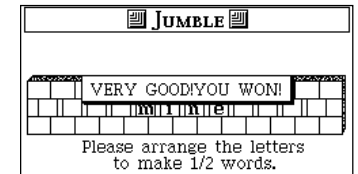
- 3 Press **ENTER** .

- * You need to answer all the mystery words.

- * You can use **▼** or **▲** to redisplay correct words already accepted.

Press **BACK** to return.

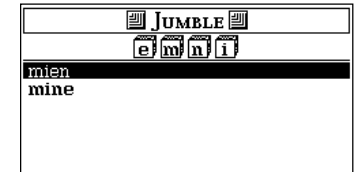
- * If you enter all requested number of the answers and press **ENTER** , a congratulatory message will be displayed and counted in the "Won" column.



- * Press any alphabet key to display the next question.

- * You can use jump function by pressing **ENTER** . (See page 43.)

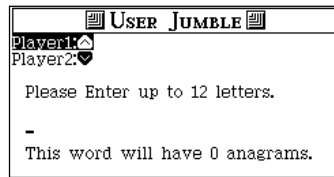
- * Please note that not every word returned by the Games is included in the Encyclopedia, Dictionary or Thesaurus.



■ User Jumble

This is a Jumble game using words that you can select.

- 1 Select "User Jumble" and then press **ENTER** .

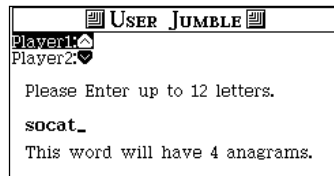


- 2 Select the player you want by pressing **▼** or **▲** .

- 3 Enter a word.

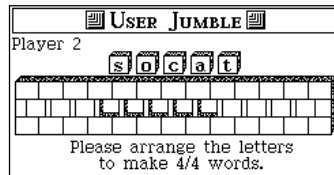
You can use up to 12 letters.

Example: socat



- 4 Press **ENTER** .

- 5 An opponent has to enter a try.



- * The ensuing procedure is the same as that used in the Jumble Game.

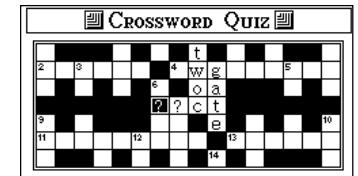
*** Tip for Parents ***

This game is a fun way for you to help your children to learn new words. Simply enter your chosen word and then work with them to find the correct anagrams.

■ Crossword Quiz

Enter a letter or letters to replace the question marks.

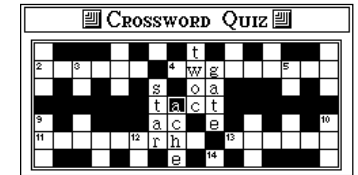
- 1 Select "Crossword Quiz" and then press **ENTER** .



The question will be displayed.

- 2 Enter letters to replace the question marks.

Example: t, a



- * The entered letter can be changed. Press **▶** or **◀** to select the letter and then enter the new letter.

- * One letter will be displayed in turn as a "Hint" every time you press **?** .

- * To give up entering letters, press **ENTER** .

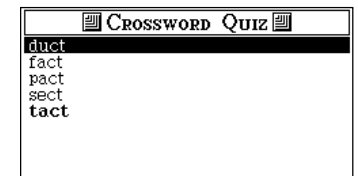
- 3 Press **ENTER** .

If your answer is correct, a congratulatory message will be displayed and counted in the "Won" column.



The answer will then be displayed.

- * If you press **▼** or **▼** at the display of the answer, the list of the possible will be displayed.



- * Press any alphabet key to display the next question.

- * You can use jump function by pressing **ENTER** . (See page 43.)

- * If your answer is incorrect, or if you press **ENTER** halfway through a game, "Sorry, you lost." will be displayed and counted in the "Lost" column.

- * Please note that not every word returned by the Games is included in the Encyclopedia, Dictionary or Thesaurus.

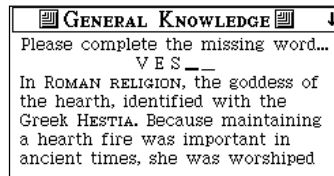
General Knowledge

Guess the article in the Encyclopedia based on the contents of the article, with some of the letters already supplied.

- 1 Select "General Knowledge" and then press **ENTER** .

The question will be displayed.

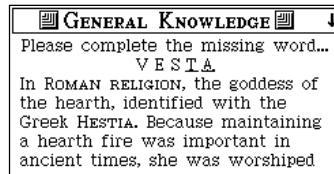
Example: VES__



- * Press **▼** or **▽** to see the rest of the explanation.

- 2 Enter letters to replace the underline marks.

Example: T, A



- * The entered letter can be changed. Press **▶** or **◀** to select the letter and then enter the new letter.

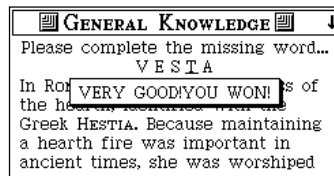
- * One letter will be displayed in turn as a "Hint" every time you press **?** . The number of times a "Hint" can be used is determined on the basis of the set game level.

- * To give up entering letters, press **ENTER** .

- 3 Press **ENTER** .

If your answer is correct, a congratulatory message will be displayed and counted in the "Won" column.

The answer will then be displayed.



- * Press any alphabet key to display the next question.
- * You can use jump function by pressing **ENTER** . (See page 43.)
- * If your answer is incorrect, or if you press **ENTER** , "Sorry, you lost." will be displayed and counted in the "Lost" column.

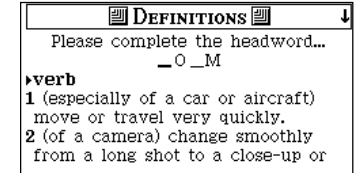
Definitions

Guess the headword in the "Concise Oxford English Dictionary" based on its definitions, with some of the letters already supplied.

- 1 Select "Definitions" and then press **ENTER** .

The question will be displayed.

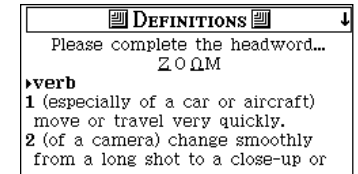
Example: _O_M



- * Press **▼** or **▽** to see the rest of the definitions.

- 2 Enter letters to replace the underline marks.

Example: Z, O



- * The entered letter can be changed. Press **▶** or **◀** to select the letter and then enter the new letter.

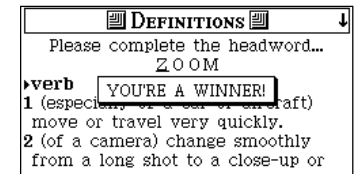
- * One letter will be displayed in turn as a "Hint" every time you press **?** . The number of times a "Hint" can be used is determined on the basis of the set game level.

- * To give up entering letters, press **ENTER** .

- 3 Press **ENTER** .

If your answer is correct, a congratulatory message will be displayed and counted in the "Won" column.

The answer will then be displayed.



- * Press any alphabet key to display the next question.
- * You can use jump function by pressing **ENTER** . (See page 43.)
- * If your answer is incorrect, or if you press **ENTER** , "Sorry, you lost." will be displayed and counted in the "Lost" column.

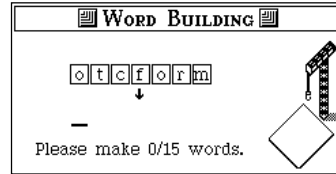
Word Building

Use some or all of the letters displayed to make new words.

You'll win if you succeed in creating the number of words specified in the screen.

- 1 Select "Word Building" and then press **ENTER**.

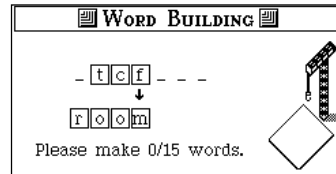
The selected letters and the number of answers will be displayed.



- * To shuffle the letters, press **?**.

- 2 Enter a word using over 3 displayed letters.

Press **BACK** to return.

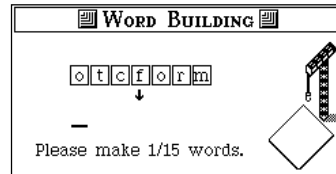


- 3 Press **ENTER**.

If your answer is correct, you can enter the next word.

- * You can use **▼** or **▲** to redisplay correct words already accepted.

Press **BACK** to return.



- * To give up entering letters, press **ENTER**.

- * If your answer is incorrect, the message "Try again" will appear and the selected letters will be displayed again.

- * If you enter all the answers and press **ENTER**, a congratulatory message will be displayed and counted in the "Won" column.

- * Press any alphabet key to display the next question.

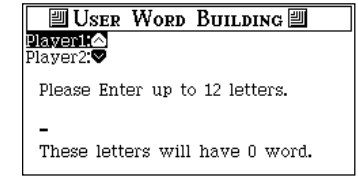
- * You can use jump function by pressing **ENTER**. (See page 43.)

- * Please note that not every word returned by the Games is included in the Encyclopedia, Dictionary or Thesaurus.

User Word Building

This is a Word Building game using words that you can select.

- 1 Select "User Word Building" and then press **ENTER**.

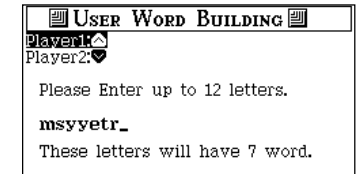


- 2 Select the player you want by pressing **▼** or **▲**.

- 3 Enter a word.

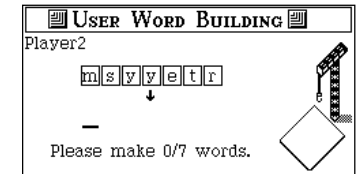
You can use up to 12 letters.

Example: msyyetr



- 4 Press **ENTER**.

- 5 An opponent has to enter a try.



- * The ensuing procedure is the same as that used in the Word Building Game.

*** Tip for Parents ***

This game is a fun way for you to help your children to learn new words. Simply enter your chosen word and then work with them to find the correct anagrams.

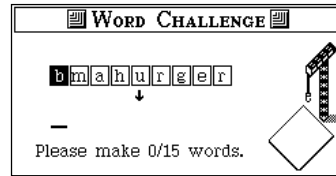
Word Challenge

Use some or all of the letters displayed to make new words.

This is a word building game in which you have to use the prescribed letter.

- 1 Select "Word Challenge" and then press **ENTER**.

The selected letters and the number of answers will be displayed.

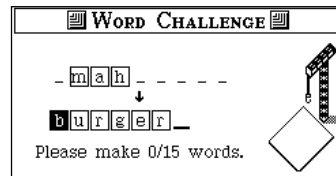


- * To shuffle the letters, press **?**.

- 2 Enter a word using over 3 displayed letters.

Press **BACK** to return.

Be sure always to use the reversed letter.

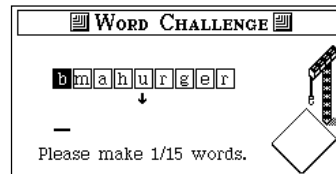


- 3 Press **ENTER**.

If your answer is correct, you can enter the next word.

- * You can use **▼** or **▲** to redisplay correct words already accepted.

Press **BACK** to return.



- * To give up entering letters, press **ENTER**.

- * If your answer is incorrect, the message "Try again" will appear and the selected letters will be displayed again.

- * If your answer is correct word, the following messages will be displayed and counted in the appropriate column by the number of the answers.

"Poor" column (P) Under 60% of all the answers
 "Good" column (G) 60% to 90% of all the answers
 "Brilliant" column (B) Over 90% of all the answers

- * Press any alphabet key to display the next question.

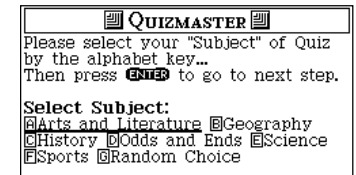
- * You can use jump function by pressing **ENTER**. (See page 43.)

- * Please note that not every word returned by the Games is included in the Encyclopedia, Dictionary or Thesaurus.

Britannica Quizmaster

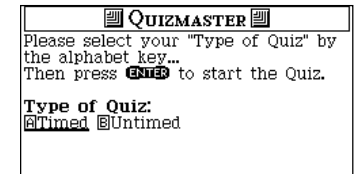
Answer the questions from the Britannica Quizmaster.

- 1 Select "Britannica Quizmaster" and then press **ENTER**.



- 2 Select your "Subject" of Quiz by using alphabet key and then press **ENTER**.

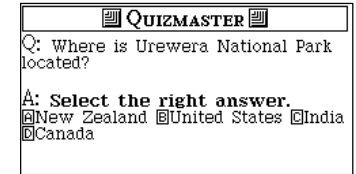
Example: Geography



- 3 Select your "Type of Quiz" by using alphabet key and then press **ENTER**.

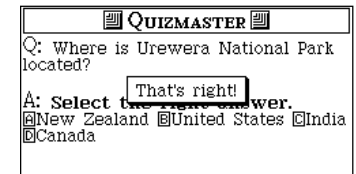
Example: Untimed

The question will be displayed.



- 4 Select the answer by using alphabet key.

Example: A



- * If your answer is incorrect or if your time is up, "Sorry, that's not right." will be displayed and counted in the "Lost" column.

- * Press **ENTER** to display the next question.

■ Britannica Quick Facts

Answer the questions from the Britannica Quick Facts.

- 1 Select "Britannica Quick Facts" and then press **ENTER** .

The question will be displayed.

QUICK FACTS
Q: When did Bud Powell die?
A: Please enter year using the number keys and press ENTER .

QUICK FACTS
Q: When did Bud Powell die?
A: Bud Powell died on August 01, 1968 in New York City, New York.

- 2 Enter year by using the number keys.

QUICK FACTS
Q: When did Bud Powell die?
A: Bud Powell died on August 01, 1968 in New York City, New York.

- 3 Press **ENTER** .

QUICK FACTS
Q: When did Bud Powell die?
A: Bud Powell died on August 01, 1968 in New York City, New York. That's right!

* If your answer is incorrect, "Sorry, that's not right." will be displayed and counted in the "Lost" column.

* Press **ENTER** to display the next question.

MEMO

EASY LEARN

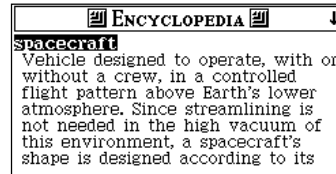
The EASY LEARN function allows you to create your own word list from the Encyclopedia, Dictionaries, Thesaurus, Spellchecker, Solvers and Games, which can then be used in the games.

Building your word list

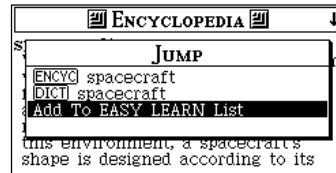
(Using the Jump Function)

- 1 Select the word you wish to add to your word list using the cursor keys.

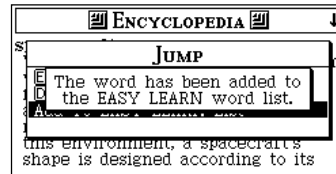
(See page 22.)



- 2 Press **ENTER** and then select "Add To EASY LEARN List" by using **DOWN**.



- 3 Press **ENTER** to confirm.



- * The unit can store words between 4 and 12 letters. The words must not contain letters or symbols other than lower case alphabetic letters.
- * If the word to be added is already contained in memory, the message "The word is already in your list" will appear.
- * The unit's memory can store 500 words. When you try to add the 501st word, the message "Sorry, Memory is full" will appear.

Viewing the word list

- 1 Press **SET**.

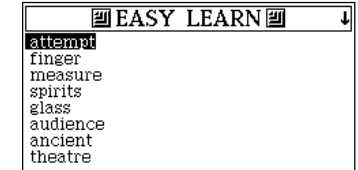


- 2 Select "EASY LEARN List" and then press **ENTER**.

- 3 Press **ENTER** to select "LIST".

(See page 87.)

The word list will be displayed.

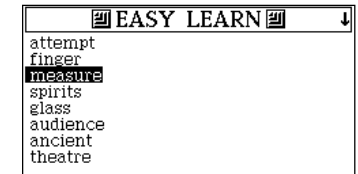


- 4 Press **DOWN** or **UP** to scroll the list.

- Scrolling the list -

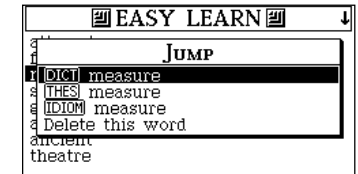
DOWN **UP** : by line

UP **DOWN** : by page



- 5 Press **ENTER** to use jump function.

(See page 22.)



- * Press **BACK** to return to the previous screen.

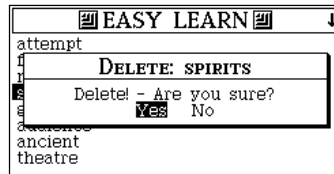
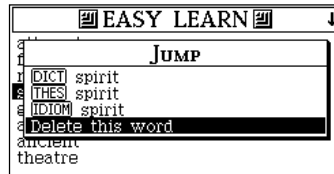
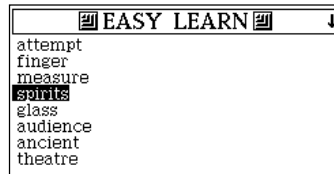
- * Please note that not every word returned by Spellchecker or Solvers is included in the Encyclopedia, Dictionaries or Thesaurus.

*** Tip for Parents ***

This is a fun way to help your children learn new words from a list as part of their homework. Enter the words into the list as described above, then set the frequency of use in the SET menu. The words will then appear in the games.

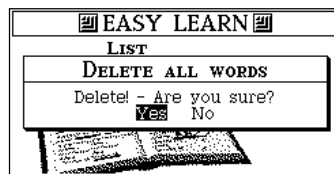
Deleting a word

- 1 Select the word you wish to delete from your word list.
 - 2 Press **ENTER** and then select "Delete this word" by using **▼**.
 - 3 Press **ENTER**.
 - 4 Press **ENTER** again to confirm.
- * If you decide not to delete the word, select "No" then press **ENTER**.
- * Press **BACK** to return to the previous screen.



Deleting all words

- 1 Press **SET**.
 - 2 Select "EASY LEARN List" and then press **ENTER**.
 - 3 Press **▼** to select "DELETE ALL".
 - 4 Press **ENTER**.
 - 5 Press **ENTER** again to confirm.
- * If you decide not to delete all the word, select "No" then press **ENTER**.
- * Press **BACK** to return to the previous screen.



Calculator

Keys and their functions

1. **DAY/CAL** (Press once or twice.) Selects Calculator and Unit Converters.
2. **Z** Clears last entry
3. 1 ~ 0 Number input keys.
4. +, -, x, ÷ Mathematical function keys.
5. MC Clears memory.
6. MR Recalls number from memory.
7. M+ Adds number into memory.
8. M- Removes number from memory.
9. +/- Changes sign of number.
10. % Percentage key.

* The number stored in the memory is held when the calculation is changed, the mode is switched or the power is turned off.

Correcting and clearing entries

If you enter an incorrect number, press **Z** to clear the entire display, then re-enter the correct number.

If you press an incorrect mathematical function key, simply press the correct function key afterwards.

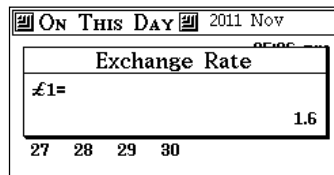
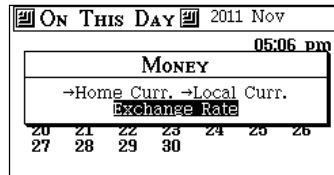
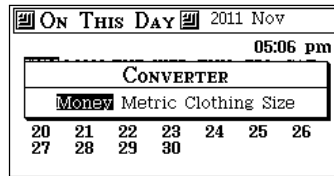
If "E" appears in display:

- The answer to a calculation is more than 12 digits.
 - The memory is full.
 - 0 has been used as a divisor.
- Press **Z** to remove the "E" and continue.

Converters

Entering or changing a conversion rate

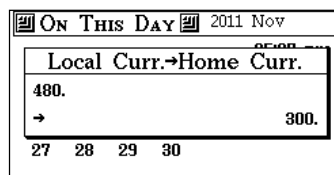
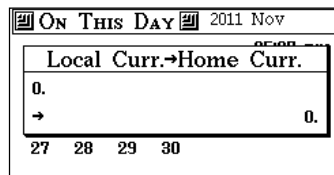
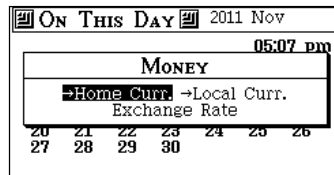
- 1 Press **DAY/CAL** once or twice.
- 2 Press **▼** or **▲** to display the conversion menu.
- 3 Press **ENTER** to select "Money".
- 4 Select "Exchange Rate" by using cursor keys.
- 5 Press **ENTER**.
- 6 Enter the new rate and then press **ENTER**.
Example: £1 = \$ 1.6



Currency conversion

Example: 480 US Dollar to £ (£1 = \$1.6)

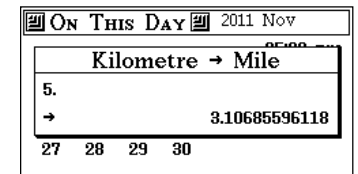
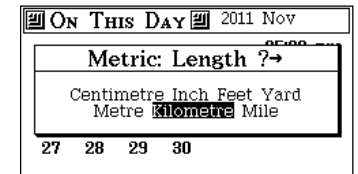
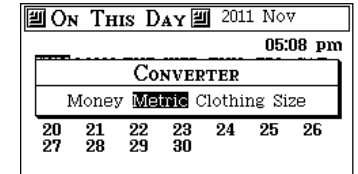
- 1 Select "->Home Curr." by using cursor keys.
 - 2 Press **ENTER**.
 - 3 Enter the amount you wish to convert and then press **ENTER**.
(\$ 480 = £ 300)
- * You can convert a new amount by entering the new number and pressing **ENTER**.



Metric / Imperial conversion

Example: Kilometres to Miles

- 1 Press **DAY/CAL** once or twice.
- 2 Press **▼** or **▲** to display the conversion menu.
- 3 Press **▶** to select "Metric" and then **ENTER**.
- 4 Press **▶** to select "Length" and then **ENTER**.
- 5 Select "Kilometre" by using cursor keys.
- 6 Press **ENTER**.
- 7 Select "Mile" by using cursor keys.
- 8 Press **ENTER**.
Enter the number you wish to convert.
- 9 Press **ENTER**.
(5 Kilometres = 3.10685596118 miles.)



Categories of Metric Conversion

Temperature: °C, °F

Length: Centimetre, Inch, Feet, Yard, Metre, Kilometre, Mile

Area: Centimetre², Inch², Feet², Yard², Metre², Acre, Kilometre², Mile²

Volume: Centimetre³, Inch³, Feet³, Yard³, Metre³

Weight: Gram, Ounce, Pound, Kilogram

Capacity: Millilitre, Ounce(AM), Ounce(BR), Litre, Quart(AM), Quart(BR), Gallon(AM), Gallon(BR)

Power: Kilowatt, Horsepower

Setting Function

Clothing Size chart

You can easily check foreign clothing sizes: shirts, shoes, hats etc. for men, women and children.

- 1 Press **DAY/GAL** once or twice.
- 2 Press **▼** or **▲** to display the conversion menu.
- 3 Press **▶** to select "Clothing Size" and then **ENTER**.

ON THIS DAY		2011 Nov	
05:10 pm			
CONVERTER			
Money Metric		Clothing Size	
20	21	22	23
24	25	26	27
28	29	30	

- 4 Press **▶** to select "Women".

CLOTHING SIZE		
Men	Women	Children
Blouses Pullovers Dresses		
Coats Suits Skirts		
Trousers Shoes Stockings		

- 5 Press **▼** or **ENTER**.

- 6 Select "Dresses" by using **▶**.

* After pressing **▲**, you can reselect "Men", "Women" and "Children" using **▶** or **◀**.

- 7 Press **ENTER**.

CLOTHING SIZE		
Women: Dresses		
British	American	European
30	8	36
32	10	38
33	12	40
35	14	42
36	16	44
38	18	46

Categories of Clothing Size Chart

Men: Suits, Trousers, Overcoats, Pullovers, Socks, Shoes, Shirts, Hats

Women: Blouses, Pullovers, Dresses, Coats, Suits, Skirts, Trousers, Shoes, Stockings

Children: Dresses, Coats, Suits, Skirts, Trousers, Shoes, Most Clothing

You can customize the operating conditions.

Selecting the menu

- 1 Press **SET**.

- 2 Select the function you want to change by pressing **▼** or **▲**.

* By pressing the first letter of a menu item, you can directly select the desired function. Further menu starting with the same letter can be selected by pressing the same letter again.

ON THIS DAY		2011 Nov	
05:10 pm			
SET			
Demo Message			
Text Size			
Game Level			
Game Scores			
27	28	29	30

Changing the Demo message

- 1 Select "Demo Message" and then press **ENTER**.

- 2 Select "Disable" or "Enable" by using **◀** or **▶**.

- 3 Press **ENTER** to accept changes.

(See page 5.)

ON THIS DAY		2011 Nov	
05:10 pm			
DEMO MESSAGE			
Disable Enable			
20	21	22	23
24	25	26	27
28	29	30	

Changing the character size

You can change the size of the characters on the screen.

- 1 Select "Text Size" and then press **ENTER**.

- 2 Select "Small", "Medium" or "Large" by using **◀** or **▶**.

- 3 Press **ENTER** to accept changes.

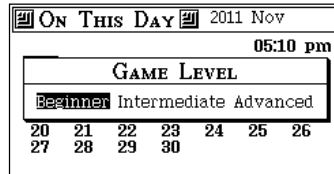
(See page 16.)

ON THIS DAY		2011 Nov	
05:10 pm			
TEXT SIZE			
Small Medium Large			
20	21	22	23
24	25	26	27
28	29	30	

Setting the Game Level

The unit provides three skill levels for playing games (Beginner, Intermediate and Advanced). The level can be changed as required.

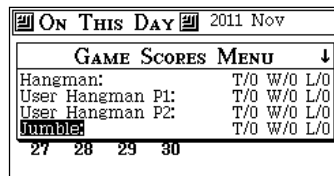
- 1 Select "Game Level" and then press **ENTER** .
- 2 Select one of the levels by using **▶** or **◀** .
- 3 Press **ENTER** to set it.



Game Scores

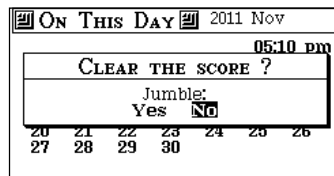
The unit can display the score of the games.

- 1 Select "Game Scores" and then press **ENTER** .
- 2 Select one of the games by using the cursor keys.
- * Select "All Clear" to reset all game scores.
- 3 Press **ENTER** .



"Clear the score?" will be displayed.

- 4 Select "Yes" or "No" by using **◀** or **▶** and then press **ENTER** .



- * The Game Score limit is 999 for the total number of games played. You should clear the game score if you exceed the 999 limit.

Viewing the EASY LEARN List

- 1 Select "EASY LEARN List" and then press **ENTER** .
- 2 Press **ENTER** to select "List".
(See page 78.)



Setting the frequency for the EASY LEARN List

The unit provides four frequency levels to use your EASY LEARN List for playing games.

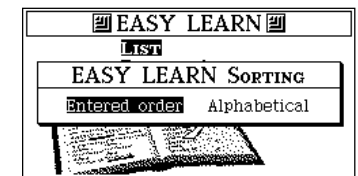
- 1 Select "EASY LEARN Word" and then press **ENTER** .
- 2 Select a frequency level by using **▶** or **◀** .
- 3 Press **ENTER** to set it.



Changing the sorting for the EASY LEARN List

The unit can change the sorting of your EASY LEARN List.

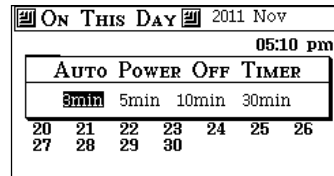
- 1 Select "EASY LEARN Sorting" and then press **ENTER** .
- 2 Select "Entered order" or "Alphabetical" by using **▶** or **◀** .
- 3 Press **ENTER** to set it.



Setting the Auto Power Off Timer

The unit automatically turns off after a period of time. This amount of time can be customized. (Default 3 min.)

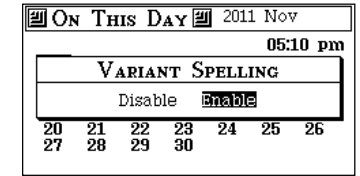
- 1 Select "Auto Power Off Timer" and then press **ENTER** .
- 2 Select one of the preset durations by using **▶** or **◀** .
- 3 Press **ENTER** to set it.



Variant Spelling

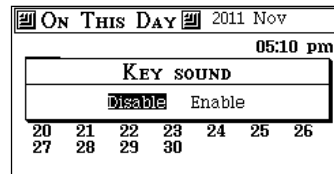
The unit can switch variant spelling words between include and exclude for phonetic checking in the Spellchecker.

- 1 Select "Variant Spelling" and then press **ENTER** .
- 2 Select "Disable" or "Enable" by using **◀** or **▶** .
- 3 Press **ENTER** to accept changes.



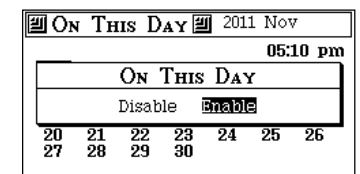
Setting the Key Sound

- 1 Select "Key sound" and then press **ENTER** .
- 2 Select "Disable" or "Enable" by using **▶** or **◀** .
- 3 Press **ENTER** to accept changes.
(See page 5.)



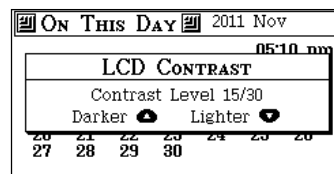
Changing On This Day mode

- 1 Select "On This Day" and then press **ENTER** .
- 2 Select "Disable" or "Enable" by using **◀** or **▶** .
- 3 Press **ENTER** to accept changes.
(See page 5.)



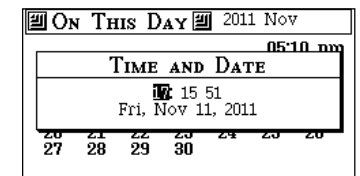
Setting the LCD Contrast

- 1 Select "LCD Contrast" and then press **ENTER** .
- 2 Change the contrast level by using **▼** or **▲** .
- 3 Press **ENTER** to accept changes.
(See page 4.)



Setting Time and Date

- 1 Select "Time and Date" and then press **ENTER** .
- 2 Move to the sector to be set by using **▶** or **◀** .
Set the number by using **▼** or **▲** .
- 3 Press **ENTER** to accept changes.
(See page 6.)



MEMO

MEMO

Precautions / Specifications

Under no circumstances should the unit be subjected to the following treatment, which is likely to damage or deform it. (⊘ indicates a prohibited action.)

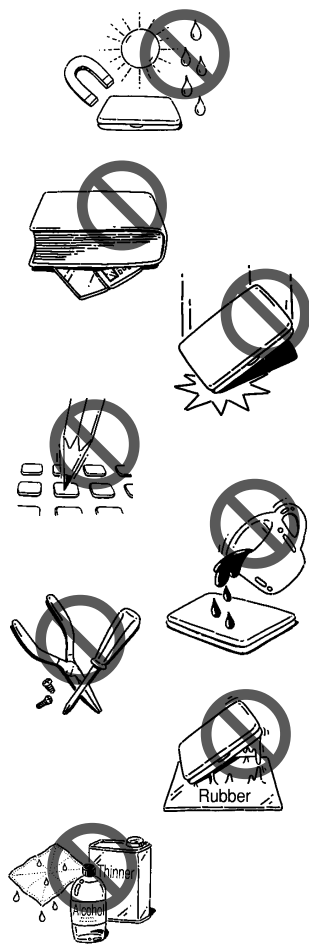
- Do not use, store or leave the unit in any of the following places :

Places subject to direct sunlight and places where the temperature is likely to reach high levels such as inside a car during the summer months and by the side of heating devices

(especially on the seat or dashboard of a car with all the windows closed during the summer).

Places liable to accumulation of dust; bathrooms and other humid places where drops of water may come into contact with the unit; places where the influence of magnetism may be felt such as in the vicinity of magnets, speakers and TVs.

- Do not place anything heavy on top of the unit. Do not press hard on the surface of the display unit or place heavy items such as books on top of it.
- Do not bend, twist, drop or apply a strong shock to the unit.
- Do not operate the keys with a hard, pointed instrument or apply more pressure to them than is necessary.
- Take care not to spill drinks on the unit. Take care especially when using the unit while drinking coffee, soft drinks, etc.
- Do not alter the unit in any way or attempt to repair it by yourself.
- Do not use for a long time or store in close contact with synthetic leather products, rubber products, etc. Chemical changes, etc. may resulting in melting, discoloration and damage to the surface of the unit.
- When removing dirt from the surface of the unit, do not use a cloth soaked in paint thinner, benzene, alcohol or any other volatile solvent. Doing so may damage the finish of the surface through deterioration, discoloration, etc.



- Do not replace the batteries with the power on.
- Always reset the unit after replacing the battery.
- Clean with a clean, soft cloth. If the unit is particularly dirty, wipe with a thoroughly wrung cloth soaked in water.
- Condensation (droplets of water) may form on the display section immediately after turning on the heating in a cold place. In this case, use after wiping gently with a dry, clean, soft cloth.

■ Specifications

Display: 240 x 120 dots

Temperature range: 0°C to +40°C (32°F to 104°F)

Battery: One AAA alkaline battery

Battery life: approx. 70 hours for continuous display

Size: 111(W) x 72 (H) x 16.8 (D) mm

Weight: approx. 115g (including battery)

- * Specifications may change without notice in order to make product improvements.
- * The life of the battery will vary depending on how the unit is used.

Q. Most display problems or malfunctions.

A. Press RESET button (Use a paperclip, not a pen tip as this may be too wide to operate the button properly).

Q. Display too light/Dark.

A. Adjust contrast/replace battery.

Q. Same letter keeps appearing on screen.

A. Check if button has become jammed under case.

Q. The unit keeps using the same words in games.

A. Change EASY LEARN Word settings-it's probably set to use the EASY LEARN List either "Always" or "Often".

Q. Can I use the rechargeable battery?

A. The unit has been designed only to work with the normal non-rechargeable battery.

The rechargeable battery has a lower voltage than the normal non-rechargeable battery so the unit may not function correctly if the rechargeable battery is used.

Q. Problems after changing the battery.

A. Always press the reset button after changing the battery.

Customer Services Telephone No. 01628-770988

ONE YEAR LIMITED WARRANTY

1. This product is warranted to be free from defects in material or workmanship for one year from date of purchase.
2. Repair (or at our option, replacement) will be made on any unit which proves to be defective during this period. Carefully pack the unit along with proof of purchase and a completed copy of the Warranty Record you will find in this manual. Postage, insurance and shipping costs incurred in returning the product for warranty service are your responsibility.
3. This warranty does not extend to units which have been subjected to misuse, abuse, neglect, accidents or to units that have been used in violation of the operation instructions. If in our judgement, the unit shows evidence of having been altered, modified or serviced without our authorisation, it will be ineligible for service under this warranty.
4. In Europe, this warranty does not affect your statutory rights.
5. **Battery replacement and broken Liquid Crystal Displays are not covered under this warranty.**

Seiko Instruments Inc. shall not be liable for any direct, consequential or incidental damages arising out of use of this product. Seiko Instruments Inc. shall not be responsible for damages to this unit as a result of a natural or unnatural disaster, except to the extent prohibited by applicable law. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited in duration to the duration of the warranty.

WARRANTY RECORD	ER8100
Warranty Period : One year from the date of purchase Purchase Date :	
Customer Name:	
Address:	
Phone No. :	
Retailer Name:	
Address :	

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