Franklin®

Speaking Spelling Ace

User's Guide

License Agreement

READ THIS LICENSE AGREEMENT BEFORE USING THIS PRODUCT.

YOUR USE OF THIS PRODUCT DEEMS THAT YOU ACCEPT THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE WITH THESE TERMS, YOU MAY RETURN THE PRODUCT WITH PURCHASE RECEIPT TO THE DEALER FROM WHICH YOU PURCHASED THE PRODUCT AND YOUR PURCHASE PRICE WILL BE REFUNDED. The PRODUCT means the software product, any related hardware, and documentation found in this package and FRANKLIN means Franklin Electronic Publishers, Inc.

LIMITED USE LICENSE
All rights in the product remain the property of FRANKLIN. Through your purchase, FRANKLIN grants you a personal and nonexclusive license to use the PRODUCT. You may not make or distribute to others any copies of the PRODUCT or of the preprogrammed data stored therein, whether in electronic or print format. Such copying would be in violation of applicable copyright laws. Further, you may not modify, adapt, disassemble, decompile, translate, create derivative works of, or in any way reverse engineer the PRODUCT. You may not export or re-export, directly or indirectly, the PRODUCT without compliance with appropriate governmental regulations. The PRODUCT contains Franklin's confidential and proprietary information which you agree to take adequate steps to protect from unauthorized disclosure or use. This license is effective until terminated. This license terminates immediately without notice from FRANKLIN if you fail to comply with any provision of this license.

Contents

Welcome to the world of BOOKMAN! With this *Speaking Spelling Ace®*, you can check spellings, learn how to write letters, and play 11 challenging word games. In addition, you can hear pronunciations of letters and words. It's fun and easy to use. To learn how, read this User's Guide.

Key Guide

Touch Keys

SPELL Pronounces a letter, number, or punctuation mark.

SAY Pronounces a word.

GAMES Shows the games list.

RHYME Shows a list of rhyming words.

Direction Keys

Move through text or menus, or move the cursor or highlight.

At menus and dictionary entries, pages down. At the Type a Word screen, types a space.

Combination Keys

FN +Q-P Types numbers.

FN + ⌄ or ⌄ Pages up or down.

FN + ⌄ or ⌄ Goes to the top or bottom of a word list or menu.

Function Keys

⏻ Turns the product on or off.

⏽ Says a word.

☀ Turns the backlight on and off.

▭ Goes to the Organizer.

BACK Erases a letter or backs up.

CAP Shifts the keys to type capitals or punctuation.

CARD Exits the book you are reading.

CLEAR Clears your entry.

ENTER Enters a word, selects a menu item, or starts a highlight.

HELP Displays help messages.

**MENU** Displays the main menu.

?* Shows Confusables®, types a **?** to stand for an unknown letter in a word; with **CAP**, types ✶ to stand for a series of letters in a word.

Installing an Expansion Card

Warning: Never install or remove an Expansion Card while your BOOKMAN is turned on. If you do, information that you entered in its built-in book, will be erased.

1. **Turn your BOOKMAN off.**
2. **Turn your BOOKMAN over.**
3. **Align the tabs on the Expansion Card with the notches in the slot.**
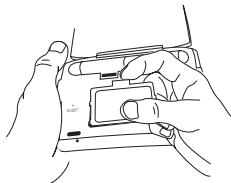
4. **Press the Expansion Card down until it snaps into place.**

✓ Removing Expansion Cards

Warning! When you remove an Expansion Card to install another, information that you entered in the removed Expansion Card will be erased.

Selecting Your Book

Once you have installed the Expansion Card in your BOOKMAN, you can select which book you want to use.

1. **Turn your BOOKMAN on.**
2. **Press CARD.**

3. **Press ⊙ or ⊙ to higlight the book you want to use.**

4. **Press ENTER to select it.**

✓ Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to move around the screen.

Changing the Settings

You can adjust the keyboard echo, shutoff time, and screen contrast of this book. You can also change all the letters to capitals.

Turning the keyboard echo off stops the pronunciation after each symbol is typed and lets you type letters faster.

The shutoff time is how long your BOOKMAN stays on if you forget to turn it off. Contrast refers to how light or dark the screen is.

1. Press MENU.

2. Use ⊙ to highlight Setup.

3. Press ENTER.

4. Use ⊙ to highlight a setting.

5. Press ENTER to select it.

If you select *Set Contrast*, press ⊙ or ⊙ repeatedly to make the screen darker or lighter.
To leave the settings unchanged, press **BACK**.

6. Press CLEAR when finished.

Viewing a Demonstration

Before you start using your *Speaking Spelling Ace*, you may want to see a brief demonstration of what it can do. Here's how.

1. Press MENU.

2. Use the arrow keys to highlight Setup and press ENTER.

3. Use the arrow keys to highlight View Demo, and press ENTER to start the demonstration.

4. To stop the demonstration at any time, press CLEAR.

✓ Help is Always at Hand

You can view a help message at virtually any time by pressing **HELP**. Press ⊙ or **SPACE** to read. Press **BACK** to exit help.

To read about how to use the keys, select *Tutorial* from the Setup menu.

Hearing Letters and Words

You can hear letters, numbers, and punctuation marks pronounced as you type them and words after you enter them.

1. Press CLEAR.

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

```
Type a word, then ENTER:

wren◄


SPELL    SAY   GAMES   RHYME
```

If the keyboard echo has not been turned off, you will hear each letter, number, or punctuation mark as you type.

3. Touch SAY to hear the word pronounced.

4. Touch SPELL repeatedly to hear the word spelled aloud.

5. Press CLEAR when finished.

Checking Spellings

If you misspell a word, your *Speaking Spelling Ace* automatically provides a list of corrections. If you enter a correctly spelled word, *Correct* appears on the screen. Try this example.
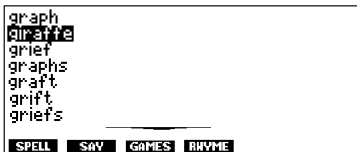
1. Press CLEAR.

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

To erase a letter, press **BACK**.

To type capitals and punctuation, hold **CAP** and press a letter or punctuation key.

To type numbers, hold **FN** and press a numbered key.

3. Press ENTER.

4. Use ⊙ to highlight a correction, if needed.

```
graph
giraffe
grief
graphs
graft
grift
griefs

SPELL    SAY   GAMES   RHYME
```

5. Press ENTER.

giraffe

SPELL   SAY   GAMES   RHYME

6. Touch SAY to hear the word pronounced.

7. Touch SPELL repeatedly to hear the word spelled aloud.

You can see rhyming words by touching **RHYME** on the screen. To learn more, read "It's Time to Rhyme".

8. Press BACK to go back to the corrections.

9. Press CLEAR when finished.

✓ About Screen Illustrations

Some screen illustrations in this User's Guide may differ from what you see on screen. This does not mean that your BOOKMAN is malfunctioning.

If you are unsure how to spell a word, type a question mark in place of each unknown letter. You can type more than one question mark in a word.

1. Press CLEAR.

2. Type a word with ?'s. For example, type *p?rt*.

Type a word, then ENTER:

p?rt◄

SPELL   SAY   GAMES   RHYME

3. Press ENTER.

4. Use ⊙ to highlight a word.

part
pert
port

SPELL   SAY   GAMES   RHYME

5. Touch SAY to hear the highlighted word pronounced.

7

6. Use SPELL to hear the highlighted word spelled aloud.

✓ Crossword Helper

You can also use question marks to help solve crossword puzzles. For example, if the second letter of a five-letter word is *h* and its last letter is *w*, enter *?h??w* to see possible answers.

✓ Resuming Where You Left Off

You can turn off BOOKMAN at any screen. When you turn BOOKMAN on again, the screen that you last viewed appears.

You can also find the endings, beginnings, and other parts of words by typing an asterisk (✱). An asterisk stands for a series of letters.

1. Press CLEAR.

2. Type a word with an ✱. For example, type de✱cks.

To type an asterisk, hold **CAP** and press ⟨?⟩.

3. Press ENTER.

4. Use ⊙ to highlight a word.

```
deadlocks
decks
derricks
_____


SPELL   SAY   GAMES   RHYME
```

**5. Touch SAY to hear the highlighted word pronounced.**

6. Touch SPELL repeatedly to hear the highlighted word spelled.

7. Press CLEAR when finished.

8

Learning to Write Letters and Words

Your *Speaking Spelling Ace* can help you learn how to write manuscript (block printing) and cursive letters, and cursive words.
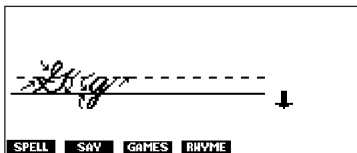
1. Press MENU.
2. Press ENTER to select Handwriting.
3. Use ⊙ to highlight a category and then press ENTER. For example, select *Cursive Letters.*
4. Type a letter or number and press ENTER. For example, enter *g.*

SPELL SAY GAMES RHYME
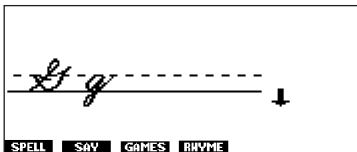
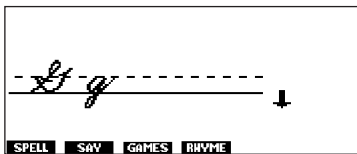**Note:** You can enter only one handwritten letter or number at a time. To type numbers, hold **FN** and press the numbered keys.

5. Press ⊙ or ENTER to see a guide about how to write the letter or number.

6. Press ⊙ or ENTER again to see the letter or number written on the screen.

SPELL SAY GAMES RHYME

7. To see the letter or number written again, press ⊙ or ENTER again.

8. Touch SAY or SPELL to hear the letter or number pronounced.

9. Hold FN and press ⊙ or ⊙ to see the next or previous letter or number.

9

You can create a User List of up to 20 words for study and review. Words are listed in the order they are entered. You can only add words to the User List that are in Speaking Spelling Ace's word list.

Adding and Viewing Words

1. Press CLEAR.

2. Press MENU and select *User List*.

3. Highlight *Add to List*.

```
View List: empty
Add to List
Delete Word
Delete Word


SPELL   SAY   GAMES   RHYME
```

4. Press ENTER.

5. Type a word.

6. Press ENTER to add the word to your User List.

Note: If a word is not in its word list, *Speaking Spelling Ace* treats that word as a misspelling.

7. Highlight *View List* and press ENTER to see the list.

Deleting One Word

1. Press MENU and select *User List*.

2. Select *Delete Word*.

3. Highlight a word on the list.

4. Press ENTER to delete it.
Or press **BACK** to cancel.

Erasing Your User List

1. Press MENU and select *User List*.

2. Select *Erase List*.

3. Press Y to erase the entire list.
Or press **N** to cancel.

➤ **Other Ways to Add Words**

You can also add a word to your User List by entering it at the Type a word screen or by highlighting it in text.

Saving Words for Study

To enter a word at the Type a word screen, simply type a word and press MENU. Select *User List.*

Press ⊙ and then press **ENTER** to add the word.

To add a word in text, press **ENTER** to start the highlight and use the arrow keys to highlight a word. Then press **MENU** and select *User List.*

Press ⊙ and then press **ENTER** to add the word.

It's Time to Rhyme

It's easy to find rhyming words. Rhymes are words that end with the same sound.

1. Press CLEAR.
2. Type a word. For example, type *sweet.*
3. Touch RHYME to see rhyming words.

```
                       RHYMES
beat
beet
bleat
cheat
cleat
Crete
eat
 SPELL   SAY   GAMES   RHYME
```

4. Press ⊙ to see and hear more rhyming words.
5. To hear a rhyming word spelled, use SPELL.
6. To hear the rhyming word pro- nounced again, press SAY.
7. Press BACK to go back to the word you typed.
8. Press CLEAR when finished.

Confusables® are words that sound alike but are spelled differently. When a question mark appears at the top right corner of the screen, that word has Confusables.

1. Press CLEAR

2. Type a word and press ENTER.

For example, enter air.

```
                              ?

air


 SPELL   SAY   GAMES   RHYME
```

The question mark shows that *air* has Confusables.

3. Press ⌨⁇ to see a list of Confusables and their meanings.

```
                      CONFUSABLES
air: atmosphere
ere: before
err: fail
heir: inheritor


 SPELL   SAY   GAMES   RHYME
```

4. Use ⊙ to move the highlight and see more Confusables.

5. Use one of the following keys:

To...	Touch...
hear a word pronounced	**SAY**
hear a word spelled	**SPELL**
see rhyming words	**RHYME**

12

Speaking Spelling Ace has 11 fun and educational word games you can play. You can turn off the game graphics, select the skill level and choose a word list to play with. **Note:** When you play *Hangman*, *Flashcards*, *Word Blaster* or *Word Capture* with words in your *User List*, words that you miss are repeated more often to help you learn them.

Changing Game Settings

1. Touch GAMES.

2. Press ENTER to select Game Set-Up.

3. Highlight *Skill Level, Word List, or Turn Off Game Graphics.*

```
Skill Level
Word List
Turn Off Game Graphics




 SPELL   SAY   GAMES   RHYME
```

4. Press ENTER to select it.

5. Press ⊙ or ⊙ to see the different settings.

Or press **ENTER** to turn the game graphics off and then touch **GAMES** to go to the games list.

6. Press ENTER to select the new setting.

Or press **BACK** to return to the Game Set-Up menu without changing the setting.

7. Touch GAMES to go back to the Games list.

Selecting a Game

1. Touch GAMES, if not already at the Games list.

2. Use ⊙ or ⊙ to highlight a game.

3. Press ENTER to select it.

4. Press CLEAR when finished.

✓ **Seeing Your Score**

Your score appears after each round of most games until you change games or until you exit the games.


```
        Won 2, Lost 0

SPELL    SAY    GAMES   RHYME
```

✓ **Selecting the Game Words**

You can choose to play the games with a random word list, your user list, your own words, or with words that have from three to 13 letters.

✓ **Understanding Skill Levels**

There are four skill levels to choose from: Beginner, Intermediate, Advanced, and Expert. Beginners, for example, have more chances to guess mystery words than experts.

Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time. The number of guesses you have left appears to the right of the #'s. For a hint, hold **CAP** and press ⟨?⟩, or press ⟨?⟩ to end the round. Note: If you ask for a hint, you will lose the round. Touch **SAY** to hear the word pronounced or **RHYME** to see its rhyming words, if any. To start a new round, press **SPACE**. To select a new game, touch **GAMES**.

Keyboard Wizard

Keyboard Wizard challenges you to type the letter that floats across the screen before it gets to the other side. To end the round, press ⟨?⟩. To start a new round, press **SPACE**. To select a new game, touch **GAMES**.

Anagrams

Anagrams challenges you to find all of the words that can occur within a given

word. Each letter can only be used as many times as it appears in the given word. Each anagram must be a specified minimum length, which will flash on the screen before each game. The number of possible anagrams is shown on the right side of the screen. Type an anagram and then press **ENTER**.

Use the arrow keys to view the anagrams that you have already entered. Hold **CAP** and press ⦿ to shuffle the letters of the given word.

Press ⦿ to end the round and reveal the remaining anagrams. Highlight a word and touch **SAY** to hear the word pronounced or **RHYME** to see its rhyming words, if any. Press **SPACE** to start a new round. To select a new game, touch **GAMES**.

Word Train
All aboard the Word Train spelling game! You and the train take turns typing letters to form a word. Whoever types the last letter wins.

To see the letters you can type, hold **CAP** and press ⦿. To end a round, press ⦿. Touch **SAY** to hear the word pronounced, or **RHYME** to see its rhyming words, if any. Press **SPACE** to start a new round. To select a new game, touch **GAMES**.

Jumble
Jumble scrambles the letters of a mystery word. You must unscramble all the letters to form the word(s). The number of words that can be formed appears to the right of the letters. Type your guess and then press **ENTER**. To shuffle the letters, hold **CAP** and press ⦿.

To quit and see the answer, press ⦿. When there is more than one word, highlight a word, and then touch **SAY** to hear the word pronounced or **RHYME** to see its rhyming words, if any. To select a new game, touch **GAMES**.

15

Letter Chase

Letter Chase challenges you to type a mystery cursive letter before it is fully written on the screen. To end a round, press ⟨?⟩. Press **SPACE** to start a new round. To select a new game, touch **GAMES**.

Flashcards

Flashcards flashes words for you to define, pronounce, or study. Touch **SAY** to hear the word pronounced, or **RHYME** to see its rhyming words, if any. Press **SPACE** to start a new round. To select a new game, touch **GAMES**.

Word Blaster

Word Blaster is a speed spelling game. Letters of a mystery word appear one by one. You must enter the answer before the last letter is shown and time runs out. When you think you know what word is being spelled, press **ENTER**, type your guess and press **ENTER** again.

To return to the game screen, press **BACK**. To end the round and reveal the word, press ⟨?⟩. Touch **SAY** to hear the word pronounced, or **RHYME** to see its rhyming words, if any. To select a new game, touch **GAMES**.

Word Builder

Word Builder takes letters you have typed and shuffles them to make words. Type letters at the Enter your letters screen and press **ENTER**. Use the arrow keys to scroll through the anagrams. Press **ENTER** to highlight an anagram and then press **SAY** to hear the word pronounced, or **RHYME** to see its rhyming words, if any. To select a new game, touch **GAMES**.

Memory Challenge

In Memory Challenge, you start with one word and can go as far as your memory allows. A word will appear briefly on the screen and then you will be asked to type it.

Sending a Word Between Books

Each word must be spelled correctly and entered in the order in which it appeared. Watch for a word to appear and then enter it at the Enter word 1 screen. If you are right, you win! If you're wrong, type another guess. Continue adding as many words to the challenge that you can. For a hint, hold **CAP** and press ⌕.

To end the round, press ⌕. Touch **SAY** to hear the word pronounced, or **RHYME** to see its rhyming words, if any. To select a new game, touch **GAMES**.

Word Capture

In Word Capture, a letter will quickly flash in its position in a word. You must press that letter key while it is still flashing in order to capture it. Continue typing the flashing letters until the word is formed. To end the round, press ⌕. Touch **SAY** to hear the word pronounced, or **RHYME** to see its rhyming words, if any. To select a new game, touch **GAMES**.

You can look up words from this book in certain other BOOKMAN books, and vice versa.

1. **Highlight a word.**

   To highlight a word, press **ENTER** and then press the arrow keys.
2. **Hold FN and press CARD.**
3. **Highlight the other book.**

4. **Press ENTER.**

   The word that you highlighted appears in the other book.
5. **If needed, press ENTER to look up the word.**

Resetting Your BOOKMAN

If the BOOKMAN keyboard fails to respond, or if its screen performs erratically, first press **CLEAR** and then press ⊙ twice. If nothing happens, follow the steps below to reset it.

Warning: Pressing the reset button with more than very light pressure may permanently disable your BOOKMAN. In addition, resetting BOOKMAN erases settings and information entered into its built-in book, and in an installed Expansion Card.

1. Hold CLEAR and press ⊙.

If nothing happens, try Step 2.

2. Use a paperclip to gently press BOOKMAN's reset button.

The reset button is recessed in a pin-sized hole on the back of BOOKMAN.

✓ Troubleshooting BOOKMAN

- Make sure your Expansion Card, is installed correctly.
- Check that the Expansion Card's metal contacts are dirt- and dust-free.

Expansion Card Care

- **Do not touch the metal contacts on the Expansion Cards.**

  Caution: Touching these electrical contacts with statically charged objects, including your fingers, could erase information entered in a Expansion Card or built-in book.

- **Do not put excessive pressure on the Expansion Cards.**

- **Do not expose the Expansion Cards to heat, cold or liquids.**

Specifications

Index