

SEIKO



Britannica

CONCISE ENCYCLOPEDIA

plus

SEIKO

Concise
Oxford
ENGLISH
Dictionary

Concise
Oxford
Thesaurus

Oxford
CONCISE DICTIONARY
OF
Quotations



ELECTRONIC DICTIONARY OPERATION MANUAL

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

UKE2G75AA

ER8000

SII ● Seiko Instruments Inc.

Thank you for purchasing the ER8000.

Please read this operation manual carefully before using the product.

This unit contains four dictionaries and reference works: the Britannica Concise Encyclopedia, Concise Oxford English Dictionary, Concise Oxford Thesaurus and Concise Oxford Dictionary of Quotations.

You can expand your English vocabulary further through use of the Spellchecker, the seven Solvers, the 11 Word Games, and the Easy Learn function.

The display screen can be switched to Large, Middle or Small.

(See page 58.)

The screen display examples used in this manual are shown in the “Middle” 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 photographs, illustrations and phonetic symbols contained in the Encyclopedia in the book version are not included.



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:-

Directives	Title
89/336/EEC	Electromagnetic Compatibility

Applicable Standards

EN55022: 1998	Electromagnetic Compatibility - Emissions (Radiated)
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EN55024: 1998	Electromagnetic Compatibility - Immunity (Radiated Susceptibility, ESD)
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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.

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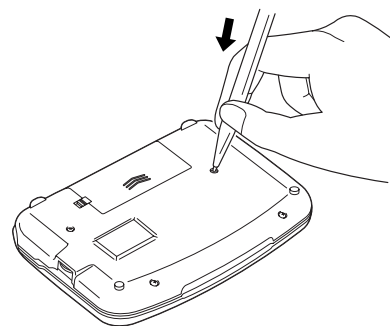
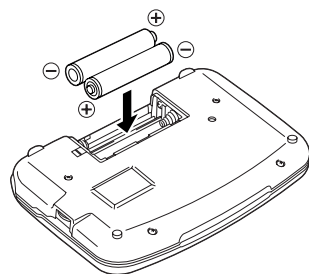
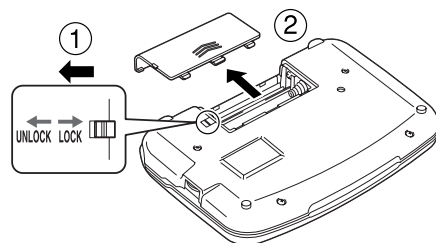
Preparation for using the Unit

■ Installing Batteries

The unit is powered by two “AAA” size batteries.

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

1. Turn the unit over.
2. Slide the tab to the left and then **unlock** and remove the battery cover.
3. Insert two “AAA” batteries according to the polarity (+ , -) marks inside the battery compartment.
4. After replacing the battery cover, slide the tab to the right and **lock** the battery cover.
5. Press the “RESET” button on the bottom of the unit.
6. A demonstration display will appear.
(See page 3.)



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 erases the Easy Learn List in the memory.

Changing Batteries

The battery mark () will appear at the right of the screen when the batteries are almost exhausted, meaning that it is time to replace them.

- Press the “RESET” button on the bottom of the unit after battery replacement.
- Make sure that power is switched off before replacing batteries.
- Do not use a previously used battery together with a new battery.
- If the unit is subjected to an electrostatic discharge it may lock up, the batteries should be removed and replaced in order to overcome this problem.

CAUTION

- The batteries may pose a choking hazard to small children.
- Keep the batteries and product away from small children.
- Do not expose the batteries to open flame or intense heat.
- Rechargeable batteries cannot be used.
- Do not try to recharge batteries.
- Never use batteries other than those specified.
- Remove the batteries from the unit if you do not intend to use it for a long duration.

■ 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, press (SET) and select “Demo Message”.

Select “Disable” and press (ENTER=) .

(See page 58.)

Welcome!

To end this demo
press any key.

⋮

Functions and Features

1 Encyclopedia

You will find information on just about every field of human knowledge, with more than 25,000 entries.

You can search for the article you're looking for from the category to which it belongs.

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

2 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.

3 Thesaurus

The unit offers a high speed search of over 4 million synonym links, with over 333,000 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.

4 Dictionary of Quotations

This contains over 9,000 quotations from more than 2,500 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 Concise Dictionary of Quotations.

5 Spellchecker

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

6 Solvers

Phrase Finder, Definition Search and Encyclopedic Search offer greater searchability of the Dictionary and Encyclopedia.

Crossword, Anagram, Abbreviation and Letter Changer offer help for puzzle solving situations.

7 Word Games

You can take on the challenge of 11 different word games set to any one of three levels of difficulty.

Hangman, User Hangman, Jumble, User Jumble, Crossword Quiz, Time Bomb, Memory, Hidden, Articles, Definitions, Word Building

8 Easy Learn

The Easy Learn function allows you to create your own word list from the Encyclopedia, Dictionary, Thesaurus, Dictionary of Quotations, Spellchecker, Solvers and Games.

9 Calculator

A full function calculator including memory and % functions.

12 digits, 1 Memory

10 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.

11 Setting function

You can customize the following operating conditions:

Demo Message, Text Size, Game Level, Game Scores, Easy Learn Word, Easy Learn Sorting, Auto Power Off Timer

12 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.

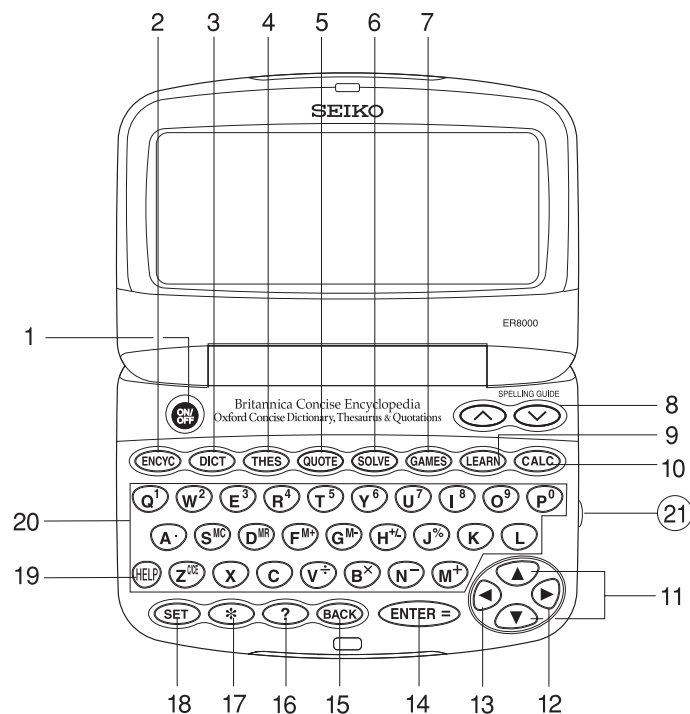
Help function

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

Demo function

A demonstration display explains the contents of the unit.

The Keys and their Functions



- 1 Turns the power ON and OFF.
- 2 Selects Encyclopedia mode.
- 3 Selects Dictionary mode.
- 4 Selects Thesaurus mode.
- 5 Selects Dictionary of Quotations mode.
- 6 Selects Solver mode.
- 7 Selects Game mode.
- 8 For scrolling through the entries.
Activates Spelling Guide function.
- 9 Selects Easy Learn mode.
- 10 Selects Calculator mode, Currency, Metric/Imperial and Clothing Size Converters.

- 11 For scrolling up or down lines.
Cursor key
- 12 Enters a single blank space when pressed once.
Cursor key / Jump key
- 13 Cursor key / Jump key
- 14 Executes the functions.
- 15 For deleting the last input character.
Returns the display to the previous state/level.
- 16 Used instead of one letter if you don't know how to spell a word.
- 17 Used instead of one or more letters if you don't know how to spell a word.
- 18 Activates Setting function.
- 19 Activates Help function.
- 20 Letter, numeral and symbol input keys.
- 21 Adjusts the contrast of the display.

- When the power is turned back on using , 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 batteries, 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.)

Headword Search

1 Press **ENCYC**.

2 Type a word.

Example: quilting

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

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

3 Press **ENTER**.

An explanation 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.

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

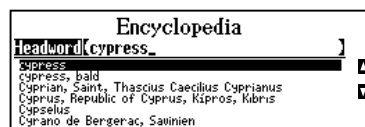
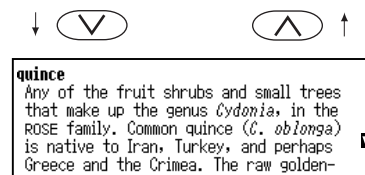
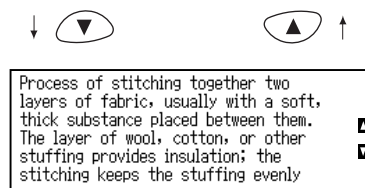
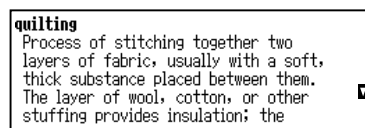
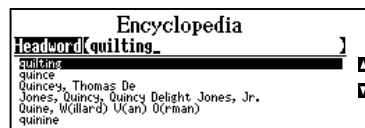
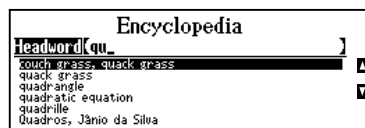
Press **▲** to scroll up.

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

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: cypress



Entering and Correcting Letters

- Up to 29 letters can be entered.
- 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**.
- Use **◀** or **▶** to move the cursor.
- The entire display can be cleared by pressing **ENCYC**.

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 or words.

1 Type a word.

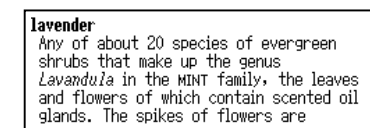
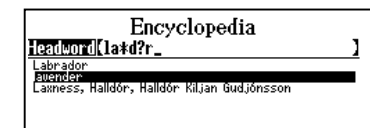
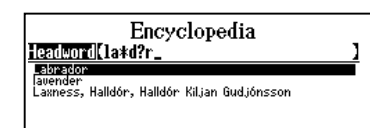
*Example: la*d?r*

The corresponding headword list will be displayed.

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

Example: lavender

3 Press **ENTER**.



Spelling Guide

Pressing  or  while entering letters enables you to perform a phonetic search within the range of the headwords in the Encyclopedia.

1 Type a word.

Example: sycology

- * If there is no headword corresponding to the sequence of letters you have entered, the words closest in spelling will be displayed in order.

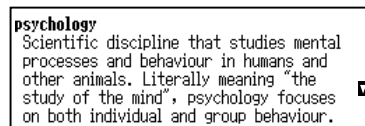
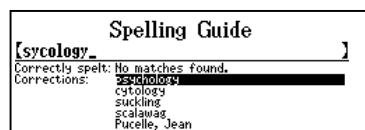
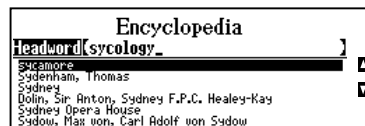
2 Press  or .

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

Use  or  to select the headword as necessary.

3 Press .

- * Return to the list by pressing .
- * This function cannot be used for an Encyclopedia category search.
(See page 12.)



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.

Example: lavender

1 Press  to select the first word you can look up. Selected word will begin to flash on and off.

Press  to select the last word.

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

2 Select another word using the cursor keys.

Example: species

3 Press .

4 Select Dictionary, Thesaurus, Encyclopedia or Easy Learn List by using  or .

 Search for definitions in the Dictionary

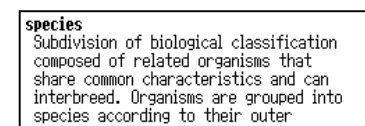
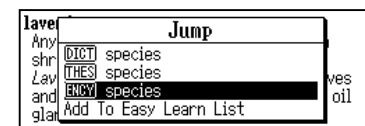
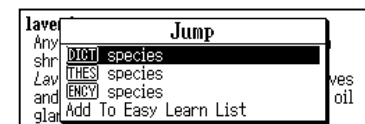
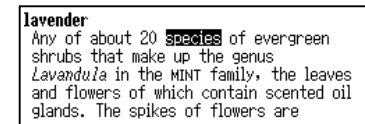
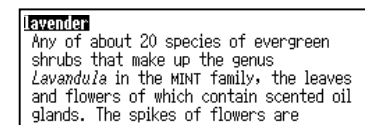
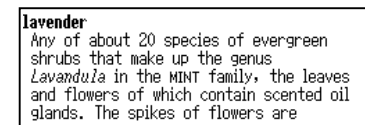
 Search for synonyms in the Thesaurus

 Search for articles in the Encyclopedia

Add To Easy Learn List: Add the selected word to the Easy Learn List.

5 Press .

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



Category Search

1 Press **ENCYC**.

2 Press **▼** to select Category Search.

3 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.

4 Press **ENTER**.

5 Type a word.

Example: fantasia

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

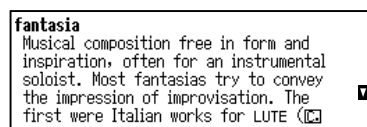
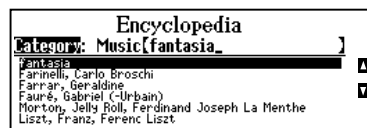
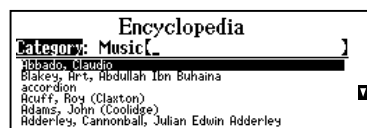
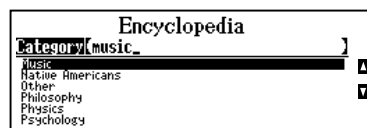
Use **▼** or **▲** to select the headword as necessary.

6 Press **ENTER**.

An explanation 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.



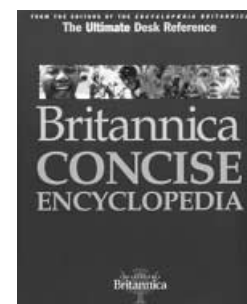
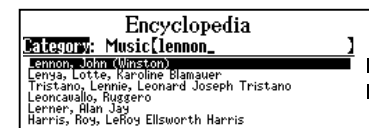
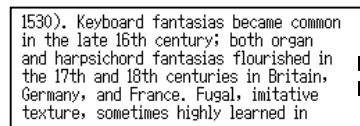
7 Press **▼** to see the rest of an entry.
Press **▲** to scroll up.

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

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

Example: lennon

↓ **ENTER**



Abbreviations used in the Encyclopedia

AD	anno Domini	Md.	Maryland
Adm.	Admiral	Me.	Maine
Ala.	Alabama	mi	mile(s)
Amer.	American	Mich.	Michigan
Ariz.	Arizona	Minn.	Minnesota
Ark.	Arkansas	Miss.	Mississippi
BC	before Christ	ml	milliliter(s)
C	Celsius	mm	millimeter(s)
c.	circa	Mo.	Missouri
Cal.	California	Mont.	Montana
Capt.	captain	mph	miles per hour
cc	cubic centimeter(s)	N	North
cent.	century, centuries	N.C.	North Carolina
cm	centimeter(s)	N.D.	North Dakota
Co.	Company, County	NE	northeastern
Col.	Colorado, Colonel	Neb.	Nebraska
Conn.	Connecticut	Nev.	Nevada
Corp.	Corporation	N.H.	New Hampshire
cu	cubic	N.J.	New Jersey
D.C.	District of Columbia	N.M.	New Mexico
Del.	Delaware	NW	northwestern
Dr.	Doctor	N.Y.	New York
E	East	Okla.	Oklahoma
e.g.	exempli gratia (for example)	Ore.	Oregon
est.	estimate, estimated	oz	ounce(s)
F	Fahrenheit	Pa.	Pennsylvania
fl.	flourished	PhD	Doctor of Philosophy
Fla.	Florida	Pres.	President
ft	foot, feet	r.	reigned, ruled
g	gram(s)	Rev.	Reverend
Ga.	Georgia	R.I.	Rhode Island
Gen.	General	S	South
Gov.	Governor	S.C.	South Carolina
i.e.	id est (that is)	S.D.	South Dakota
Ill.	Illinois	SE	southeastern
in.	inch(es)	Sen.	Senator
Ind.	Indiana	sq	square
Jr.	Junior	St.	Saint
K	Kelvin	SW	southwestern
Kan.	Kansas	Tenn.	Tennessee
kg	kilogram(s)	U.N.	United Nations
km	kilometer(s)	U.S.	United States
kph	kilometers per hour	Va.	Virginia
Ky.	Kentucky	vs.	versus
La.	Louisiana	Vt.	Vermont
lb, lbs	pound, pounds	W	West
m	meter(s)	W.V.	West Virginia
MA	Master of Arts	Wash.	Washington
Maj.	Major	Wisc.	Wisconsin
Mass.	Massachusetts	Wy.	Wyoming

MEMO

Dictionary

Basic Procedure

1 Press **ⓓICT**.

2 Type a word.

Example: unique

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

Use **⓪** or **Ⓜ** to select the headword required.

3 Press **ENTER**.

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

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

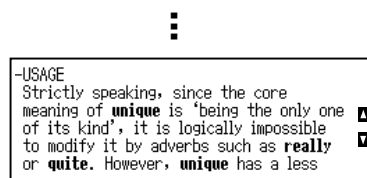
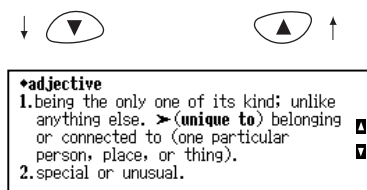
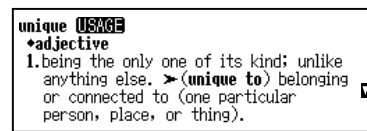
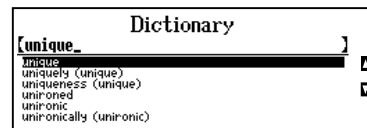
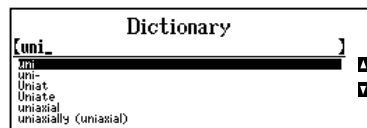
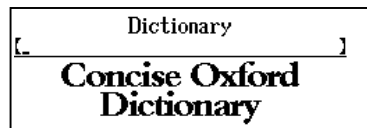
* The **■** mark will appear if there is insufficient space to display the whole entry.

* If there is a usage note or extended word history note in an entry, the **USAGE** or **HIST** marker will be displayed after the headword.

4 Press **⓪** to see the rest of an entry.
Press **Ⓜ** to scroll up.

* 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.



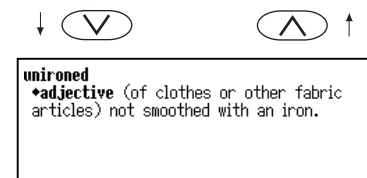
5 To scroll alphabetically up or down through the Dictionary's headword list, press **⓪** or **Ⓜ**.

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

Example: compare

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

Example: compartmental (compartment)



Entering and Correcting Letters

- Up to 37 letters can be entered.
- Use **⓪** 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**.
- Use **⓪** or **Ⓜ** to move the cursor.
- The entire display can be cleared by pressing **ⓓICT**.

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. (See page 9.)

Spelling Guide

Pressing **⓪** or **Ⓜ** while entering letters enables you to perform a phonetic search within the range of the headwords in the Dictionary. (See page 10.)

Jump function

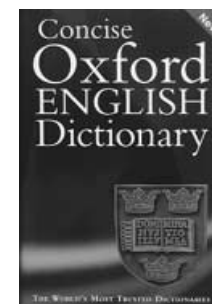
This function enables you to look up a word displayed on the explanation screen in any dictionary of your choosing, and to register it in the Easy Learn word list. (See page 11.)

Abbreviations used in the dictionary

Abbreviations in general use, such as 'etc.', 'i.e.', and 'p.m.', are listed and explained as entries in the dictionary itself.

abbrev.	abbreviation	fem.	feminine
Aborig.	Aboriginal	Fr.	French
adj.	adjective	freq.	frequently
adv.	adverb	Ger.	German
Afr.	African	Gk	Greek
Afrik.	Afrikaans	Gmc	Germanic
alt.	alteration, altered	Heb.	Hebrew
Amer.	American	imper.	imperative
appar.	apparently	Ind.	Indian
Arab.	Arabic	Indo-Eur.	Indo-European
assoc.	associated, association	infin.	infinitive
aux.	auxiliary	interrog.	interrogative
b.	born	Ir.	Irish
back-form.	back-formation	Ital.	Italian
C (as in C18, C19, etc.)	century	L.	Latin
Canad.	Canadian	Latin Amer. Sp.	Latin American Spanish
cent.	century	lit.	literally
cf.	compare with	masc.	masculine
Chin.	Chinese	MDu.	Middle Dutch
colloq.	colloquial	ME	Middle English
comb. form	combining form	med.	medieval
compar.	comparative	Mex. Sp.	Mexican Spanish
conj.	conjunction	Mid. High Ger.	Middle High German
contr.	contraction	Mid. Low Ger.	Middle Low German
corresp.	corresponding	mod.	modern
Dan.	Danish	n.	noun
det.	determiner	N.	North
dial.	dialect	naut.	nautical
dimin.	diminutive	neg.	negative
Du.	Dutch	neut.	neuter
E.	East	north. Engl.	northern English
eccles.	ecclesiastical	Norw.	Norwegian
Engl.	English	obs.	obsolete
exclam.	exclamation		

OE	Old English	pron.	pronoun
OFr.	Old French	pronunc.	pronunciation
ON	Old Norse	ref.	reference
Old North. Fr.	Old Northern French	rel.	related
orig.	originally	Russ.	Russian
part.	participle	S.	South
perh.	perhaps	Sc.	Scottish
Pers.	Persian	Scand.	Scandinavian
phr.	phrase	sing.	singular
phrs	phrases	sl.	slang
pl.	plural	Sp.	Spanish
pop.	popular	Swed.	Swedish
Port.	Portuguese	ymb.	symbol
possess.	possessive	Turk.	Turkish
postpos.	postpositive	ult.	ultimately
predet.	predeterminer	usu.	usually
prep.	preposition	v.	verb
pres.	present	var.	variant
prob.	probably	vars	variants
		W.	West



Basic Procedure

1 Press **THES**.

2 Type a word.

Example: *desert*

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

Use **▼** or **▲** to select the headword required.

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.

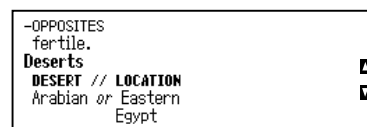
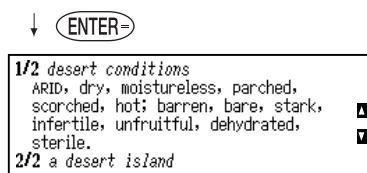
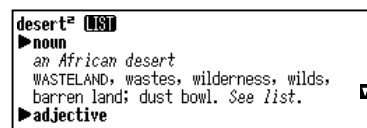
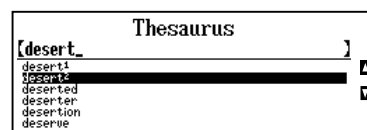
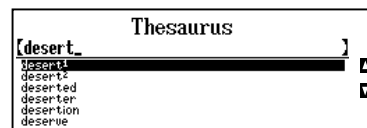
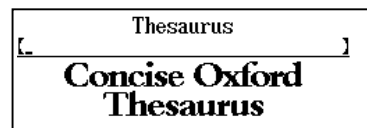
* If there is a list of useful terms relating to a particular entry, the **LIST** marker will be displayed after the headword.

4 Press **▼** see other synonyms.

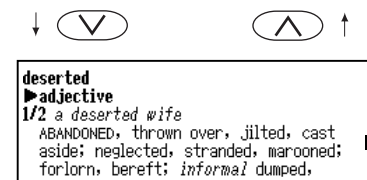
Press **▲** to scroll up.

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

* When there are phrases or opposites, they will be displayed after the last headword synonyms.

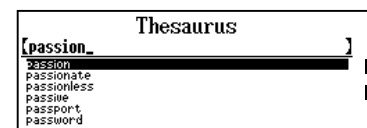


5 To scroll alphabetically up or down through the headword list, press **▼** or **▲**.



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

Example: *passion*



Entering and Correcting Letters

- Up to 37 letters can be entered.
- 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**.
- Use **◀** or **▶** to move the cursor.
- The entire display can be cleared by pressing **THES**.

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. (See page 9.)

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. (See page 11.)

Synonyms Search

The unit will find the headwords which contain the entered word in their synonyms or antonyms.

If the entered word is not contained in the headword of the thesaurus but is contained in the synonyms or antonyms data, the unit will find and display the group(s) of the synonyms or antonyms.

Example: marker

- 1 Press  or .

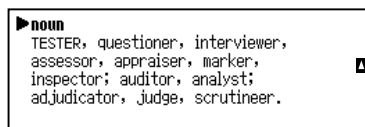
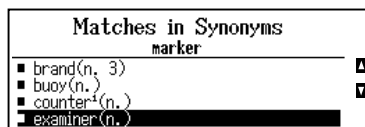
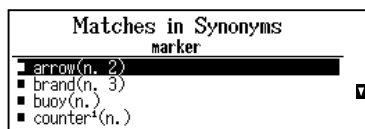
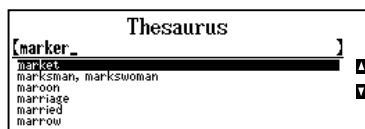
A list of the headwords (and their group) which contain the entered word in their synonyms or antonyms will be displayed.

- 2 Use  or  to select the headword as necessary.

Example: examiner

- 3 Press .

- * Return to the list by pressing .



Spelling Guide

If the word entered is not contained in the unit's list of entries, pressing  or  while entering letters enables you to perform a phonetic search within the range of the headwords in the Thesaurus.

- 1 Type a word.

Example: pason

- * If there is no headword corresponding to the sequence of letters you have entered, the words with the closest spelling will be displayed.

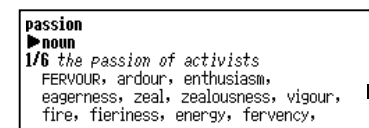
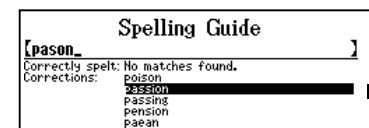
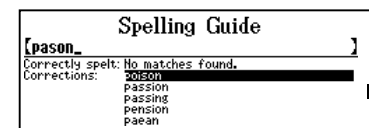
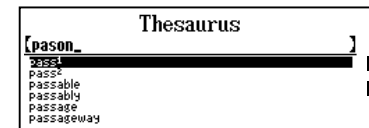
- 2 Press  or .

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

- 3 Use  or  to select the headword as necessary.

Example: passion

- 4 Press .



Dictionary of Quotations

You can search for all the quotations from a particular author using the Author Name search (see below), or alternatively look for individual quotations by entering one or more keywords (see page 26).

■ Author Name Search

1 Press **QUOTE** .

2 Type in the authors last name.

Example: bacon

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

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

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.

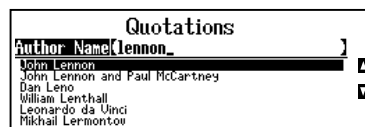
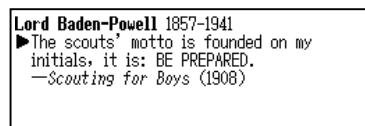
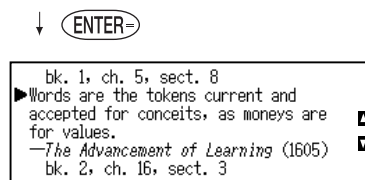
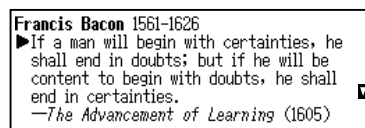
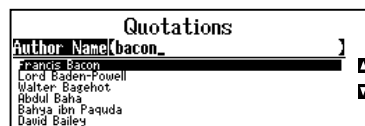
Press **▲** to scroll up.

* 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 author name, simply enter your new author name.

Example: lennon



Entering and Correcting Letters

- Up to 26 letters can be entered.
- Use **▶** to enter a space.
- If there is no author name corresponding to the sequence of letters you have entered, the names with the closest spelling will be displayed.
- Corrections can be made by using **BACK** .
- Use **◀** or **▶** to move the cursor.
- The entire display can be cleared by pressing **QUOTE** .

Looking up author names 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. (See page 9.)

Spelling Guide

Pressing **▽** or **△** while entering letters enables you to perform a phonetic search within the range of the author names in the Dictionary of Quotations. (See page 10.)

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. (See page 11.)

■ Keyword Search

1 Press **QUOTE** .

2 Press **▼** to select Keyword Search.

3 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.

4 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

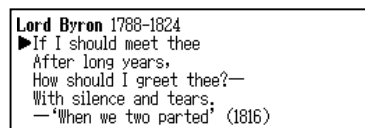
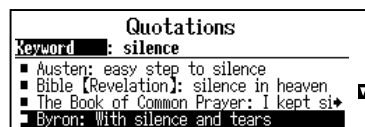
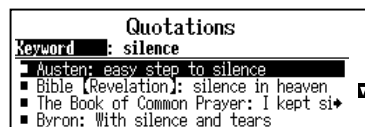
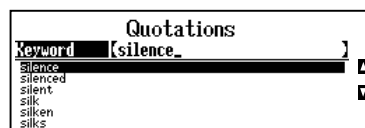
5 Use **▼** or **▲** to select the quotation required.

Example: Lord Byron

6 Press **ENTER=** .

The requested quotation will be displayed in full.

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

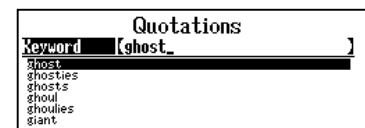
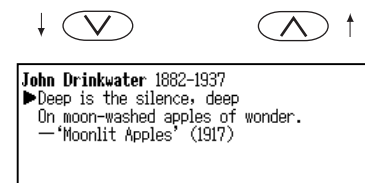


7 To scroll up or down through the author names in the list, press **▼** or **▲** .

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

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

Example: ghost



Spellchecker

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

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

1 Press **SOLVE** .

2 Select "Spellchecker" by pressing **▼** or **▲** .

3 Press **ENTER=** .

4 Type a word to be checked.

Example: precious

5 Press **ENTER=** .

If the input spelling is correct, the word will appear in bold characters.

Phonetically similar words may also be displayed.

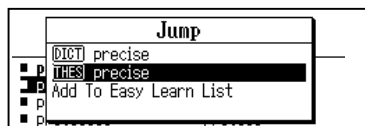
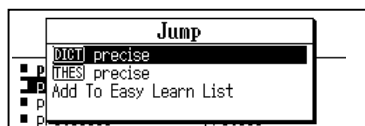
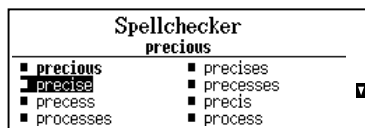
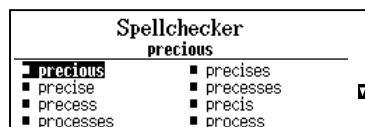
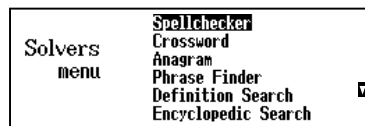
* To clear the display and spellcheck another word, simply enter your new word.

6 Select a word using the cursor keys.

Example: precise

7 Press **ENTER=** to activate the jump function.

8 Select Dictionary, Thesaurus, Encyclopedia or Easy Learn List by using **▼** or **▲** .



DICT Search for definitions in the Dictionary

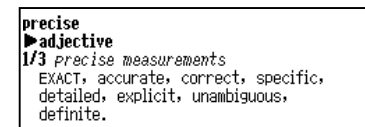
THES Search for synonyms in the Thesaurus

ENCY Search for articles in the Encyclopedia

Add To Easy Learn List: Add the selected word to the Easy Learn List.

9 Press **ENTER=** .

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



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

1 Type a word to be checked.

Example: dinamic

2 Press **ENTER=** .

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

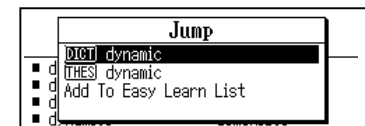
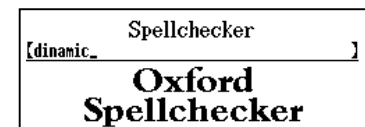
3 Select a word using the cursor keys.

Example: dynamic

4 Press **ENTER=** .

* Use the jump function as described on Page 28.

* 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.

1 Type a word.

*Example: *mon?a*

2 Press **ENTER**.

The corresponding word list will be displayed.

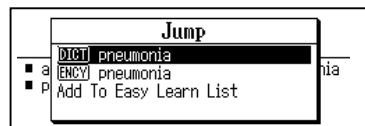
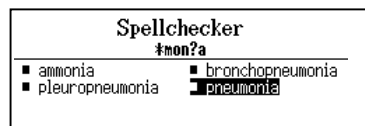
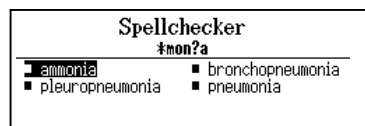
3 Select a word using the cursor keys.

Example: pneumonia

4 Press **ENTER**.

* Use the jump function as described on Page 28.

* Please note that not every word returned by the Spellchecker is included in the encyclopedia, dictionary or thesaurus.



MEMO

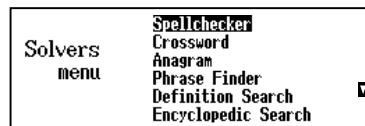
Solvers

The unit provides seven 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 pressing **▼** or **▲**.

Seven solvers:

Crossword, Anagram, Phrase Finder, Definition Search, Encyclopedic Search, Abbreviation, Letter Changer

- * 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.

Crossword Solver

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

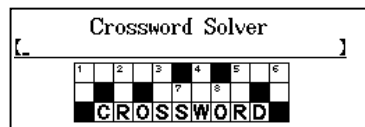
Use **?** to enter “?”.

This is used in place of a single character.

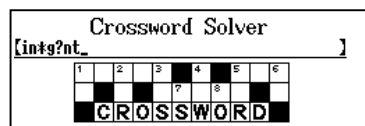
Use ***** to enter “*”.

This is used in place of one or more characters or words.

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

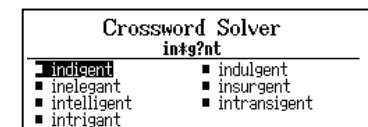


- 2 Enter letters.
*Example: in*g?nt*



- 3 Press **ENTER**.

The corresponding word list will be displayed.

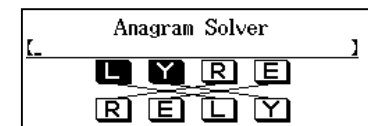


- * The corresponding word list may include words with spaces or hyphens, though these are not included in the character count.
- * Use the jump function as described on Page 28.
- * Please note that not every word returned by the Solvers is included in the encyclopedia, dictionary or thesaurus.
- * If the letters entered do not have any corresponding words, the message “No matches - names of Places and People may not have a full dictionary entry, synonym list or encyclopedia article.” will be displayed.

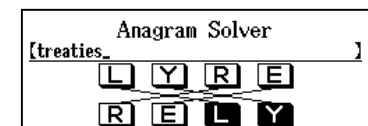
Anagram Solver

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**.

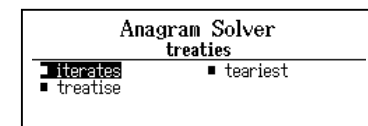


- 2 Enter letters.
Example: treaties



- 3 Press **ENTER**.

The corresponding word list will be displayed.



- * Use the jump function as described on Page 28.
- * Please note that not every word returned by the Solvers is included in the encyclopedia, dictionary or thesaurus.

■ Phrase Finder

Look for the phrases in the Dictionary using the word you have entered.

- 1 Select “Phrase Finder” and then press

(ENTER=) .

- 2 Type word(s).

Example: on take

- * You can enter up to seven words.

This method will search for phrases which include all words.

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

- 3 Press **(ENTER=)** .

The corresponding phrase list will be displayed.

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

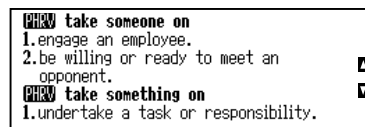
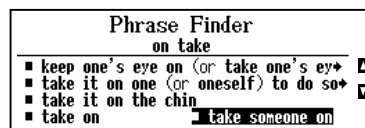
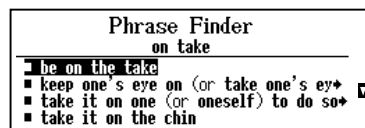
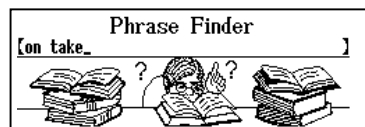
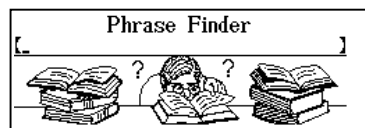
Example: take someone on

- 5 Press **(ENTER=)** .

The selected phrase and its definition will be displayed at the top of the screen. Note that the selected phrase is displayed within its full dictionary entry, not on its own.

- * Return to the phrase list by pressing

(BACK) .



■ Definition Search

The unit will find the 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

- * 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 **(▶)** .

- 3 Press **(ENTER=)** .

The corresponding headword list will be displayed.

- 4 Select a headword using the cursor keys.

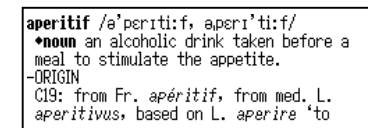
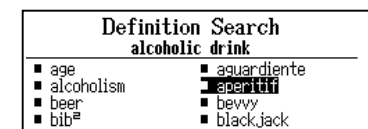
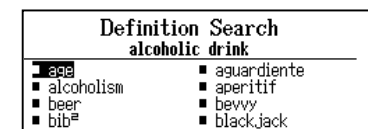
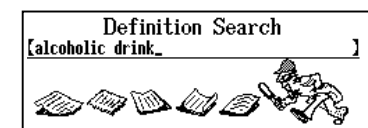
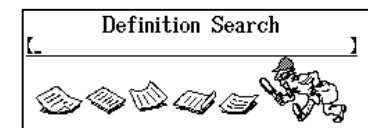
Example: aperitif

- 5 Press **(ENTER=)** .

The definition for the headword “aperitif” will be displayed.

- * Return to the headword list by pressing

(BACK) .



Using the Wildcard function

A single word containing a wildcard (“?” or “*”) can be input.
Headwords which contain the input word in their definitions can be investigated in further detail using this word.

Use **(?)** to enter “?”.

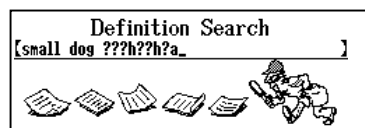
This is used in place of a single character.

Use **(*)** to enter “*”.

This is used in place of one or more characters.

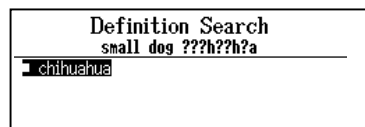
- 1 Type word(s).

Example: *small dog ???h??h?a*



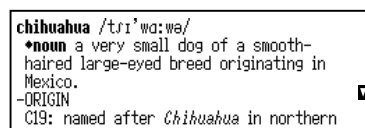
- 2 Press **(ENTER=)**.

The corresponding headword list will be displayed.



- 3 Press **(ENTER=)**.

The definition for the headword “chihuahua” will be displayed.

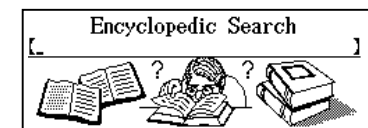


- * Return to the headword list by pressing **(BACK)**.

Encyclopedic Search

The unit will find the Encyclopedia articles which contain the word(s) you enter.

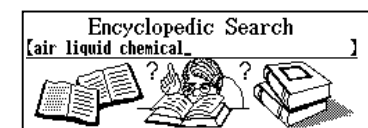
- 1 Select “Encyclopedic Search” and then press **(ENTER=)**.



- 2 Type word(s).

Example: *air liquid chemical*

- * You can enter up to seven words.

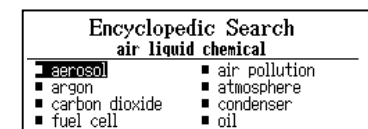


This method will find the articles which contain all the entered words.

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

- 3 Press **(ENTER=)**.

The corresponding headword list will be displayed.

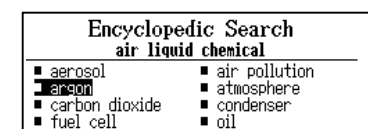


- 4 Select an article using the cursor keys.

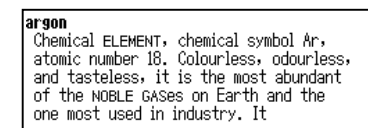
Example: *argon*

- 5 Press **(ENTER=)**.

The article for “argon” will be displayed.



- * Return to the article list by pressing **(BACK)**.



Using the Wildcard function

A single word containing a wildcard (“?” or “*”) can be input.

Articles which contain the input word can be investigated in further detail using this word.

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.

1 Type word(s).

Example: *spanish painter p**

2 Press (ENTER=).

The corresponding headword list will be displayed.

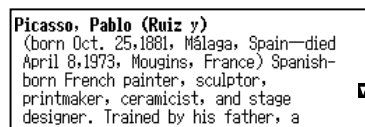
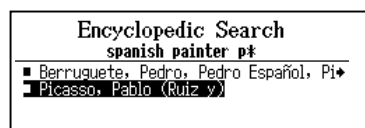
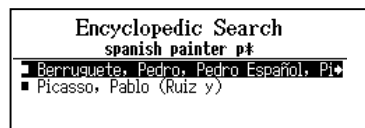
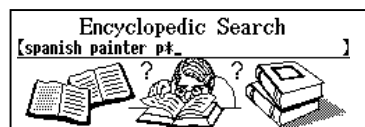
3 Select an article using the cursor keys.

Example: *Picasso*

4 Press (ENTER=).

The article for “Picasso” will be displayed.

* Return to the article list by pressing (BACK).



Abbreviation

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

1 Select “Abbreviation” and then press (ENTER=).

2 Type an abbreviation.

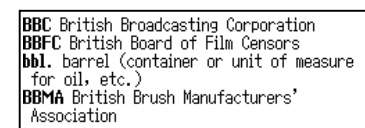
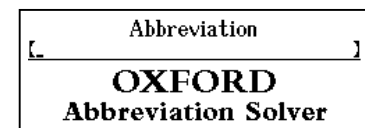
Example: *bbc*

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

3 Press (ENTER=).

4 You may scroll through the abbreviation list by using (DOWN) (UP) or (DOWN) (UP).

* Return to the abbreviation list by pressing (BACK).



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.

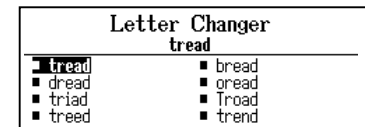
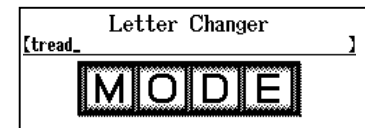
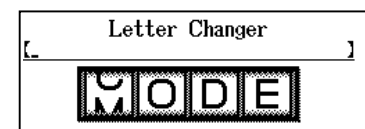
Example: *tread*

3 Press (ENTER=).

The corresponding headword list will be displayed.

* Use the jump function as described on Page 28.

* Please note that not every word returned by the Solvers is included in the encyclopedia, dictionary or thesaurus.



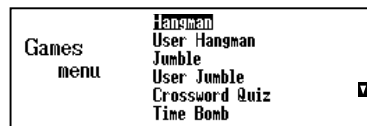
Games

There are 11 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 **▲** .

11 word games:

Hangman, User Hangman, Jumble, User Jumble, Crossword Quiz, Time Bomb, Memory, Hidden, Articles, Definitions, Word Building

- * 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.
- * The Game Levels can be changed from the SET menu. (See page 59.)
- * The word selection of the games are made of the headwords of the dictionaries.

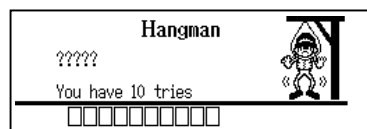
Hangman

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.

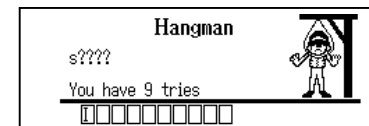
Example: Enter “s”.



- * 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.

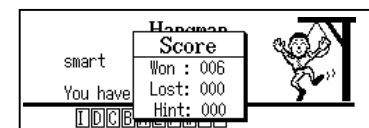
Example: Enter “i”.



- * One letter will be displayed in turn as a “Tip” every time you press **?** .

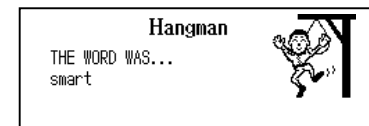
The number of times a “Tip” can be used is determined on the basis of the set game level. (Beginner: 5, Intermediate: 3, Advanced: 2)

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



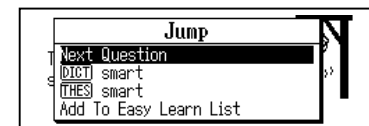
- 3 If all the letters in the word are displayed before you have used up all the tries, a congratulatory message will be displayed and counted in the “Won” column.

The answer will then be displayed.



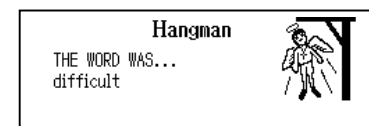
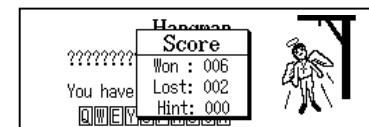
- * Press any alphabet key to display the next question.

- * You can use jump function by pressing **ENTER** . (See page 28.)



- * 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.

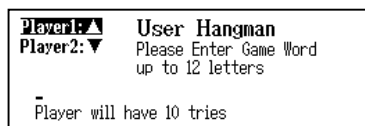


■ User Hangman

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

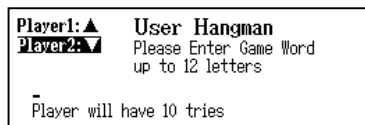
- 1 Select “User Hangman” and then press

(ENTER=) .



- 2 Select the player you want by pressing

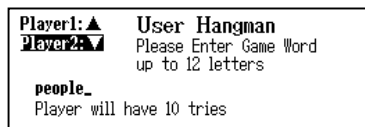
(▼) or (▲) .



- 3 Enter a word.

You can use up to 12 letters.

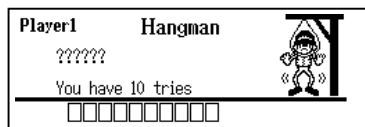
Example: people



- 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 .

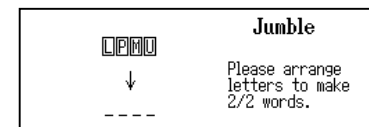
■ Jumble

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

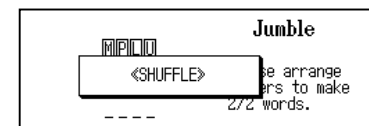
- 1 Select “Jumble” and then press (ENTER=) .

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

Example: lpmu

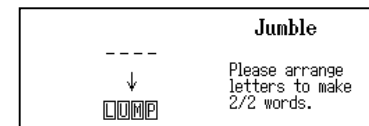


* To shuffle the letters, press (ENTER=) .



- 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.

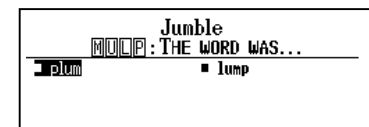
* To give up entering letters, press (?) .

- 3 Press (ENTER=) .

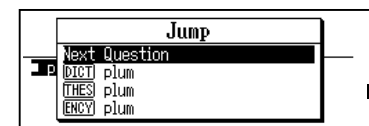
When the level of the game is Intermediate or Advanced, if your answer is correct, you can enter the next word.

* You can use (▼) or (▲) to redisplay words previously used in replies.

Press (BACK) to return.



- 4 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 28.)

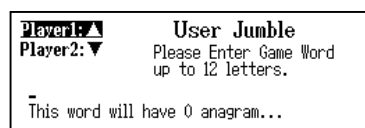
* Please note that not every word used in the Games is included in the encyclopedia, dictionary or thesaurus.

■ User Jumble

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

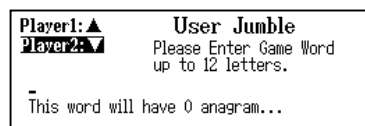
- 1 Select “User Jumble” and then press

(ENTER=) .



- 2 Select the player you want by pressing

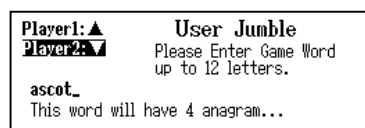
(▼) or (▲) .



- 3 Enter a word.

You can use up to 12 letters.

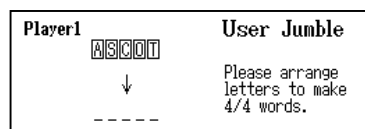
Example: ascot



- 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 ***

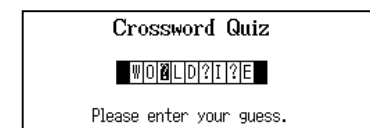
This game is a fun way for you to help your children to learn new words. Simply enter your chosen word and then work with them to find the correct anagrams.

■ Crossword Quiz

Enter a letter or letters to replace the question marks.

- 1 Select “Crossword Quiz” and then press

(ENTER=) .

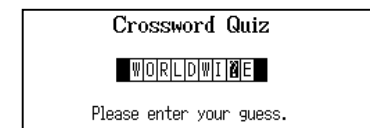


The question will be displayed.

Example: WO?LD?I?E

- 2 Enter letters to replace the question marks.

Example: R, W

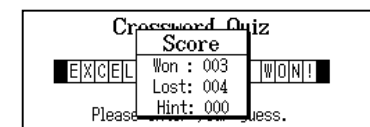


* The entered letter can be changed. Press

(◀) or (▶) to select the letter and then enter the new letter.

* One letter will be displayed in turn as a “Tip” every time you press (?).

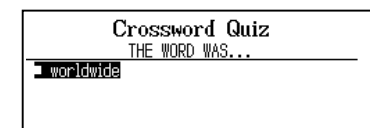
* To give up entering letters, press (ENTER=) .



- 3 Press (ENTER=) .

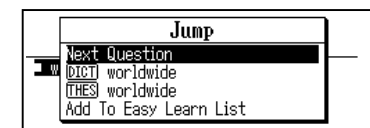
If your answer is correct, a congratulatory message will be displayed and counted in the “Won” column.

The answer will then be displayed.



* Press any alphabet key to display the next question.

* You can use jump function by pressing (ENTER=) . (See page 28.)



* 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 used in the Games is included in the encyclopedia, dictionary or thesaurus.

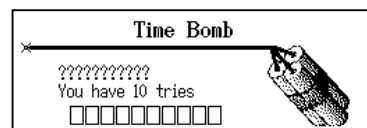
Time Bomb

This is a game in which you have to find a mystery word with a limited number of tries, in a limited time.

- 1 Select “Time Bomb” 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 indicated by boxes.



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

Example: Enter “i”.

The fuse will also begin to burn down.



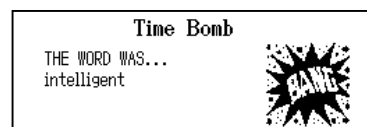
- * One letter will be displayed in turn as a “Tip” every time you press **?**. The number of times a “Tip” can be used is determined on the basis of the set game level. (Beginner: 5, Intermediate: 3, Advanced: 2)
- * All the letters will be displayed if you press **ENTER**.

- 3 If you complete the spelling of the mystery word before you have used up all the tries or the fuse burns out, a congratulatory message will be displayed and counted in the “Won” column.

The answer will then be displayed.

- * If you fail to find the word before you have used up all the tries you are allowed, if the fuse burns out, or if you press **ENTER** half way through a game, “Sorry, you lost.” will be displayed and counted in the “Lost” 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 28.)

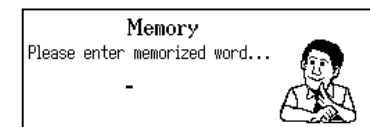
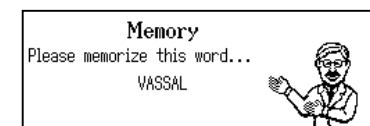
Memory

Correctly enter the spelling of the word momentarily displayed.

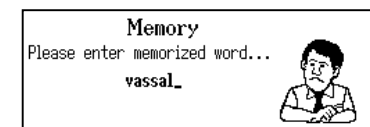
- 1 Select “Memory” and then press **ENTER**.

The word will be displayed for about one second.

Example: vassal



- 2 Enter the spelling of the word which has just disappeared from the screen.



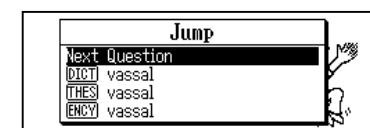
- 3 Press **ENTER**.

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 28.)



- * If your answer is incorrect, “Sorry, you lost.” will be displayed and counted in the “Lost” column. And the answer will then be displayed.

■ Hidden

Find the non-synonym word from the displayed words.

- 1 Select “Hidden” and then press **ENTER=** .

A list of synonyms is displayed with one random word added that does not belong.

Press **▼** to see the rest of the words in the list.

- 2 Select the non-synonym word by using cursor keys.

* Press **?** to see a hint.

* To give up selecting a word, press **ENTER=** .

- 3 Press **ENTER=** .

When the correct word is selected, a congratulatory message will be displayed and counted in the “Won” column.

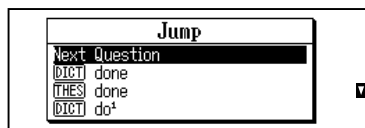
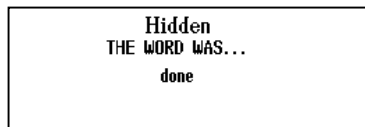
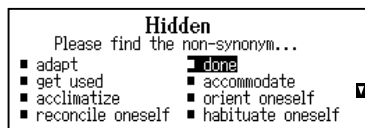
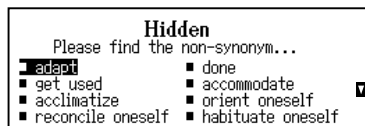
The answer will then be displayed.

* Press any alphabet key to display the next question.

* You can use jump function by pressing **ENTER=** . (See page 28.)

* If your answer is incorrect, “Sorry, you lost.” will be displayed and counted in the “Lost” column.

The correct word will then appear.



■ Articles

Guess the encyclopedia headword based on the contents of the article, with some of the letters already supplied.

- 1 Select “Articles” and then press **ENTER=** .

The question will be displayed.

Example: __VI_R

- 2 Press **▼** to see the rest of the article.

- 3 Enter letters to replace the underline marks.

Example: C, 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 “Tip” every time you press **?** .

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

- 4 Press **ENTER=** .

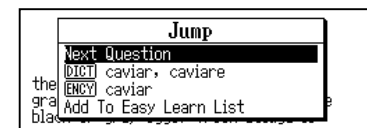
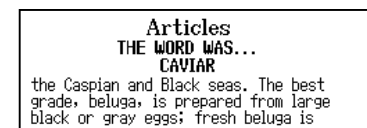
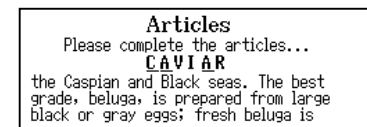
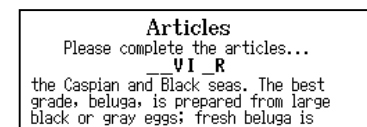
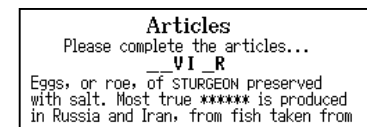
If your answer is correct, a congratulatory message will be displayed and counted in the “Won” column.

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 28.)

* 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 dictionary headword based on its definitions, with some of the letters already supplied.

- 1 Select “Definitions” and then press **(ENTER=)**.

The question will be displayed.

Example: _R_NE

- 2 Press **(▼)** to see the rest of the definitions.

- 3 Enter letters to replace the underline marks.

Example: C, 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 “Tip” every time you press **(?)**.
- * To give up entering letters, press **(ENTER=)**.

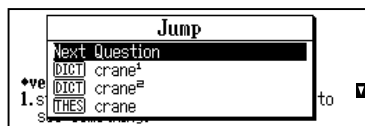
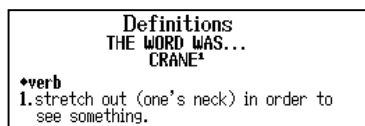
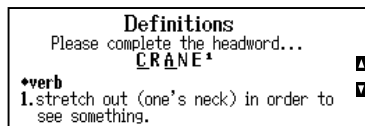
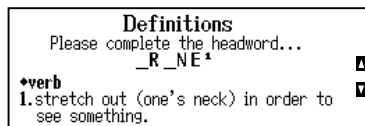
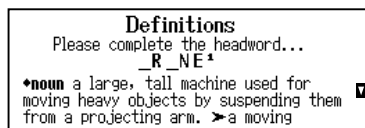
- 4 Press **(ENTER=)**.

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 28.)

- * 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 create the same number of words as the remaining number of floors in the building on the screen.

- 1 Select “Word Building” and then press **(ENTER=)**.

- * To shuffle the letters, press **(ENTER=)**.

- 2 Enter a word using 3 letters or more.

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.

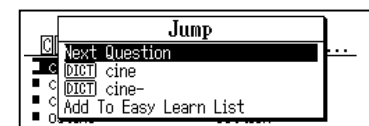
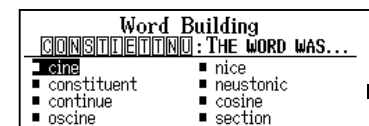
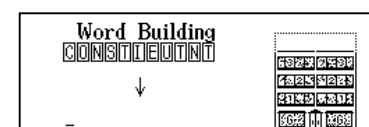
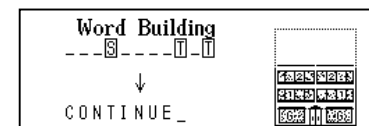
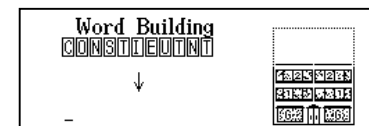
- * To give up entering letters, press **(?)**.

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

- 4 If you enter 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 28.)

- * Please note that not every word used in the Games is included in the encyclopedia, dictionary or thesaurus.



Easy Learn

The Easy Learn function allows you to create your own word list from the Dictionary, Thesaurus, Spellchecker, Solvers and Games, which can then be used in the games.

■ Building your word list:

Use  or  to select a word for your list. The selected word will be added to your word list by pressing . (See page 11.)

- * The unit can store words between 3 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 “Word is already in your list” will appear.
- * The unit's memory can store 100 words. When you try to add the 101st word, the message “Sorry, Memory is full” will appear.

lavender
Any of about 20 species of evergreen shrubs that make up the genus *Lavandula* in the MINT family, the leaves and flowers of which contain scented oil glands. The spikes of flowers are

↓ 

lavender
Any of about 20 species of evergreen shrubs that make up the genus *Lavandula* in the MINT family, the leaves and flowers of which contain scented oil glands. The spikes of flowers are

Word has been added to the Easy Learn list.

■ Viewing the word list

- 1 Press .
- 2 Press  to select “List”. The word list will be displayed.
- 3 Press  or  to scroll the list.
- 4 Press  to select a word.
- 5 Select Dictionary, Thesaurus, Encyclopedia by using  or .
- 6 Press  to jump to the selected function.

Easy Learn **List**
Delete All
1 Entries

Easy Learn **lavender**
6 Entries
participle
suffer
receive
obtain
struggle

Easy Learn **lavender**
6 Entries
participle
suffer
receive
obtain
struggle

Easy **Jump**
6
DICT suffer
THES suffer
Delete this word

suffer
•verb
1. experience or be subjected to (something bad or unpleasant). >
(suffer from) be affected by or subject to (an illness or ailment). >

- * After you've looked up the definition or synonyms, you can return to the Easy Learn List by pressing .
- * Please note that not every word returned by Spellchecker or Solvers is included in the encyclopedia, dictionary 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  and then select “Delete this word” by using .
- 3 Press  to confirm.

- * If you decide not to delete the word, select “No” then press .

Easy Learn **lavender**
6 Entries
participle
suffer
receive
obtain
struggle

Easy **Jump**
6
DICT receive
THES receive
Delete this word

Easy **Delete: receive**
Are you sure you want to delete?
6 **Yes** No

■ Deleting all words

- 1 Press  and then press  to select “Delete All”.
- 2 Press .
- 3 Press  again to confirm.

- * If you decide not to delete all the words, select “No” then press .

Easy Learn **List**
Delete All
6 Entries

Easy **Delete all words**
Are you sure you want to delete?
6 **Yes** No

Calculator

Keys and their Functions

1. **CALC** Selects Calculator and Unit Converters.
2. **CE/C** Clears last entry
3. **1 ~ 0** Number input keys.
4. **+, -, ×, ÷** 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 **CE/C** 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:

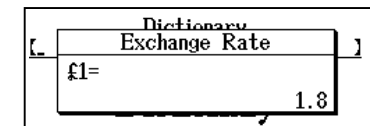
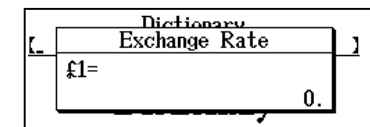
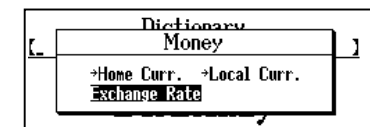
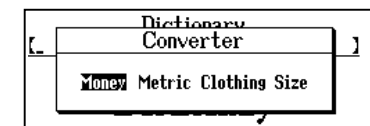
- The answer to a calculation is more than 12 digits.
- The memory is full.
- 0 has been used as a divisor.

Press **CE/C** to remove the “E” and continue.

Converters

Entering or Changing a Conversion Rate

- 1 Press **CALC** .
- 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=\$1.8

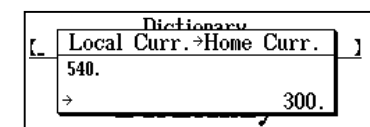
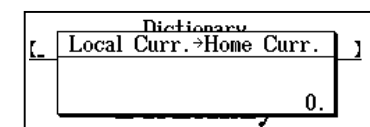
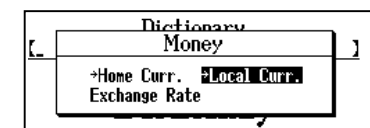


Currency Conversion

Example: 540 US Dollar to £ (£1=\$1.8)

- 1 Select “→Local Curr.” by using cursor keys.
- 2 Press **ENTER=** .
- 3 Enter the amount you wish to convert and then press **ENTER=** .
(\$540=£300)

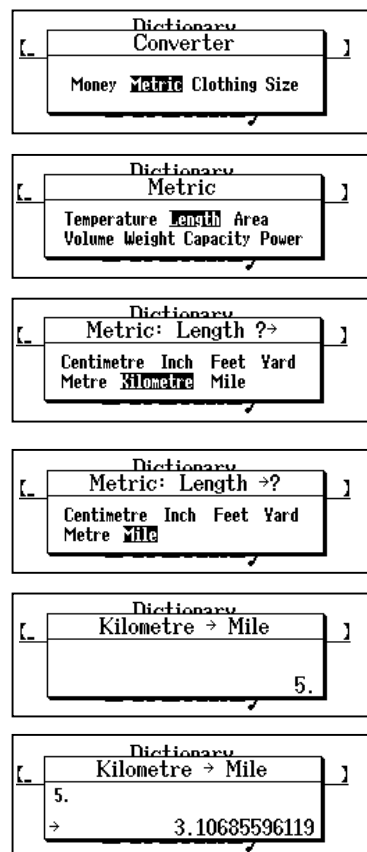
* You can convert a new amount by entering the new number and pressing **ENTER=** .



Metric / Imperial Conversion

Example: Kilometres to Miles

- 1 Press **CALC** .
- 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 = 3.10685596119 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

Clothing Size Chart

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

- 1 Press **CALC** .
- 2 Press **▼** or **▲** to display the conversion menu.
- 3 Press **▶** to select “Clothing Size” and then **ENTER=** .
- 4 Press **▶** to select “Women”.
- 5 Press **▼** or **ENTER=** .
- 6 Select “Dresses” by using **▶** .
* After pressing **▲** , you can reselect “Men”, “Women” and “Children” using **◀** or **▶** .
- 7 Press **ENTER=** .
- 8 Press **▼** to see more sizes.



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

Setting function

You can customize the operating conditions.

Selecting the menu

1 Press **SET** .

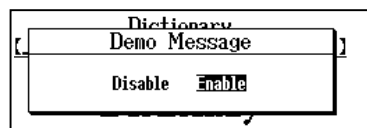


2 Select the function you want to change by pressing **▼** or **▲** .

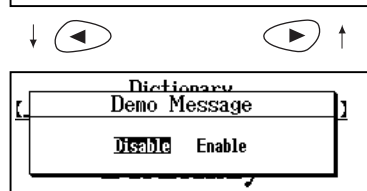
* By pressing the first letter of a menu item, you can directly select the desired function. Further menu starting with the same letter can be selected by pressing the same letter again.

Changing the Demo mode

1 Select “Demo Message” and then press **ENTER=** .



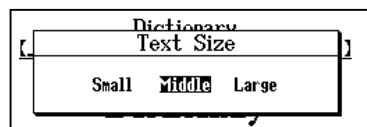
2 Select “Disable” or “Enable” by using the cursor keys.



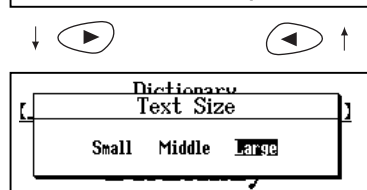
3 Press **ENTER=** to accept changes.
(See page 3.)

Setting the Text Size

1 Select “Text Size” and then press **ENTER=** .



2 Select one of the sizes by using the cursor keys.

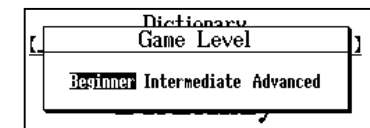


3 Press **ENTER=** to set it.

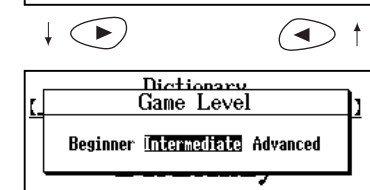
Setting the Game Level

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 the cursor keys.

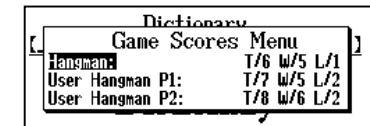


3 Press **ENTER=** to set it.

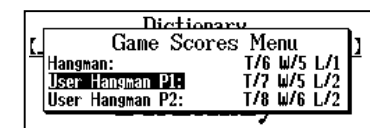
Game Scores

The unit can display the score of the games.

1 Select “Game Scores” and then press **ENTER=** .

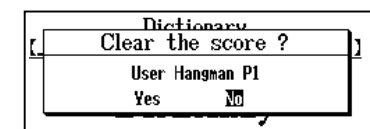


2 Select one of the games by using the cursor keys.



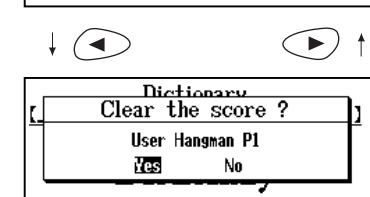
* Scroll to the end of the list to reset all game scores.

3 Press **ENTER=** .



“Clear the score?” will be displayed.

4 Select “Yes” or “No” by using the cursor keys and then press **ENTER=** .

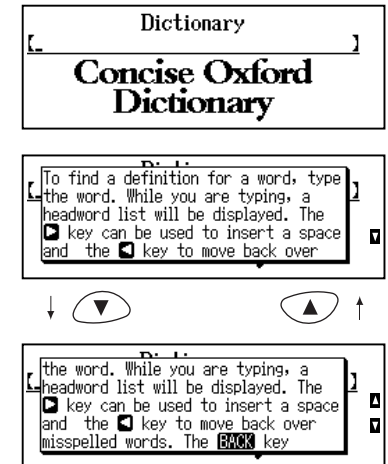


* The Game Score limit is 999 for the total number of games played.
You should clear the game score if you exceed the 999 limit.

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

Example:

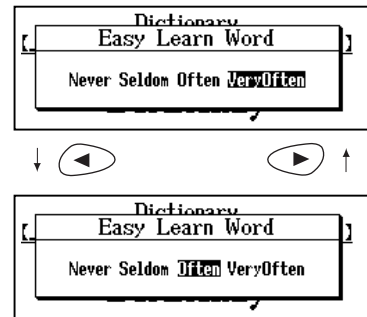
- 1 Press **(DICT)**.
- 2 Press **(HELP)**.
- 3 Press **(▼)** to see the rest of the explanation.
Press **(▲)** to scroll up.
- 4 You can clear the help message by pressing any key.



Setting the frequency for the Easy Learn list

The unit provides four frequency levels to use your user word list for playing games.

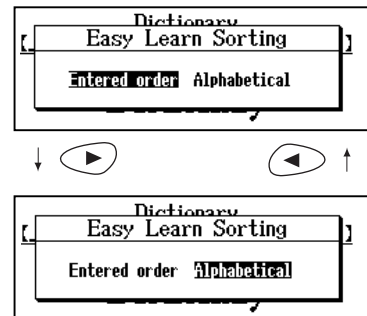
- 1 Select "Easy Learn Word" and then press **(ENTER=)**.
- 2 Select a frequency level by using the cursor keys.
- 3 Press **(ENTER=)** to set it.



Changing the sorting for the Easy Learn list

The unit can change the sorting of your user word list.

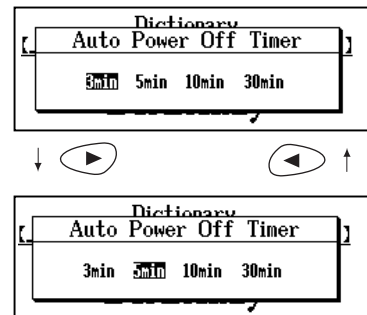
- 1 Select "Easy Learn Sorting" and then press **(ENTER=)**.
- 2 Select "Entered order" or "Alphabetical" by using the cursor keys.
- 3 Press **(ENTER=)** to set it.



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 the cursor keys.
- 3 Press **(ENTER=)** to set it.



Proper Use

To ensure a long and useful life from this precision electronic instrument, do not expose the unit to extreme heat or cold, water or other liquids including spray cleaners or extreme pressure (such as carrying in a back pocket).

Doing any or all of these things may render the unit inoperable and invalidate the warranty.

Specifications

Display: 239 x 80 dots

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

Batteries: AAA x 2 pcs.

Battery life: approx. 100 hours for continuous use

Size: 116(W) x 78 (H) x 20 (D) mm

Weight: approx 155g (including batteries)

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

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.