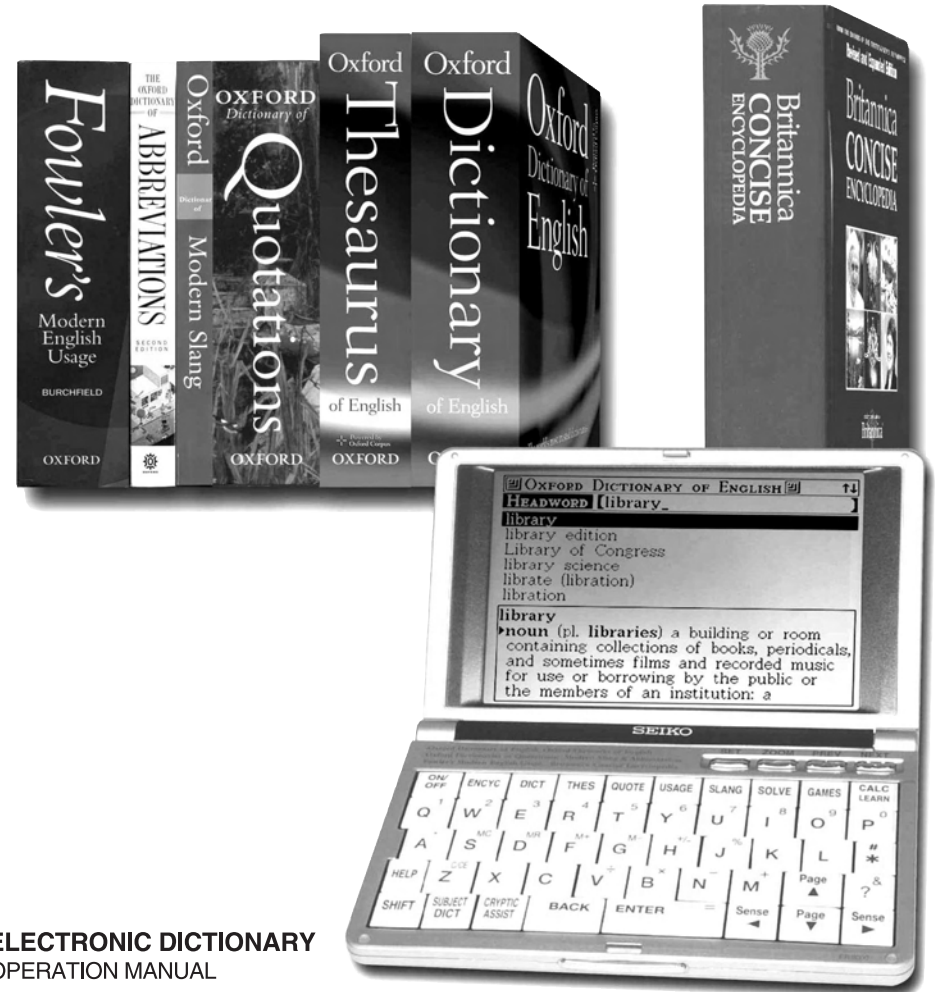# SEIKO

Oxford / Britannica Reference Library

SEIKO

ELECTRONIC DICTIONARY
OPERATION MANUAL

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

UKE1H72AA

ER9000

SII ● Seiko Instruments Inc.

Thank you for purchasing the ER9000.

Please read this operation manual carefully before using the product.

This unit contains six dictionaries and reference works: the Britannica Concise Encyclopedia, Oxford Dictionary of English, Oxford Thesaurus of English, Oxford Dictionary of Quotations, Fowler's Modern English Usage, Oxford Dictionary of Modern Slang and Oxford Dictionary of Abbreviations.

You can expand your English vocabulary further through use of the Spellchecker, the 14 Solvers, the 15 Word Games, and the Easy Learn function.

The display screen can be switched to Large, Middle or Small. (See page 97.)

<u>The screen display examples used in this manual are shown in the "Middle" format.</u>

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

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

CONTENTS

1. Install the Batteries.

After purchase and before using the unit for the first time, install the two AAA alkaline batteries packed with the unit in accordance with the following procedure.

1. Slide the lock button to the right and release the lock on the battery lid.
2. Remove the battery cover by depressing it lightly with both thumbs and sliding it in the indicated direction.
3. Insert the batteries as illustrated, making sure not to mistake the polarities (+, –).
4. After closing the battery lid securely, slide the lock button to the left and lock the battery cover.
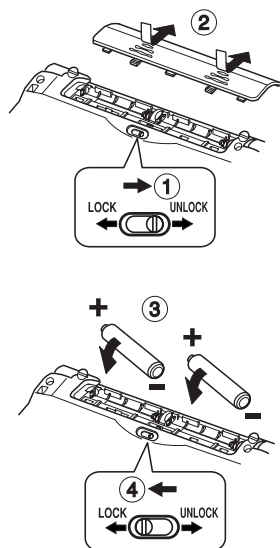
2. Reset the unit.

When using the unit for the first time after installing the batteries, always first reset it by pressing the Reset switch on the back of the unit with a narrow-tipped object after turning off the power.
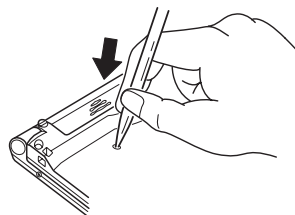
3. Adjust the LCD contrast.

Use [Page▼] or [Page▲] to adjust the contrast of the display and then press [ENTER] .

The LCD contrast can also be adjusted using the "Setting" function. (See page 97.)
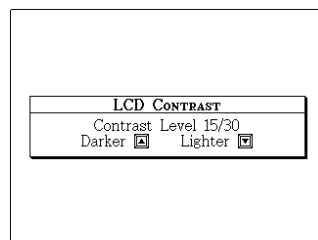
4. Set the key sound.

You can turn the key touch sound on and off by using [Sense◄] or [Sense►] and then press [ENTER] .

The "Key sound" can also be set using the "Setting" function. (See page 96.)
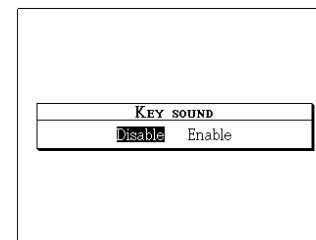
5. Delete the Easy Learn memory.

When using the unit for the first time, select "Yes" and then press [ENTER] .

A demonstration display will appear.

* If you select "Yes" and then press [ENTER] after having used the unit before, the Easy Learn List in the memory will be deleted.
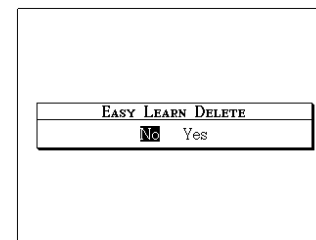
■ Demo function

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] (SET) and select "Demo Message".

Select "Disable" and press [ENTER] .
(See page 94.)

■ 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.

- The unit is powered by two AAA alkaline batteries.
- Do not use a previously used battery together with a new battery.
- Make sure that power is switched off before replacing batteries.
- Press the "RESET" button on the bottom of the unit after battery replacement.
- Changing batteries and Resetting erase the calculator memory and initialize settings.

- Care is needed since if you remove the batteries or press the RESET switch within three seconds of turning the power off, all the data stored in the memory will be deleted except for the Easy Learn memory.

  The Easy Learn memory can be kept by selecting "No" at the Easy Learn Delete selection after the RESET.

⚠ CAUTION

- <u>The batteries may pose a choking hazard to small children.</u>
- <u>Keep the batteries and product away from small children.</u>
- 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.
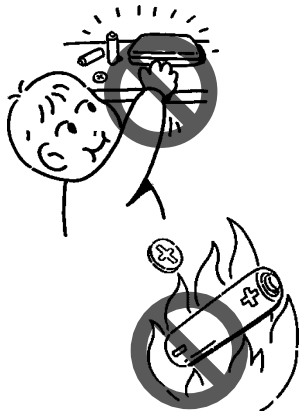
■ Resetting

If the unit does not operate properly after the batteries have been replaced, or if at any time the unit fails to operate properly, gently press the "RESET" button on the bottom of the unit.
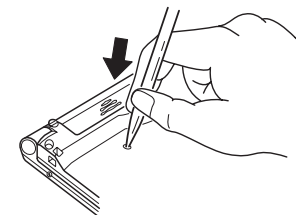
NOTE:

Resetting product deletes all the data stored in the memory except for the Easy Learn memory.

The Easy Learn memory can be kept by selecting "No" at the Easy Learn Delete selection after the RESET.

1 Dictionaries and Encyclopedia

Oxford Dictionary of English

The foremost single-volume authority on the English language - revised and updated to include the very latest vocabulary. The Oxford Dictionary of English is at the forefront of language research, focusing on English as it is used today, informed by the most up-to-date evidence from the largest language research programme in the world, including the 800-million-word Oxford English Corpus. Ideal for anyone who needs a comprehensive and authoritative dictionary of current English; for professionals, students, academics, and for use at work or at home. Unique semantic linking between the dictionary and thesaurus enables you to jump directly to synonyms of the correct sense.

Oxford Thesaurus of English

Authoritative coverage of more synonyms and antonyms than any other A-Z thesaurus. It is accessible and easy to use, listing synonyms in order of usefulness, and giving thousands of examples of words in use to help you choose the right synonym. There are over 300 word lists which have been fully revised and reorganized and include topics from clothes and food, to medicine and music, with new lists of foreign words and phrases, archaic words, imitative words, British and American equivalents, and more. It is an invaluable resource to help broaden your vocabulary and provide quick answers to word puzzles and crossword clues.

Oxford Dictionary of Quotations

For over 60 years, the favourite guide to the wit and wisdom of past and present. The text is a browser's paradise, covering people and events from Cleopatra to J.K.Rowling, and the battle of Marathon to the Hutton Inquiry. Search by Author, Keyword or Theme to trace that half-remembered quote. Identify the quotations that give us key phrases such as 'state of the Union' and 'dodgy dossier'. Special sections bring together categories such as Misquotations and Film Lines.

Fowler's Modern English Usage

Fowler's Modern English Usage is the world-famous guide to English usage, loved and used by writers of all kinds. In keeping with its long tradition, Fowler's gives comprehensive and practical advice on grammar, syntax, style, and choice of words. It gives in-depth coverage of both British and American English with reference to the English of Australia, Canada, New Zealand, and South Africa. Based on the evidence and research of the Oxford Dictionaries Programme, this is the most comprehensive and authoritative guide to usage available.

Oxford Dictionary of Modern Slang

From ambulance chaser to zoot suit, this is the most authoritative and up-to-date dictionary of modern slang. Drawing on the resources of the Oxford English Dictionary, and packed with illustrative quotations from John Lennon to Woody Allen, it is a comprehensive and entertaining collection of over 5,000 slang words and phrases. Providing full details of origins and dates of first printed use, the text contains expressions from all around the English-speaking world.

Oxford Dictionary of Abbreviations

This is the most comprehensive dictionary of abbreviations available. In a world of rapidly proliferating abbreviations and acronyms, it is indispensable at home and in the office. It covers the most important business, scientific, and technical abbreviations, as well as those in everyday use. In addition to abbreviations used in English-speaking countries, the dictionary includes some non-English terms.

Britannica Concise Encyclopedia

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

2 Spellchecker

Instant phonetic spelling correction for over 225,000 words ensures you will always have the answer at your fingertips.

3 Solvers

The 14 indispensable solvers to help you with word games:

Crossword, Anagram, Word Viewer, Word Maker, Phrase Search, Definition Search, Encyclopedic Search, Dictionary of Abbreviations, Abbreviation Search, Letter Changer, Slang Search, Homophones and Homographs and Cryptic Clue Assistant

4 Word Games

You can take on the challenge of 15 different word games set to any one of three levels of difficulty.

Hangman, User Hangman, Jumble, User Jumble, Crossword Quiz, Time and Balance, General Knowledge, Definitions, Synonyms, Slang Words, Shakespeare, Word Building, User Word Building, Word Challenge and Against the Clock

5 Easy Learn

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

6 Calculator

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

7 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.

8 Setting function

You can customize the following operating conditions:

Demo Message, Game Level, Game Scores, Easy Learn Word, Easy Learn Sorting, Auto Power Off Timer, Key sound, LCD Contrast and Variant Spelling

9 Other Features

Jump function

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

Help function

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

Character size function

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

Demo function

A demonstration display explains the contents of the unit.

Real-time search

A headword search occurs after entry of each individual character, enabling immediate display of a list of corresponding headwords. This makes it possible to find the desired headword rapidly.

Preview function

The screen is divided into two parts when a word is searched for.

The upper part of the screen displays not only the search item but also a list.

The lower screen shows a preview of an explanation and the meaning of the headword chosen in the upper screen, thereby enabling faster viewing and expanding the range of vocabulary.
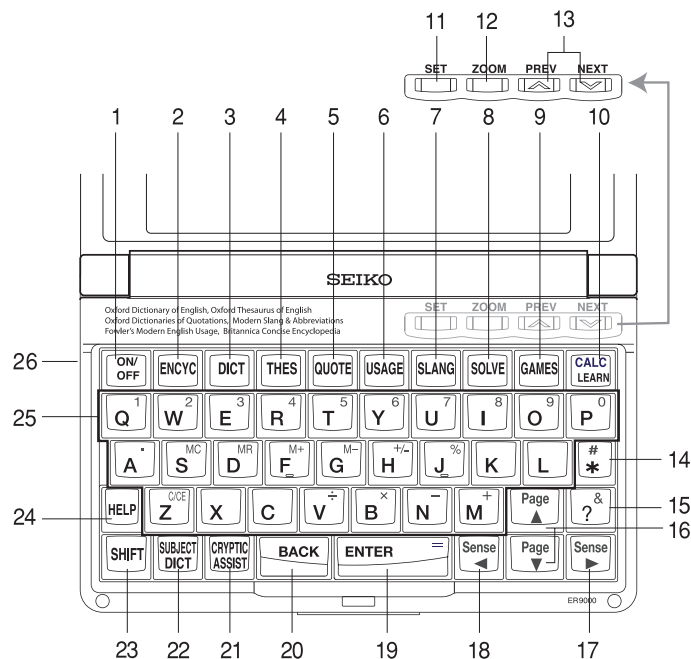
1. [ON/OFF]   Turns the power ON and OFF.

2. [ENCYC]   Selects Encyclopedia mode.

3. [DICT]   Selects Dictionary mode.

4. [THES]   Selects Thesaurus mode.

5. [QUOTE]   Selects Dictionary of Quotations mode.

6. [USAGE]   Selects Dictionary of English Usage mode.

7. [SLANG]   Selects Dictionary of Slang mode.

8. [SOLVE]   Selects Solver mode.

9. [GAMES]   Selects Game mode.

10. [CALC/LEARN]   Selects Easy Learn mode.
    (With SHIFT key) Selects Calculator mode, Currency, Metric/Imperial
    and Clothing Size Converters.

11. [SET]   Activates Setting function.

12. [ZOOM]   Changes the size of the characters displayed on the screen.

13. [PREV/NEXT]   For scrolling through the entries. / Changes the input area.

14. [* #]   [*] Used instead of one or more letters if you don't know how to spell
    a word (including spaces or symbols).

    [#] (With SHIFT key) Used instead of one or more letters if you don't
    know how to spell a word (without spaces or symbols).

15. [? &]   [?] Substitutes for a single letter when you are uncertain of a spelling.
    [&] (With SHIFT key) Connects two or more words.

16. [Page ▲ / Page ▼]   Cursor moves up and down. / Screen moves one line at a time.
    (With SHIFT key) Screen moves one page at a time.

17. [Sense ►]   Enters space. / Cursor moves to right. / Jump key
    (With SHIFT key) Screen moves one sense at a time.

18. [Sense ◄]   Cursor moves to left. / Jump key
    (With SHIFT key) Screen moves one sense at a time.

19. [ENTER]   Determines the headword and displays the explanation or translation.
    / Executes after the functions has been determined.

20. [BACK]   For deleting the last input character.
    (With SHIFT key) Clears all input character.

    Returns to the previous screen or mode.

21. [CRYPTIC ASSIST]   Activates directly "Cryptic Clue Assistant" function.

22. [SUBJECT DICT]   Activates directly "Subject search" in the Dictionary mode.

23. [SHIFT]   Shift Key

24. [HELP]   Activates Help function.

25. Letter and numeral input keys

26. DC plug opening

- When the power is turned back on using [ON/OFF], the unit will show the display
  used before the power was last turned off.
- The unit can also be turned ON with the mode keys.
- In order to avoid unnecessary wear of the 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.)

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 .
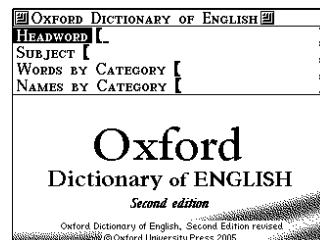
2   Press HELP .
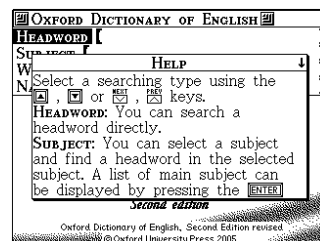
3   Press Page▼ to see the rest of the explanation.

Press Page▲ to scroll up.

- Scrolling the screen -

Page▼ Page▲   : by line

Sense◄ Sense► or NEXT▽ PREV△   : by page
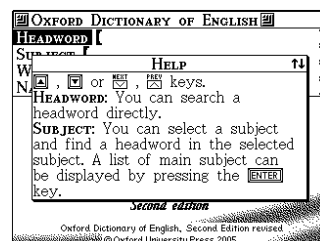
4   You can clear the help message by pressing any key.

*   Use Sense► to enter a space.
*   If there is no headword corresponding to the sequence of letters you have entered, the words with the closest spelling will be displayed.
*   Corrections can be made by using BACK .
*   All input characters can be cleared by using SHIFT and then BACK .
*   Use Sense◄ or Sense► to move the cursor.
*   The entire display can be cleared by pressing the mode key once or twice.

*   When switching the dictionary mode in the character entry state, the previously entered sequence of letters will be taken over unchanged into the "Switched Dictionary Mode".

*   Pressing NEXT▽ or PREV△ in the character entry state results in the previously entered sequence of letters being taken over unchanged to the "Other Search Method in the Same Dictionary".

Looking up words whose spelling you aren't sure of

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

Use ?& to enter "?".
This is used in place of a single character.

Use ∗# to enter "∗".
This is used in place of one or more characters (including spaces or symbols).

Use SHIFT and then ∗# to enter "#".
This is used in place of one or more characters (without spaces or symbols).

Example: he∗t?

The corresponding headword list will be displayed.

14   15
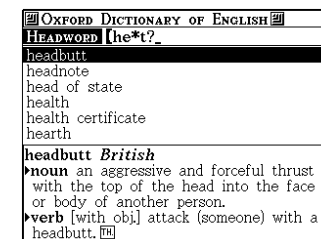
Encyclopedia entry words and articles all come from the Britannica Concise Encyclopedia.

■ Headword Search

You can search a headword directly.

1 Press [ENCYC] .

2 Type a word.

Example: air

Every time you enter a letter, the corresponding headword list will change.
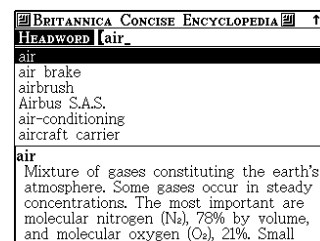
3 Use [Page▼] or [Page▲] to select the headword as necessary.

Example: air brake

The preview screen will change in accordance with the selected headword.

- Scrolling the list -

[Page▼] [Page▲] : by line

[SHIFT] + [Page▼] [Page▲] : by page
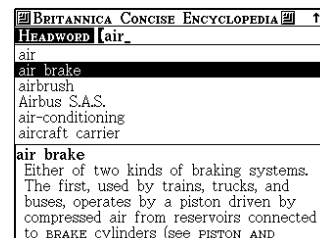
4 Press [ENTER] .

An explanation screen of the selected headword will be displayed.

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

5 Press [Page▼] to see the rest of an entry.
Press [Page▲] to scroll up.

- Scrolling the screen -

[Page▼] [Page▲] : by line

[SHIFT] + [Page▼] [Page▲] : by page

* Press [ENTER] to advance to the next screen.
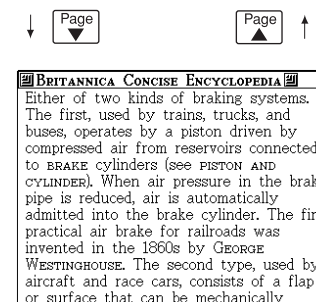
6 To scroll alphabetically up or down through the headword list, press [NEXT] or [PREV] .

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

Example: cypress

■ Category Search

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

1 Press ⌊ENCYC⌋ and then ⌊Page▼⌋ to select "CATEGORY".

```
▣ BRITANNICA CONCISE ENCYCLOPEDIA▣
HEADWORD [            ]
CATEGORY [.           ]

              Britannica
           Britannica
        CONCISE ENCYCLOPEDIA
   Britannica Concise Encyclopedia ©2007 Encyclopædia Britannica, Inc.
```

2 Type a category name.

Example: music

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

Use ⌊Page▼⌋ or ⌊Page▲⌋ to select the category as necessary.

```
▣ BRITANNICA CONCISE ENCYCLOPEDIA▣ ↑↓
CATEGORY [music_          ]
Music
Native Americans
Philosophy
Physics
Psychology
Religion
Abbado, Claudio
Abdullah Ibn Buhaina
accordion
Acuff, Roy (Claxton)
Adams, John (Coolidge)
Adderley, Cannonball
```

3 Press ⌊ENTER⌋ .

4 Type a word.

Example: bach

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

```
▣ BRITANNICA CONCISE ENCYCLOPEDIA▣ ↑↓
CATEGORY:MUSIC [bach_      ]
Bacharach, Burt
Bach, Carl Philipp Emanuel
Bach, Johann Christian
Bach, Johann Sebastian
Bach, Wilhelm Friedemann
Baez, Joan (Chandos)
Bacharach, Burt
(born May 12, 1928, Kansas City, Mo.,
U.S.) U.S. songwriter and pianist. He
studied under DARIUS MILHAUD, BOHUSLAV
MARTINŮ, and HENRY COWELL. In the
1950s he wrote arrangements for Steve
```

5 Use ⌊Page▼⌋ or ⌊Page▲⌋ to select the headword as necessary.

Example: Bach, Johann Sebastian

The preview screen will change in accordance with the selected headword.

- Scrolling the list -

⌊Page▼⌋ ⌊Page▲⌋ : by line

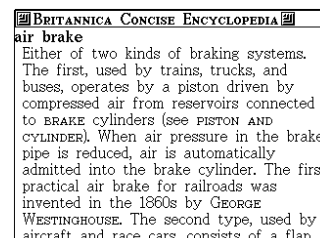⌊SHIFT⌋ + ⌊Page▼⌋ ⌊Page▲⌋ : by page

```
▣ BRITANNICA CONCISE ENCYCLOPEDIA▣ ↑↓
CATEGORY:MUSIC [bach_      ]
Bacharach, Burt
Bach, Carl Philipp Emanuel
Bach, Johann Christian
Bach, Johann Sebastian
Bach, Wilhelm Friedemann
Baez, Joan (Chandos)
Bach, Johann Sebastian
(born March 21, 1685, Eisenach, Thuringia,
Ernestine Saxon Duchies—died July 28,
1750, Leipzig) German composer. Born to
a musical family, he became a superbly
well-rounded musician; from 1700 he held
```

6 Press ⌊ENTER⌋ .

An explanation screen of the selected headword will be displayed.

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

```
▣ BRITANNICA CONCISE ENCYCLOPEDIA▣ ↓
Bach, Johann Sebastian
(born March 21, 1685, Eisenach, Thuringia,
Ernestine Saxon Duchies—died July 28,
1750, Leipzig) German composer. Born to a
musical family, he became a superbly well
-rounded musician; from 1700 he held
positions as singer, violinist, and organist.
His first major appointment, in 1708, was
as organist at the ducal court at Weimar.
This was followed by a six-year stay
(1717-23) as kapellmeister at the princely
court of Köthen, which was in turn
followed by his appointment as cantor at
```
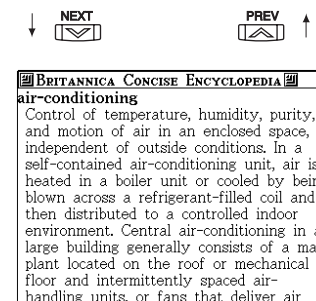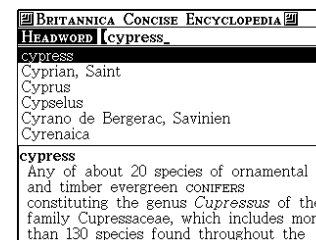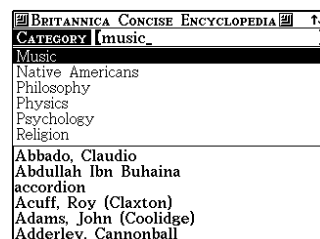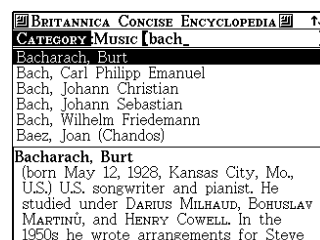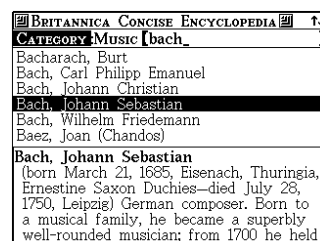
↓ ⌊ENTER⌋

7 Press ⌊Page▼⌋ to see the rest of an entry.

Press ⌊Page▲⌋ to scroll up.

- Scrolling the screen -

⌊Page▼⌋ ⌊Page▲⌋ : by line

⌊SHIFT⌋ + ⌊Page▼⌋ ⌊Page▲⌋ : by page

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

```
▣ BRITANNICA CONCISE ENCYCLOPEDIA▣ ↑↓
the great church of St. Thomas in
Leipzig, where he would remain for the
rest of his life. Imbued with the northern
German contrapuntal style (see
COUNTERPOINT) from early childhood, he
encountered the lively Italian style,
especially in the works of ANTONIO
VIVALDI, about 1710, and much of his
music embodies an immensely convincing
melding of the two styles. At St. Thomas
he wrote more than 200 church cantatas.
His orchestral works include the six
Brandenburg Concertos, four orchestral
```

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

Example: lennon
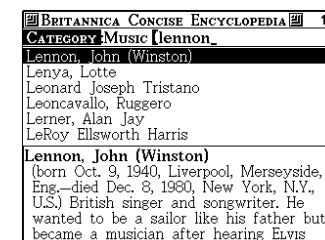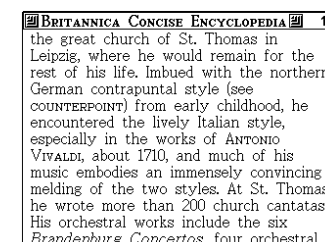
```
▣ BRITANNICA CONCISE ENCYCLOPEDIA▣ ↑↓
CATEGORY:MUSIC [lennon_    ]
Lennon, John (Winston)
Lenya, Lotte
Leonard Joseph Tristano
Leoncavallo, Ruggero
Lerner, Alan Jay
LeRoy Ellsworth Harris
Lennon, John (Winston)
(born Oct. 9, 1940, Liverpool, Merseyside,
Eng.—died Dec. 8, 1980, New York, N.Y.,
U.S.) British singer and songwriter. He
wanted to be a sailor like his father but
became a musician after hearing ELVIS
```

■ Jump function

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

1   Press [ENCYC] and type a word.

Example: lavender

2   Press [ENTER] .

3   Press [Sense ▶] to select the first word you can look up.

Press [Sense ◀] to select the last word.

Selected word will begin to flash on and off.

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

4   Select another word using the cursor keys.

Example: species

5   Press [ENTER] .

6   Select Encyclopedia, Dictionary, Thesaurus, English Usage or Easy Learn List by using [Page ▼] or [Page ▲] .

ENCYC   Britannica Concise Encyclopedia
DICT   Oxford Dictionary of English
THES   Oxford Thesaurus of English
QUOTE   Oxford Dictionary of Quotations
SLANG   Oxford Dictionary of Modern Slang
USAGE   Fowler's Modern English Usage

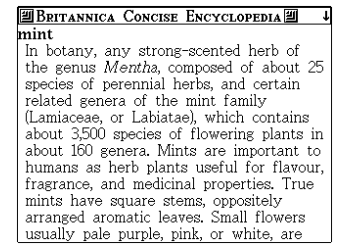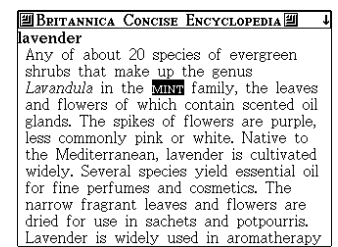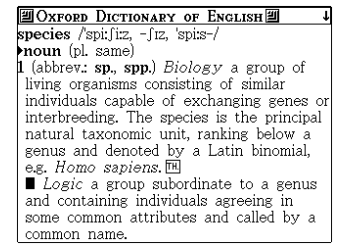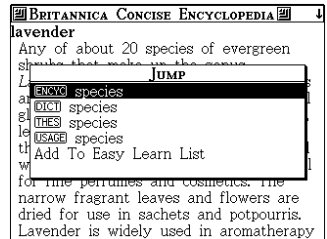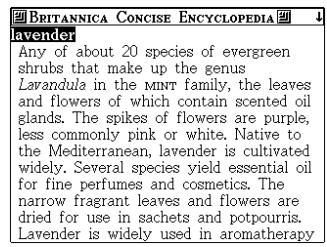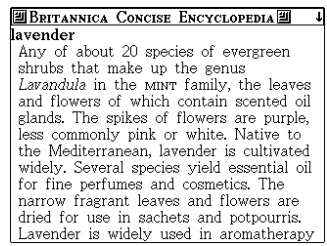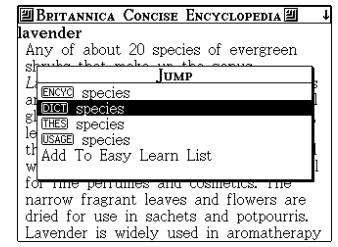Add To Easy Learn List: Add the selected word to the Easy Learn List.

Example: DICT

7   Press [ENTER] .

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

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

Example: MINT

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

■ Headword Search

You can search for a headword directly.

1   Press   `DICT`   .

2   Type a word.

Example: unique

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

Use   `Page▼`   or   `Page▲`   to select the headword as necessary.

The preview screen will change in accordance with the selected headword.

- Scrolling the list -

`Page▼` `Page▲`   : by line
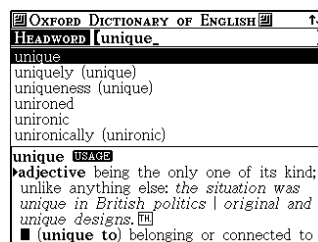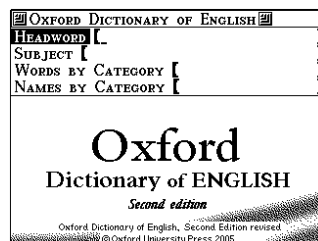
`SHIFT` + `Page▼` `Page▲`   : by page

3   Press   `ENTER=`   .

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

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

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

Example: uniquely (unique)

4   Press   `Page▼`   to see the rest of an entry.
Press   `Page▲`   to scroll up.
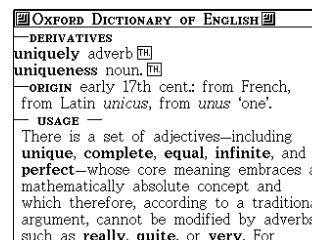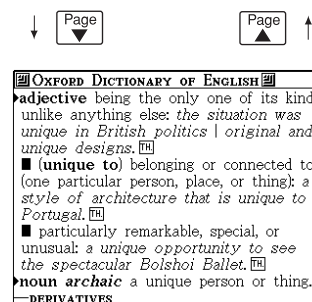
- Scrolling the screen -

`Page▼` `Page▲`   : by line

`SHIFT` + `Page▼` `Page▲`   : by page

`SHIFT` + `Sense◄` `Sense►`   : by sense number

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

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

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

5   To scroll alphabetically up or down through the headword list, press `NEXT▽` or `PREV△` .
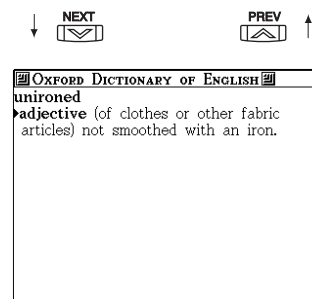
6   To clear the display and search for another word, simply enter your new word.

Example: compare

■ Subject Search

You can select a subject and find headwords in the selected subject.

1   Press `DICT` and then `Page▼` to select "SUBJECT".
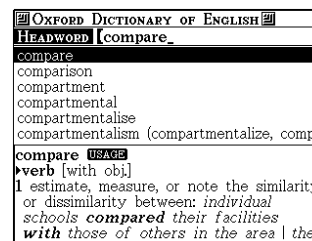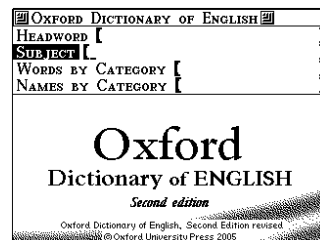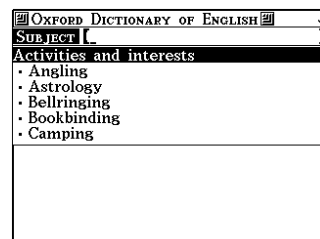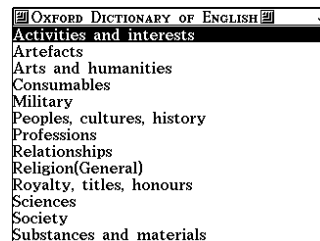
*   If you press `ENTER` , the list of the main subjects will be displayed.

Use `Page▼`   `Page▲` or `NEXT` `PREV` to select the main subject and then press `ENTER` .

The selected main subject and the minor subjects are displayed.
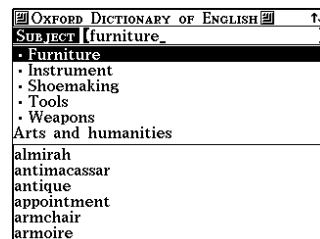
   or

Press `SUBJECT DICT` .

2   Type a subject name.

Example: furniture

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

Use `Page▼` or `Page▲` to select the subject as necessary.

*   Further subjects starting with the same letters can be selected by pressing `SHIFT` and then `Page▼` or `Page▲` .

The preview screen will show the headwords which is related with the selected subject.

3   Press `ENTER` .

The unit shows the list of headwords which is related with the selected subject.

4   Type the first letter of a word.

Example: h

The words starting with the entered letter will be displayed.

5   Use `Page▼`   `Page▲` or `NEXT` `PREV` to select the headword as necessary.

Example: hammock

The preview screen will change in accordance with the selected headword.

- Scrolling the list -

`Page▼`   `Page▲` : by line

`SHIFT` + `Page▼`   `Page▲` or `NEXT` `PREV` : by page

6   Press `ENTER` .

After displaying the lead screen of the headword for about one second, the unit scrolls the screen to the appropriate sense starts with ◧ mark.

*   Press `BACK` to return to the headword selection screen.
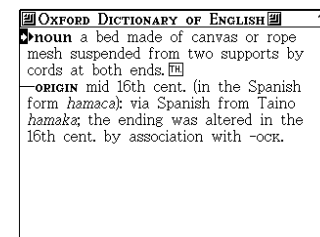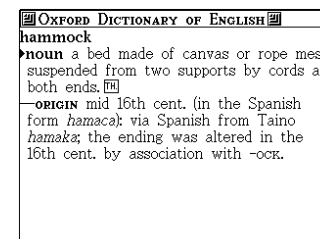
■ Words by Category

You can select a lexical category and find headwords in the selected category.

1 Press [DICT] and then [Page ▼] to select "WORDS BY CATEGORY".
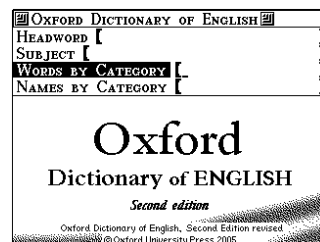
* If you press [ENTER⁼] , the list of the main categories will be displayed.

   Use [Page ▼] or [Page ▲] to select the main category and then press [ENTER⁼] .

   The selected main category and the minor categories are displayed.
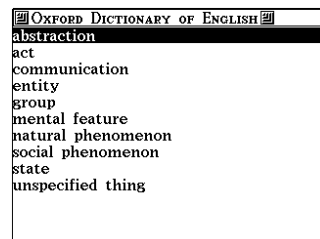
2 Type a category name.

   Example: action

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

   Use [Page ▼] or [Page ▲] to select the category as necessary.

* Further categories starting with the same letters can be selected by pressing [SHIFT] and then [Page ▼] or [Page ▲] .

   The preview screen will show the headwords which is related with the selected category.

3 Press [ENTER⁼] .

   The unit shows the list of headwords which is related with the selected category.

4 Type the first letter of a word.

   Example: e

   The words starting with the entered letter will be displayed.
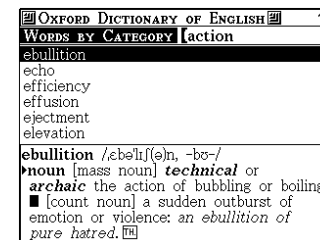
5 Use [Page ▼] [Page ▲] or [NEXT ▽] [PREV △] to select the headword as necessary.

   Example: echo

   The preview screen will change in accordance with the selected headword.
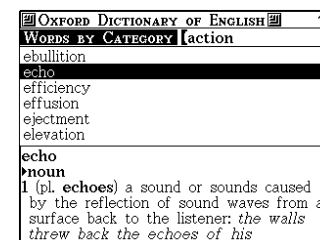
   - Scrolling the list -

   [Page ▼] [Page ▲] : by line

   [SHIFT] + [Page ▼] [Page ▲] or [NEXT ▽] [PREV △] : by page

6 Press [ENTER⁼] .

   After displaying the lead screen of the headword for about one second, the unit scrolls the screen to the appropriate sense starts with ◪ mark.
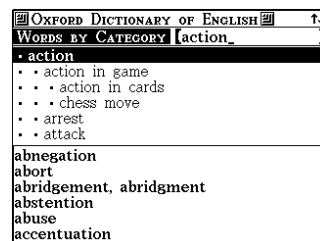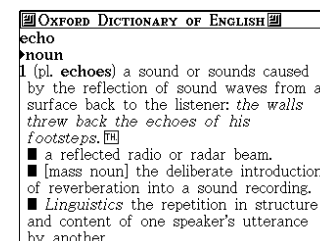
* Press [BACK] to return to the headword selection screen.
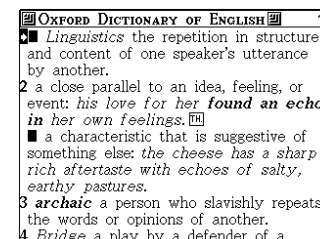
■ Names by Category

You can select an encyclopedic category and find headwords in the selected category.

1   Press ⌈DICT⌋ and then ⌈Page ▼⌋ to select "NAMES BY CATEGORY".
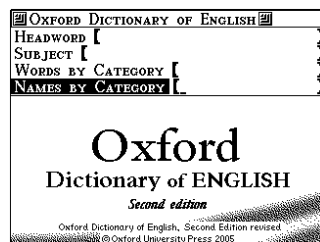
*   If you press ⌈ENTER⌉ , the list of the main categories will be displayed.

    Use ⌈Page ▼⌋ or ⌈Page ▲⌋ to select the main category and then press ⌈ENTER⌉ .

    The selected main category and the minor categories are displayed.
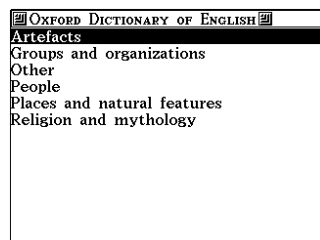
2   Type a category name.

    Example: dynasty

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

    Use ⌈Page ▼⌋ or ⌈Page ▲⌋ to select the category as necessary.

*   Further categories starting with the same letters can be selected by pressing ⌈SHIFT⌋ and then ⌈Page ▼⌋ or ⌈Page ▲⌋ .

    The preview screen will show the headwords which is related with the selected category.

3   Press ⌈ENTER⌉ .

    The unit shows the list of headwords which is related with the selected category.

4   Type the first letter of a word.

    Example: h

    The words starting with the entered letter will be displayed.

5   Use ⌈Page ▼⌋ ⌈Page ▲⌋ or ⌈NEXT⌋ ⌈PREV⌋ to select the headword as necessary.

    Example: Hanover

    The preview screen will change in accordance with the selected headword.

    - Scrolling the list -

    ⌈Page ▼⌋ ⌈Page ▲⌋ : by line

    ⌈SHIFT⌋ + ⌈Page ▼⌋ ⌈Page ▲⌋ or ⌈NEXT⌋ ⌈PREV⌋ : by page

6   Press ⌈ENTER⌉ .

    After displaying the lead screen of the headword for about one second, the unit scrolls the screen to the appropriate sense starts with ▸ mark.

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

■ Jump function

This function enables you to look up a word displayed on the definition screen in any dictionary of your choosing, and to register it in the Easy Learn word list. (See page 20.)

1   Press DICT and type a word.

    Example: principle

2   Press ENTER⁼ .

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

    Press Sense◀ to select the last word.

    Selected word will begin to flash on and off.

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

4   Select another word using the cursor keys.

    Example: foundation

5   Press ENTER⁼ .

6   Select Encyclopedia, Dictionary, Thesaurus, English Usage or Easy Learn List by using Page▼ or Page▲ .

ENCYC	Britannica Concise Encyclopedia
DICT	Oxford Dictionary of English
THES	Oxford Thesaurus of English
QUOTE	Oxford Dictionary of Quotations
SLANG	Oxford Dictionary of Modern Slang
USAGE	Fowler's Modern English Usage

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

    Example: DICT

7   Press ENTER⁼ .
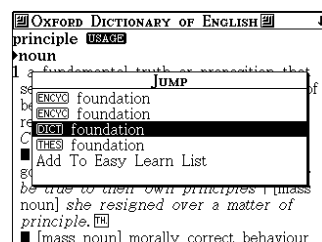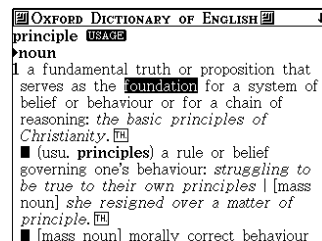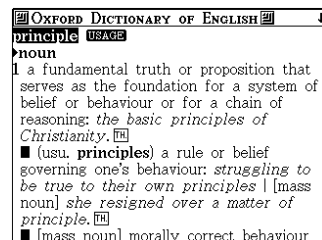
*   Press BACK to return to the previous screen.

■ Smart Jump function

By selecting the TH. symbol on the definition screen, you can jump to the screen for synonym groups in the Oxford Thesaurus of English sharing the same meaning.

1   Press DICT and type a word.

    Example: behaviour

2   Press ENTER⁼ .

3   Press Sense▶ and use the cursor keys to select the TH. symbol.

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

4   Press ENTER⁼ .

    After displaying the lead screen of the headword in the Oxford Thesaurus of English for about one second, the unit scrolls the screen to the appropriate synonym groups starts with ◨ mark.
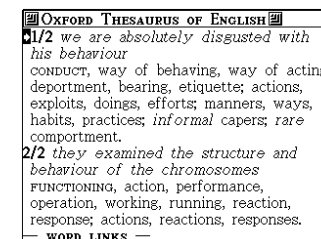
The thesaurus entries, including examples, sense groupings, and all alternative and opposite words, are taken from the Oxford Thesaurus of English.

■ Headword Search

You can search for a headword directly.

1 Press 〔THES〕 .
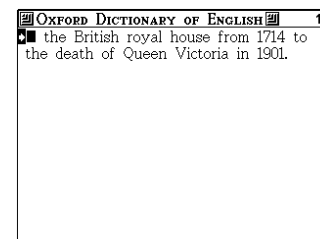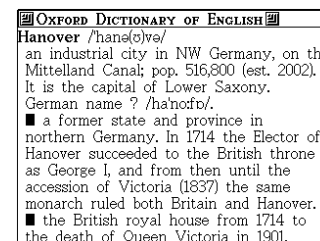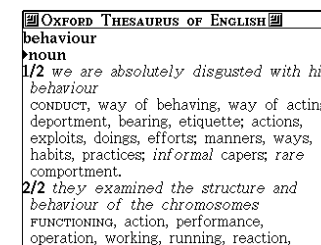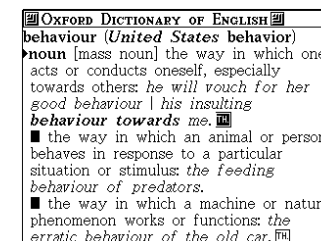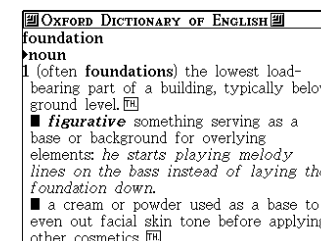
2 Type a word.

Example: leap

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

Use 〔Page▼〕 or 〔Page▲〕 to select the headword as necessary.

The preview screen will change in accordance with the selected headword.

- Scrolling the list -

〔Page▼〕 〔Page▲〕 : by line

〔SHIFT〕 + 〔Page▼〕 〔Page▲〕 : by page

3 Press 〔ENTER=〕 .

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

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

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

4 Press 〔Page▼〕 to see other synonyms.
Press 〔Page▲〕 to scroll up.

- Scrolling the screen -

〔Page▼〕 〔Page▲〕 : by line

〔SHIFT〕 + 〔Page▼〕 〔Page▲〕 : by page

〔SHIFT〕 + 〔Sense◄〕 〔Sense►〕 : by sense number

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

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

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

5 To scroll alphabetically up or down through the headword list, press 〔NEXT〕 or 〔PREV〕 .
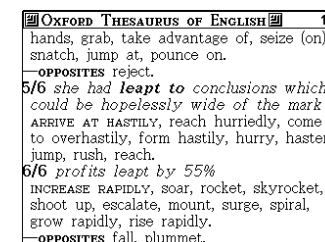
6 To clear the display and search for another word, simply enter your new word.

Example: compare

32

33
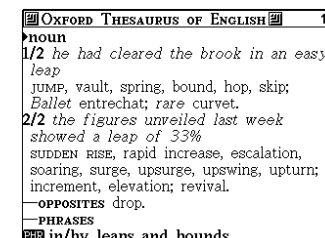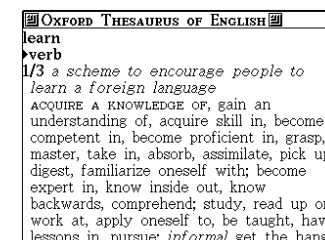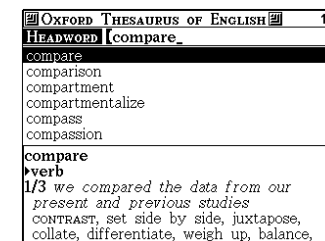
■ Word List

You can search for thematic word lists using keywords to find headwords in these lists.

1 Press `THES` and then `Page▼` to select "WORD LIST".
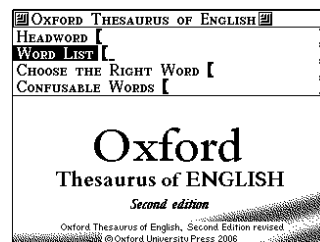
2 Type a word list name.

Example: food

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

Example: Bread and Bread Rolls

The preview screen will change in accordance with the selected word list.

- Scrolling the list -

`Page▼` `Page▲` : by line

`SHIFT` + `Page▼` `Page▲` : by page

4 Press `ENTER≡` .

The list of the words will be displayed.
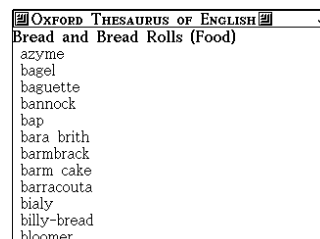
5 Press `Page▼` to see the rest of an entry.

Press `Page▲` to scroll up.

- Scrolling the screen -

`Page▼` `Page▲` : by line

`SHIFT` + `Page▼` `Page▲` : by page

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

* Press `BACK` to return to the previous screen.
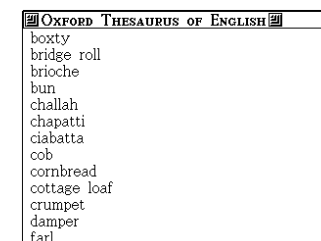
6 Press `Sense▶` to select the first word you can look up.

Press `Sense◀` to select the last word.

Selected word will begin to flash on and off.

* Press `BACK` to return to the previous screen or to disable the cursor.
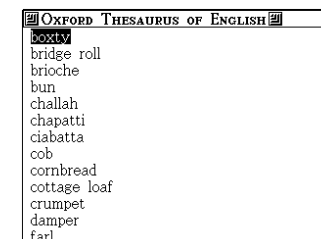
7 Select another word using the cursor keys.

Example: brioche
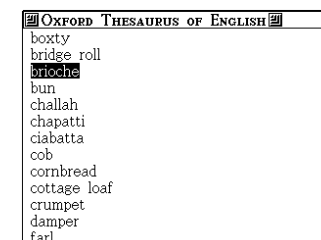
8 Press `ENTER≡` .

(See "Jump function" at page 38.)

* Please note that not every word is included in the Encyclopedia or Dictionary.
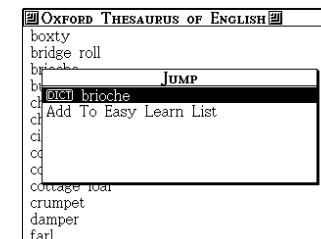
■ Choose the Right Word

You can search a headword which has a note on how to "Choose the right word".

1 Press `THES` and then `Page▼` to select "CHOOSE THE RIGHT WORD".
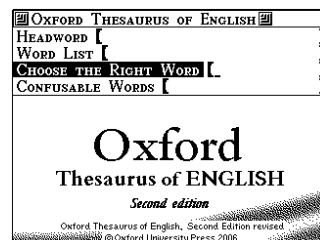
2 Type a word.

Example: famous

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

Use `Page▼` or `Page▲` to select the headword as necessary.
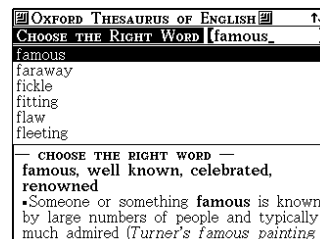
The preview screen will change in accordance with the selected headword.
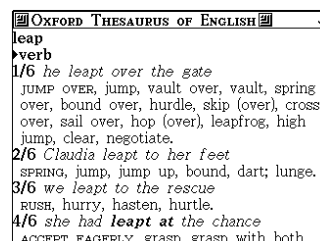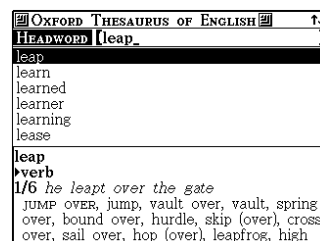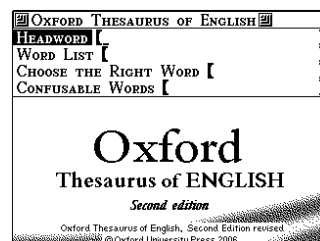
- Scrolling the list -

`Page▼` `Page▲` : by line

`SHIFT` + `Page▼` `Page▲` : by page

3 Press `ENTER` .

The note on how to "Choose the right word" in this case will be displayed.
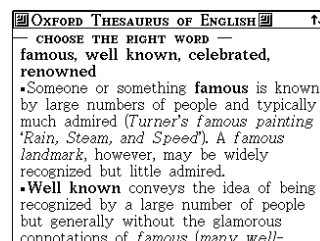
4 Press `Page▲` to scroll up.

- Scrolling the screen -

`Page▼` `Page▲` : by line

`SHIFT` + `Page▼` `Page▲` : by page

`SHIFT` + `Sense◄` `Sense►` : by sense number

* Press `BACK` to return to the previous screen.
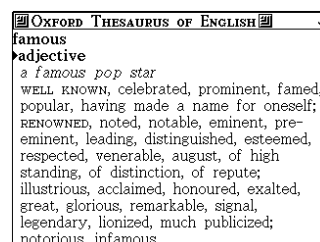
■ Confusable Words

You can search a headword which has a note on "Confusable words".

1 Press `THES` and then `Page▼` to select "CONFUSABLE WORDS".
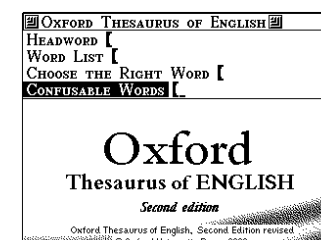
2 Type a word.

Example: council

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

Use `Page▼` or `Page▲` to select the headword as necessary.
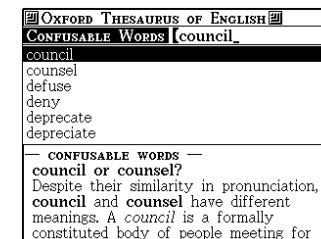
The preview screen will change in accordance with the selected headword.

- Scrolling the list -

`Page▼` `Page▲` : by line

`SHIFT` + `Page▼` `Page▲` : by page

3 Press `ENTER` .

The note on "Confusable words" for the word will be displayed.
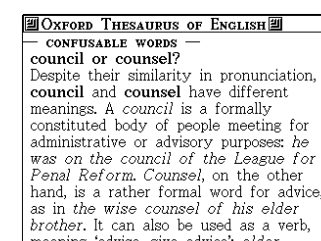
4 Press `Page▲` to scroll up.

- Scrolling the screen -

`Page▼` `Page▲` : by line

`SHIFT` + `Page▼` `Page▲` : by page

`SHIFT` + `Sense◄` `Sense►` : by sense number

* Press `BACK` to return to the previous screen.
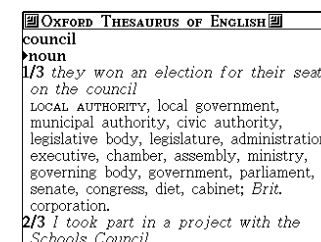
■ Jump function

This function enables you to look up a word displayed on the synonym screen in any dictionary of your choosing, and to register it in the Easy Learn word list. (See page 20 or 30.)

1 Press `THES` and type a word.

Example: genuine

2 Press `ENTER` .

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

Press `Sense ◀` to select the last word.

Selected word will begin to flash on and off.

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

4 Select another word using the cursor keys.

Example: bogus

5 Press `ENTER` .

6 Select Encyclopedia, Dictionary, Thesaurus, English Usage or Easy Learn List by using `Page ▼` or `Page ▲` .

ENCYC	Britannica Concise Encyclopedia
DICT	Oxford Dictionary of English
THES	Oxford Thesaurus of English
QUOTE	Oxford Dictionary of Quotations
SLANG	Oxford Dictionary of Modern Slang
USAGE	Fowler's Modern English Usage

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

Example: THES
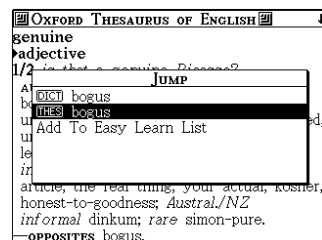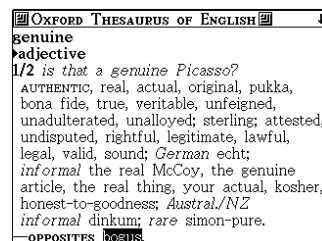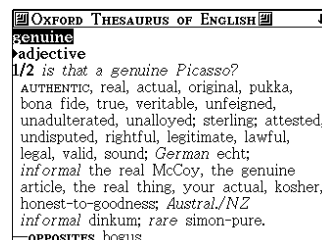
7 Press `ENTER` .

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

■ Smart Jump function

You can jump to the definition screen for the appropriate definition number in the Oxford Dictionary of English if you select a synonym on the screen.

1 Press `THES` and type a word.

Example: correct

2 Press `ENTER` .

3 Press `Sense ▶` or `Sense ◀` to select a synonym.

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

4 Press `ENTER` .

The selected word which can use the Smart Jump function will be displayed in bold style.

5 Press `ENTER` .

After displaying the lead screen of the headword in the Oxford Dictionary of English for about one second, the unit scrolls the screen to the appropriate definition number starts with ◪ mark.
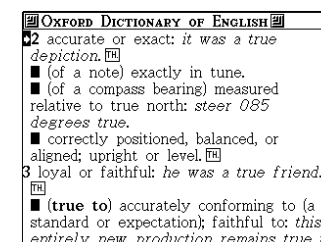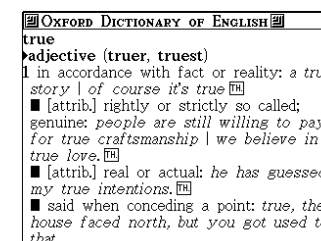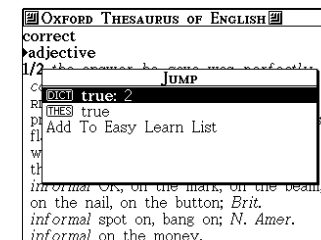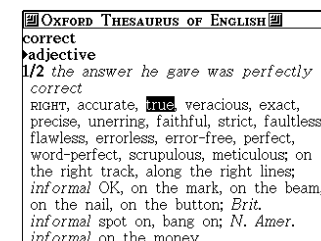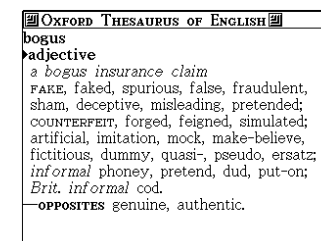
Quotations, keywords, and thematic groupings all come from the Oxford Dictionary of Quotations.

■ Author Name Search

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

1   Press   QUOTE   .
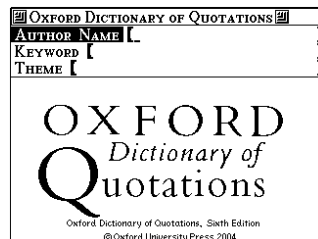
2   Type in the author's last name.

Example: churchill

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

Use   Page▼   or   Page▲   to select the author name required.
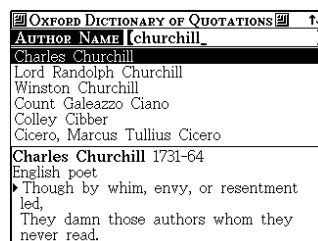
The preview screen will change in accordance with the selected author name.

- Scrolling the list -

Page▼   Page▲   : by line

SHIFT + Page▼   Page▲   : by page
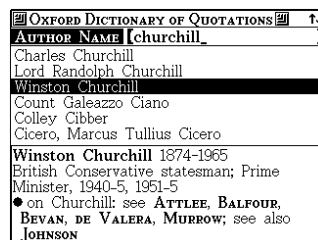
3   Press   ENTER   .

The quotations from the selected author will be displayed.

*   Press   BACK   to return to the author name selection screen.
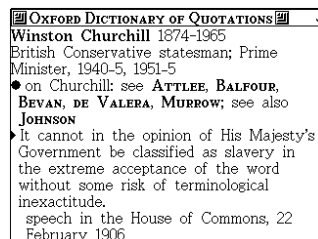
4   Press   Page▼   to see the rest of an entry.
Press   Page▲   to scroll up.

- Scrolling the screen -

Page▼   Page▲   : by line

SHIFT + Page▼   Page▲   : by page

*   Press   ENTER   to advance to the next screen.
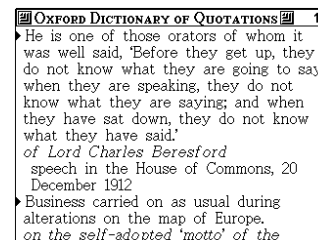
5   To scroll alphabetically up or down through the author name list, press   NEXT   or   PREV   .
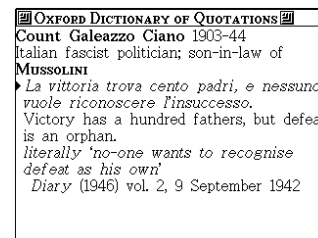
6   To clear the display and search for another author name, simply enter new author name.

Example: lennon

■ Jump function

This function enables you to look up a word displayed on the quotation screen in any dictionary of your choosing, and to register it in the Easy Learn word list. (See page 20, 30 or 38.)

Keyword Search

You can search for quotations on the basis of one or more words contained in the quotation.

1   Press `QUOTE` and then `Page▼` to select "KEYWORD".
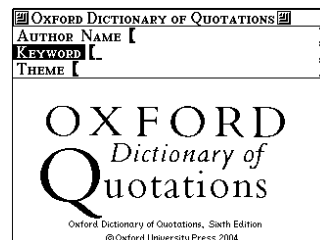
2   Type a keyword.

Example: silence

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

*   When you enter more than one word, enter "&" between words.

If you enter a few letters of the head of keyword and then enter "&", the unit enter the hole spelling of the selected keyword.

Press `SHIFT` and then `?&` to enter "&".

Use `Page▼` or `Page▲` to select the keyword as necessary.

The preview screen will change in accordance with the selected keyword.
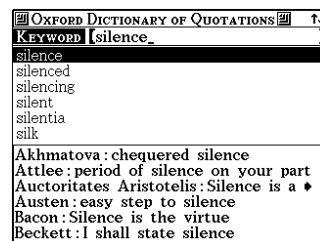
3   Press `ENTER` .

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

*   Press `BACK` to return to the keyword selection screen.
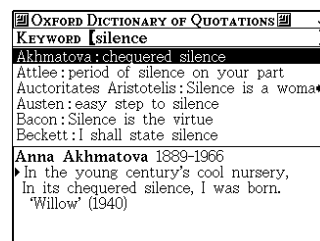
4   Use `Page▼` or `Page▲` to select the quotation required.

Example: Bacon: Silence is the virtue

The preview screen will change in accordance with the selected quotation.

- Scrolling the list -

`Page▼` `Page▲` : by line

`SHIFT` + `Page▼` `Page▲` or `NEXT` `PREV` : by page

5   Press `ENTER` .

The requested quotation will be displayed in full.

*   Return to the list by pressing `BACK` .
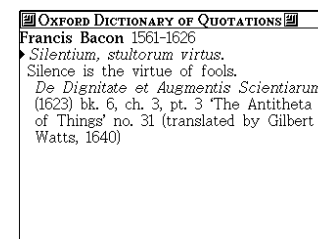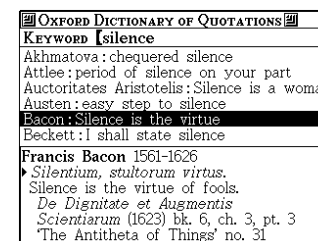
6   To scroll up or down through the author names in the list, press `NEXT` or `PREV` .
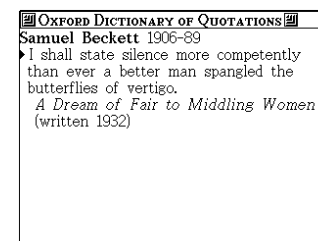
7   To clear the display and search for another keyword, simply enter new keyword.

Example: ghost
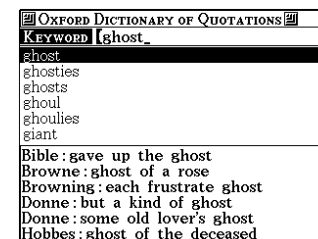
Theme Search

You can search a selection of the best quotations on a specific theme.

1 Press `QUOTE` and then `Page ▼` to select "THEME".
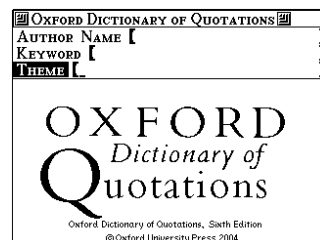
2 Type a theme.

Example: music

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

Use `Page ▼` or `Page ▲` to select the theme as necessary.

The preview screen will change in accordance with the selected theme.
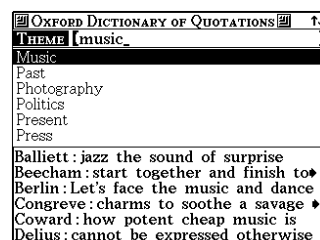
3 Press `ENTER` .

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

* Press `BACK` to return to the theme selection screen.
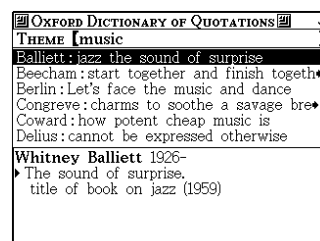
4 Use `Page ▼` or `Page ▲` to select the quotation required.

Example: Berlin: Let's face the music and dance

The preview screen will change in accordance with the selected quotation.

- Scrolling the list -

`Page ▼` `Page ▲` : by line

`SHIFT` + `Page ▼` `Page ▲` or `NEXT` `PREV` : by page

5 Press `ENTER` .

The requested quotation will be displayed in full.

* Return to the list by pressing `BACK` .
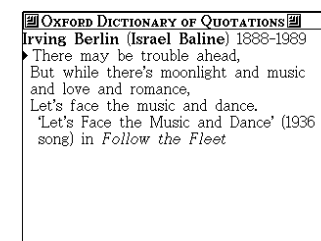
6 To scroll up or down through the author names in the results list, press `NEXT` or `PREV` .
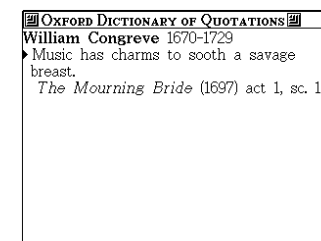
7 To clear the display and search for another theme, simply enter new theme.

Example: love
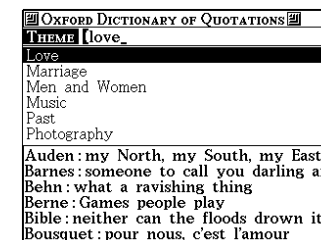
Dictionary entries all come from the Oxford 'Fowler's Modern English Usage'.

■ Headword Search

You can search a headword directly.

1 Press [USAGE] .
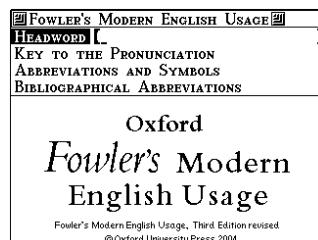
2 Type a word.

Example: feature

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

Use [Page▼] or [Page▲] to select the headword as necessary.

The preview screen will change in accordance with the selected headword.

- Scrolling the list -

[Page▼] [Page▲] : by line

[SHIFT] + [Page▼] [Page▲] : by page

3 Press [ENTER] .

An explanation screen of the selected headword will be displayed.

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

4 Press [Page▼] to see the rest of an entry.

Press [Page▲] to scroll up.

- Scrolling the screen -

[Page▼] [Page▲] : by line

[SHIFT] + [Page▼] [Page▲] : by page

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

5 To scroll alphabetically up or down through the headword list, press [NEXT] or [PREV] .

■ Jump function
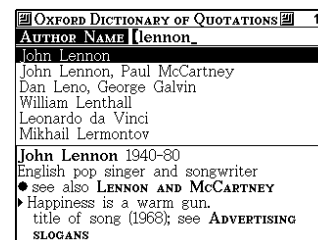
This function enables you to look up a word displayed on the explanation screen in any dictionary of your choosing, and to register it in the Easy Learn word list.   (See page 20, 30 or 38.)

■ Appendix

You can see the pronunciations or abbreviations chart. (See page 102.)

1 Press [USAGE] and then [Page▼] to select "KEY TO THE PRONUNCIATION", "ABBREVIATIONS AND SYMBOLS" or "BIBLIOGRAPHICAL ABBREVIATIONS".

2 Press [ENTER] .

- Scrolling the list -

[Page▼] [Page▲] : by line

[SHIFT] + [Page▼] [Page▲] or [NEXT] [PREV] : by page
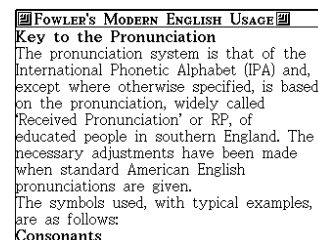
Dictionary entries all come from the Oxford Dictionary of Modern Slang.

■ Headword Search

You can search a headword directly.

1 Press 〔SLANG〕 .
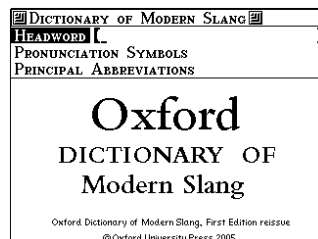
2 Type a word.

Example: bean

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

Use 〔Page▼〕 or 〔Page▲〕 to select the headword as necessary.

The preview screen will change in accordance with the selected headword.

- Scrolling the list -

〔Page▼〕 〔Page▲〕 : by line

〔SHIFT〕 + 〔Page▼〕 〔Page▲〕 : by page

3 Press 〔ENTER〕 .

An explanation screen of the selected headword will be displayed.

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

4 Press 〔Page▼〕 to see the rest of an entry.
Press 〔Page▲〕 to scroll up.

- Scrolling the screen -

〔Page▼〕 〔Page▲〕 : by line

〔SHIFT〕 + 〔Page▼〕 〔Page▲〕 : by page

〔SHIFT〕 + 〔Sense◄〕 〔Sense►〕 : by sense number

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

5 To scroll alphabetically up or down through the headword list, press 〔NEXT〕 or 〔PREV〕 .

■ 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 20, 30 or 38.)

■ Appendix

You can see the pronunciations or abbreviations chart. (See page 108.)

1 Press 〔SLANG〕 and then 〔Page▼〕 to select "PRONUNCIATION SYMBOLS" or "PRINCIPAL ABBREVIATIONS".

2 Press 〔ENTER〕 .

- Scrolling the list -

〔Page▼〕 〔Page▲〕 : by line

〔SHIFT〕 + 〔Page▼〕 〔Page▲〕 or 〔NEXT〕 〔PREV〕 : by page
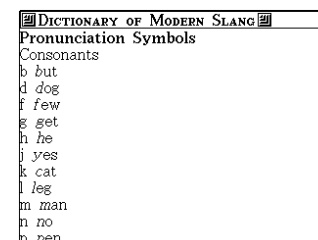
Solvers

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

■ Selecting Spellchecker or the solver

1 Press ⌊SOLVE⌋ .

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

2 Select Spellchecker or the solver you wish to use by using ⌊Page▼⌋ or ⌊Page▲⌋ .

- Scrolling the list -

⌊Page▼⌋ ⌊Page▲⌋ : by line

⌊SHIFT⌋ + ⌊Page▼⌋ ⌊Page▲⌋ or ⌊NEXT⌋ ⌊PREV⌋ : by page

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

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

3 Press ⌊ENTER⌋ .
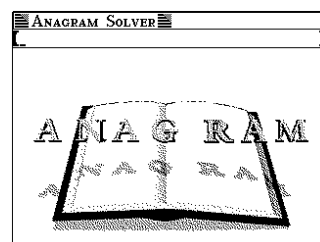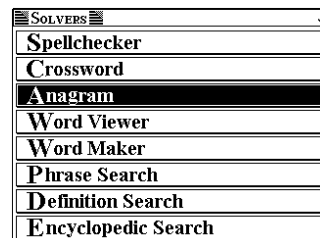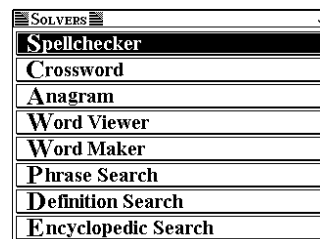
14 solvers:

Crossword, Anagram, Word Viewer, Word Maker, Phrase Search, Definition Search, Encyclopedic Search, Dictionary of Abbreviations, Abbreviation Search, Letter Changer, Slang Search, Homophones and Homographs, Cryptic Clue Assistant

■ Spellchecker

The Spellchecker function conducts a phonetic search using over 225,000 words from the Oxford New British English Word List.

1 Select "Spellchecker" and then press ⌊ENTER⌋ .

2 Type a word to be checked.

Example: precyas

3 Press ⌊ENTER⌋ .

If the spelling of a word you enter is incorrect:

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

A list of words that are phonetically similar to the entered word will then be displayed.
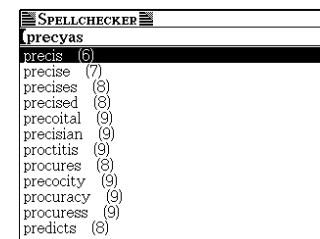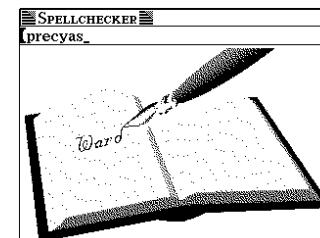
If the spelling of a word you enter is correct:

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

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

Phonetically similar words may also be displayed.

* If you select "Enable" at the setting of the "Variant Spelling", a variant spelling word will be displayed in the word list.

(See page 97.)

* [var.] : Variant Spelling word   [enc.] : Encyclopedic word
   [Am.] : American spelling word   [rare] : Rare using word

* The unit can check the spelling of words in the [enc.] and [rare.] category, but they will not be displayed as the phonetically similar words.

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

4 Select a word by pressing [Page▼] or [Page▲] .

Example: precise

- Scrolling the list -

[Page▼] [Page▲] : by line

[SHIFT] + [Page▼] [Page▲] or [NEXT⌄] [PREV⌃] : by page
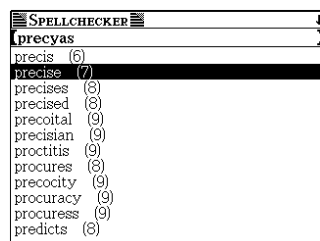
5 Press [ENTER⁼] to activate the jump function.

6 Select Encyclopedia, Dictionary, Thesaurus, English Usage or Easy Learn List by using [Page▼] or [Page▲] .

```
ENCYC    Britannica Concise Encyclopedia
DICT     Oxford Dictionary of English
THES     Oxford Thesaurus of English
QUOTE    Oxford Dictionary of Quotations
SLANG    Oxford Dictionary of Modern Slang
USAGE    Fowler's Modern English Usage

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

Example: THES

7 Press [ENTER⁼] .
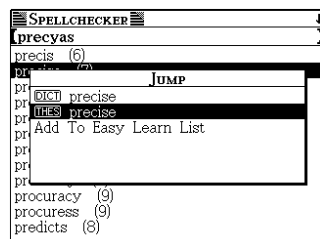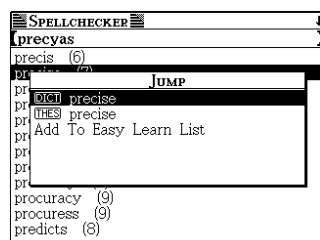
* After you've looked up the definition or synonyms, you can return to the previous display by pressing [BACK] .

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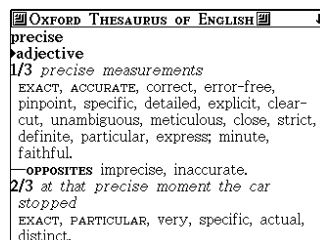
Using the Wildcard function

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

Use [?&] to enter "?".
This is used in place of a single character.

Use [＊#] to enter "＊".
This is used in place of one or more characters (including spaces or symbols).

Use [SHIFT] and then [＊#] to enter "#".
This is used in place of one or more characters (without spaces or symbols).

1 Type a word.

Example: me＊le?
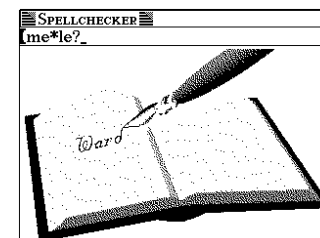
2 Press [ENTER⁼] .

The corresponding word list will be displayed.
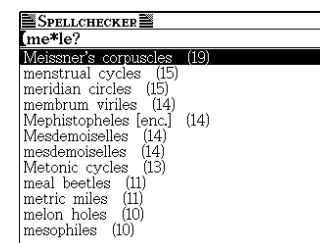
■ Crossword Solver

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

Use ⎡?&⎤ to enter "?".
This is used in place of a single character.

Use ⎡*#⎤ to enter "*".
This is used in place of one or more characters (including spaces or symbols).

Use ⎡SHIFT⎤ and then ⎡*#⎤ to enter "#".
This is used in place of one or more characters (without spaces or symbols).

1   Select "Crossword" and then press ⎡ENTER⎤ .
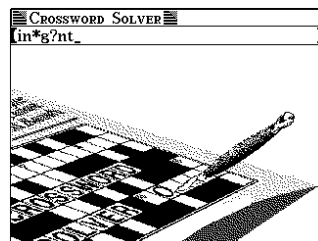
2   Enter letters.
    Example: in*g?nt

3   Press ⎡ENTER⎤ .
    The corresponding word list will be displayed.
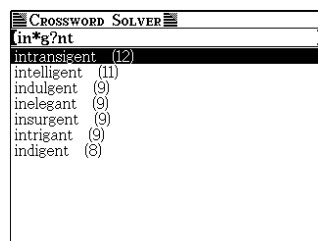
*   [var.] : Variant Spelling word   [enc.] : Encyclopedic word
    [Am.] : American spelling word   [rare] : Rare using word
*   Use the jump function as described on Page 52.
*   Please note that not every word returned by the Solvers is included in the Encyclopedia, Dictionary, Thesaurus or English Usage.
*   If the letters entered do not have any corresponding words, the message "No matches found" 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: treatise

3   Press ⎡ENTER⎤ .
    The corresponding word list will be displayed.
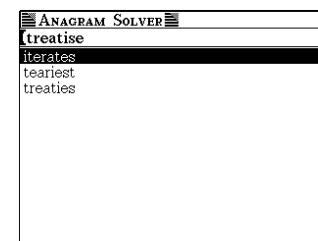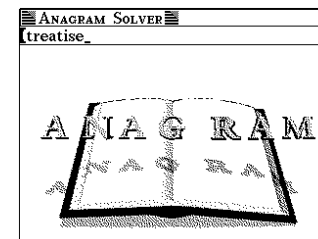
*   [var.] : Variant Spelling word   [enc.] : Encyclopedic word
    [Am.] : American spelling word   [rare] : Rare using word
*   Use the jump function as described on Page 52.
*   Please note that not every word returned by the Solvers is included in the Encyclopedia, Dictionary, Thesaurus or English Usage.

■ Word Viewer

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

1 Select "Word Viewer" and then press
   ENTER .

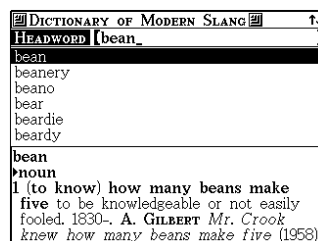2 Type a word.

   Example: moon

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

   Use Page▼ or Page▲ to select the word as
   necessary.
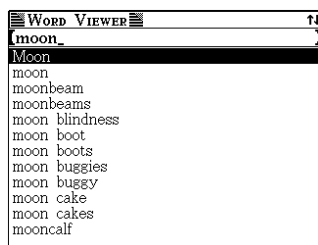
   - Scrolling the list -

   Page▼ Page▲ : by line

   SHIFT + Page▼ Page▲ or NEXT PREV : by page

* [var.] : Variant Spelling word   [enc.] : Encyclopedic word
  [Am.] : American spelling word   [rare] : Rare using word

* Use the jump function as described on Page 52.

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

■ Word Maker

Look for anagrams using some or all of the letters entered.
You can enter actual words, or jumbled letters.

1 Select "Word Maker" and then press
   ENTER .
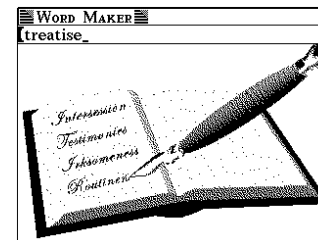
2 Enter letters.

   Example: treatise

3 Press ENTER .

   The corresponding word list will be
   displayed.
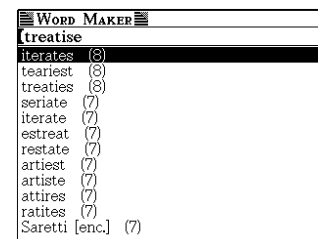
* [var.] : Variant Spelling word   [enc.] : Encyclopedic word
  [Am.] : American spelling word   [rare] : Rare using word

* Use the jump function as described on Page 52.

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

* If the letters entered do not have any corresponding words, the message
  "No matches found" will be displayed.

■ Phrase Search

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

1　Select "Phrase Search" and then press ENTER .
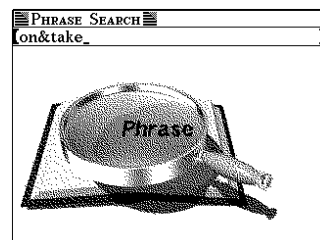
2　Type word(s).

Example: on&take

*　You can enter up to seven words.

*　When you enter more than one word, enter "&" between words.

Press SHIFT and then ?& to enter "&".

3　Press ENTER .

The corresponding phrase list will be displayed.
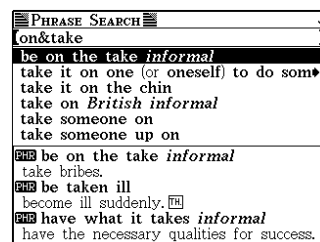
4　Select a phrase using Page▼ or Page▲ .

Example: take someone on

The preview screen will change in accordance with the selected phrase.

- Scrolling the list -

Page▼ Page▲ : by line

SHIFT + Page▼ Page▲ or NEXT PREV : by page
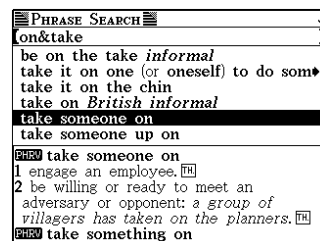
5　Press ENTER .

The selected phrase and its definition will be displayed.

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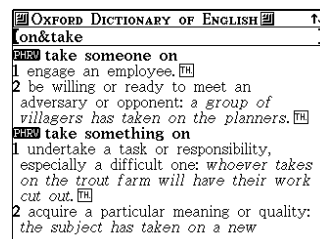
■ Definition Search

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

1　Select "Definition Search" and then press ENTER .
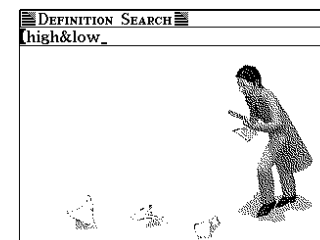
2　Type word(s).

Example: high&low

*　You can enter up to seven words.

*　When you enter more than one word, enter "&" between words.

Press SHIFT and then ?& to enter "&".

*　A single word containing a wildcard ("?", "＊" or "#") can be input.

A word containing a wildcard will be searched as a headword.

3　Press ENTER .

The corresponding headword list will be displayed.
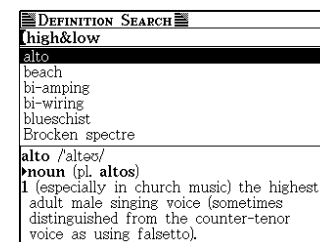
4　Select a headword using Page▼ or Page▲ .

Example: beach

The preview screen will change in accordance with the selected headword.
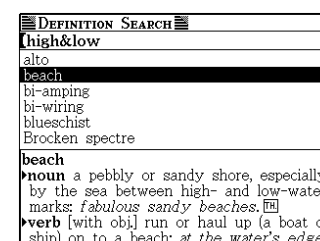
- Scrolling the list -

Page▼ Page▲ : by line

SHIFT + Page▼ Page▲ or NEXT PREV : by page

5　Press ENTER .

The definition screen which has the selected headword will be displayed.
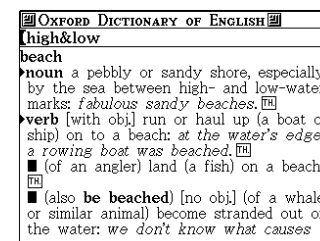
■ Encyclopedic Search

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

1 Select "Encyclopedic Search" and then press ENTER .
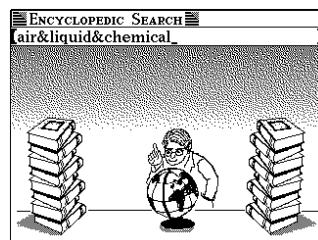
2 Type word(s).

Example: air&liquid&chemical

* You can enter up to seven words.

* When you enter more than one word, enter "&" between words.
   Press SHIFT and then ?& to enter "&".

* A single word containing a wildcard ("?", "*" or "#") can be input.
   A word containing a wildcard will be searched as an article.
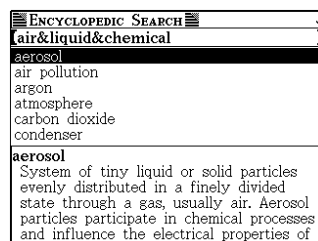
3 Press ENTER .

The corresponding article list will be displayed.

4 Select an article using Page▼ or Page▲ .

Example: argon

The preview screen will change in accordance with the selected article.

- Scrolling the list -

Page▼ Page▲ : by line

SHIFT + Page▼ Page▲ or NEXT PREV : by page
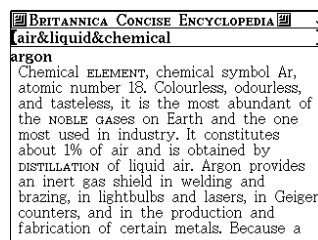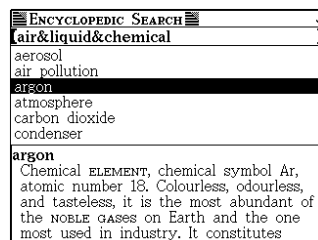
5 Press ENTER .

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

■ Dictionary of Abbreviations

Display the search screen for the Oxford Dictionary of Abbreviations.

1 Select "Dictionary of Abbreviations" and then press ENTER .
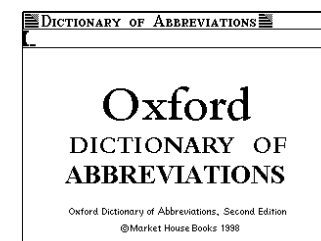
2 Type an abbreviations.

Example: bea

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

Use Page▼ or Page▲ to select the abbreviation as necessary.
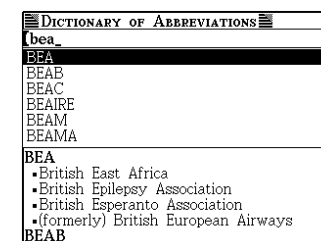
The preview screen will change in accordance with the selected abbreviation.

- Scrolling the list -

Page▼ Page▲ : by line

SHIFT + Page▼ Page▲ : by page

3 Press ENTER .

An explanation screen which starts from the entered abbreviation will be displayed.

- Scrolling the screen -

Page▼ Page▲ : by line

SHIFT + Page▼ Page▲ : by page
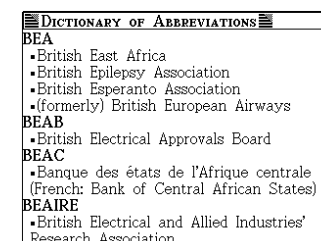
* Press BACK to return to the abbreviation selection screen.

■ Abbreviation Search

Search for abbreviations for which one or more entered words are included in the explanation from the headwords in the Oxford Dictionary of Abbreviations.

1 Select "Abbreviation Search" and then press `ENTER` .

2 Type word(s).

   Example: trade

* You can enter up to seven words.

* When you enter more than one word, enter "&" between words.

   Press `SHIFT` and then `?&` to enter "&".

* A single word containing a wildcard ("?", "*" or "#") can be input.

   A word containing a wildcard will be searched as an abbreviation.
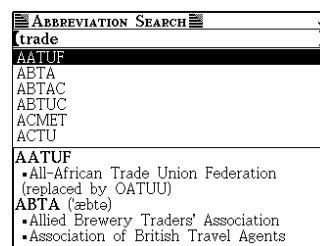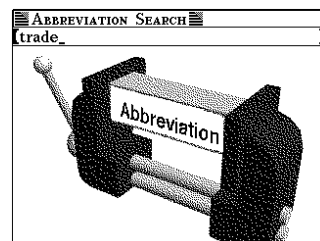
3 Press `ENTER` .

   The corresponding abbreviation list will be displayed.

4 Select an abbreviation using `Page▼` or `Page▲` .

   Example: ABTA

   The preview screen will change in accordance with the selected abbreviation.

   - Scrolling the list -

   `Page▼` `Page▲` : by line

   `SHIFT` + `Page▼` `Page▲` or `NEXT` `PREV` : by page

5 Press `ENTER` .

   An explanation screen which starts from the selected abbreviation will be displayed.
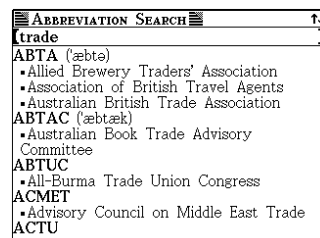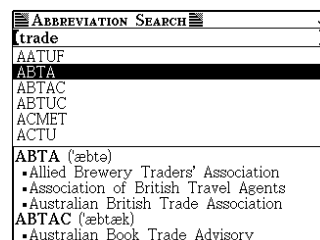
■ Letter Changer

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
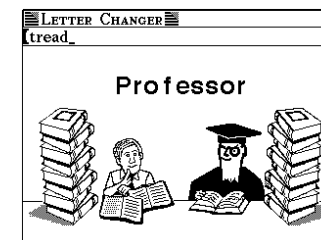
3 Press `ENTER` .

   The corresponding headword list will be displayed.
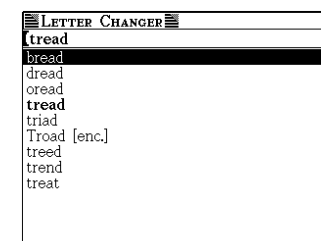
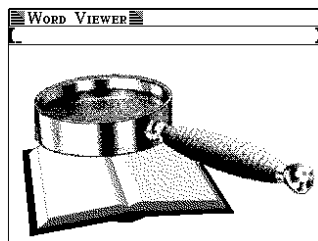* [var.] : Variant Spelling word   [enc.] : Encyclopedic word
   [Am.] : American spelling word   [rare] : Rare using word

* Use the jump function as described on Page 52.

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

* If the letters entered do not have any corresponding words, the message "No matches found" will be displayed.

■ Slang Search

The unit will find the Oxford Dictionary of Modern Slang entries whose definitions contain the word(s) you enter.

1. Select "Slang Search" and then press `ENTER` .

2. Type word(s).

   Example: cool

* You can enter up to seven words.

* When you enter more than one word, enter "&" between words.

   Press `SHIFT` and then `?&` to enter "&".

* A single word containing a wildcard ("?", "∗" or "#") can be input.

   A word containing a wildcard will be searched as a headword.

3. Press `ENTER` .

   The corresponding headword list will be displayed.

4. Select a headword using `Page▼` or `Page▲` .

   Example: fresh

   The preview screen will change in accordance with the selected headword.

   - Scrolling the list -

   `Page▼` `Page▲` : by line

   `SHIFT` + `Page▼` `Page▲` or `NEXT` `PREV` : by page

5. Press `ENTER` .

   The definition screen which has the selected headword will be displayed.
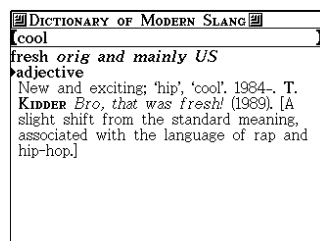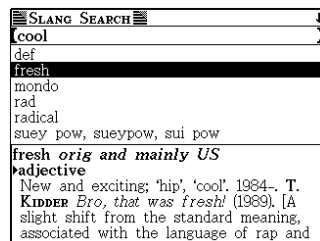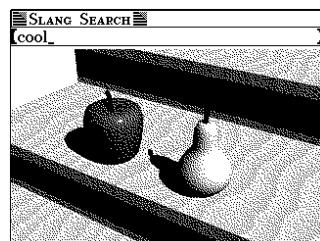
■ Homophones and Homographs

Search for homophones (words sounding the same) or homographs (words spelled the same) from the Oxford Dictionary of English.

1. Select "Homophones and Homographs" and then press `ENTER` .

2. Select HOMOPHONES or HOMOGRAPHS using `Page▼` or `Page▲` .

   Example: HOMOPHONES

3. Type a word.

   Example: bread

   Every time you enter a letter, the corresponding homophones or homographs list will change.

   Use `Page▼` or `Page▲` to select the homophone or homograph as necessary.

   The preview screen will change in accordance with the selected homophone or homograph word.

   - Scrolling the list -

   `Page▼` `Page▲` : by word

   `SHIFT` + `Page▼` `Page▲` : by page

   Example: brew

4. Press `ENTER` .

   The definition screen of the selected word will be displayed.

* Press `BACK` to return to the classification selection screen.
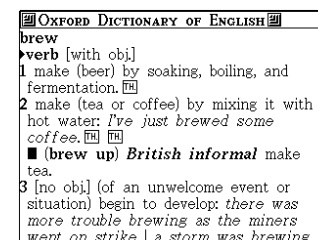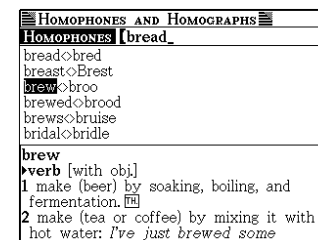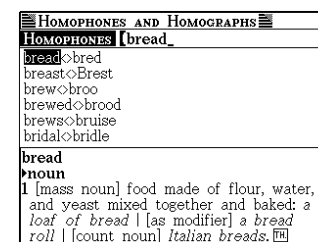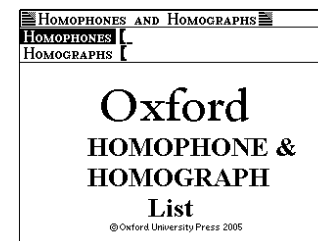
■ Cryptic Clue Assistant

This function assists you to solve Cryptic Crossword.

Preparation:

1 Select "Cryptic Clue Assistant" and then press [ENTER] .

    or

Press [CRYPTIC ASSIST] .
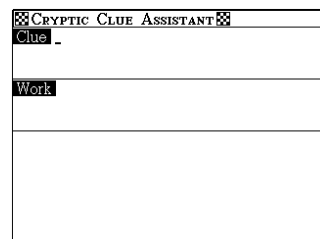
2 Type word(s) as your clue and then press [ENTER] .

Example: unused door with old prison
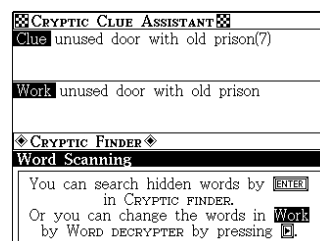
3 Enter answer length and then press [ENTER] .

Example: 7
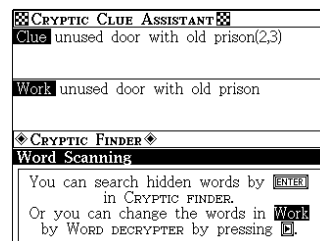
* You can enter more than one number for a compound by using a space between numbers.

Example: 2 3

Word Decrypter:

This function will replace a word in the Work window by your guessing about cryptic clue.

1 Press [Sense ▶] to start the searching.

A cursor will appear in the Work window.
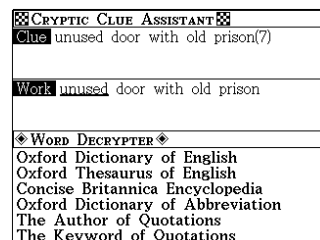
2 Press [ENTER] and select a function by using [Page ▼] or [Page ▲] .

Example: Oxford Thesaurus of English
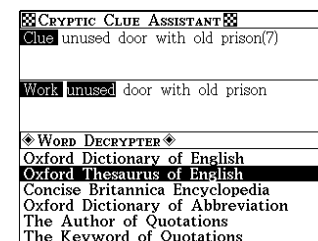
3 Press [ENTER] twice.

Usage of the each functions are same as the other main functions and solver functions.
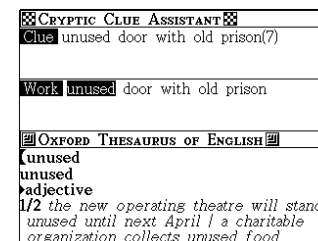
4 Press [Sense ▶] or [Sense ◀] and then select a word by using cursor keys.

Example: new

The selected word can be searched by all function menu in the Word Decrypter.
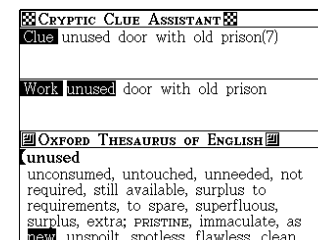
5 Press [ENTER] to decide replacing.

Then a window of replace word will be displayed.
You can edit the word in this window if it needs to be adjusted or changed.
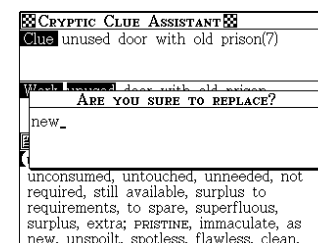
6 Press [ENTER] to decide replacing.

The selected word in the Word window will be replaced with the picked word in the searching.
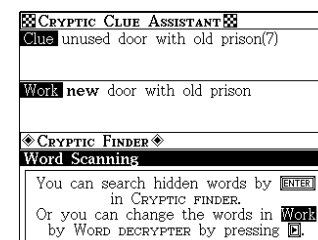
7 Select a word by using [Sense ▶] or [Sense ◀] .

Example: door

8 Press [ENTER=] and select a function by using [Page ▼] or [Page ▲] .

Example: Oxford Dictionary of English

9 Press [ENTER=] twice.

Usage of the each functions are same as the other main functions and solver functions.
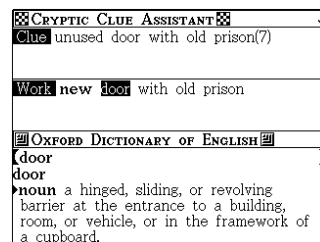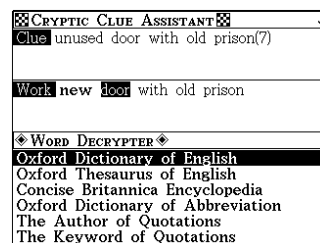
10 Press [Sense ▶] or [Sense ◀] and then select a word by using cursor keys.

The selected word can be searched by all function menu in the Word Decrypter.

Example: gate

11 Press [ENTER=] to decide replacing.

Then a window of replace word will be displayed.
You can edit the word in this window if it needs to be adjusted or changed.

12 Press [ENTER=] to decide replacing.

The selected word in the Word window will be replaced with the picked word in the searching.
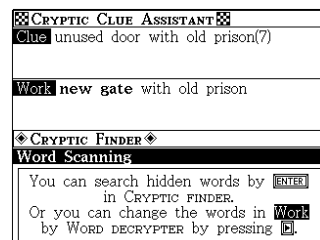
Cryptic Finder:

This function will find Bridges, Anagrams, Reversals, Burials, and Deletions.

1 Press [ENTER=] to start the "Word Scanning".

2 Select a category by using [Sense ▶] or [Sense ◀] .

Example: Bridges

Use [Page ▼] or [Page ▲] to select the headword as necessary.
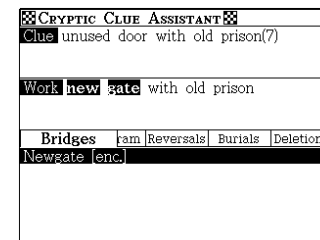
3 Press [ENTER=] to activate the jump function.

4 Select Encyclopedia, Dictionary, Thesaurus, English Usage or Easy Learn List by using [Page ▼] or [Page ▲] .

Example: DICT
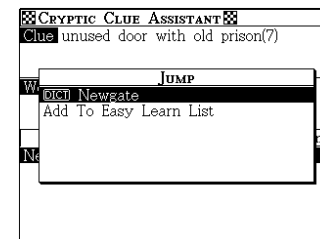
* Use the jump function as described on Page 52.

5 Press [ENTER=] .
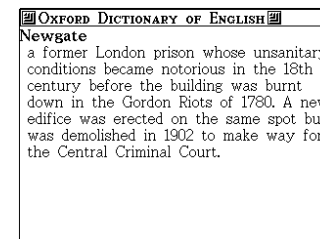
Games

There are 15 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.

```
┌─╖GAMES╓──────────────────↓┐
│ ▌Hangman                  ▐│
│  User Hangman             │
│  Jumble                   │
│  User Jumble              │
│  Crossword Quiz           │
│  Time and Balance         │
│  General Knowledge        │
│  Definitions              │
└───────────────────────────┘
```

2 Select the game you wish to play by pressing ⌈Page ▼⌉ or ⌈Page ▲⌉ .

↓ ⌈C⌉

* 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.

```
┌─╖GAMES╓──────────────────↓┐
│  Hangman                  │
│  User Hangman             │
│  Jumble                   │
│  User Jumble              │
│ ▌Crossword Quiz           ▐│
│  Time and Balance         │
│  General Knowledge        │
│  Definitions              │
└───────────────────────────┘
```

15 word games:

Hangman, User Hangman, Jumble, User Jumble, Crossword Quiz, Time and Balance, General Knowledge, Definitions, Synonyms, Slang Words, Shakespeare, Word Building, User Word Building, Word Challenge, Against the Clock

* The Game Levels can be changed from the SET menu. (See page 94.)

■ 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.
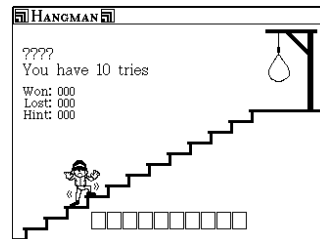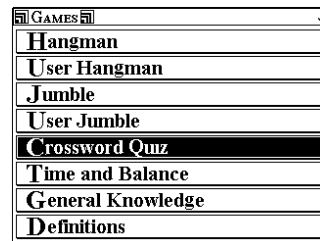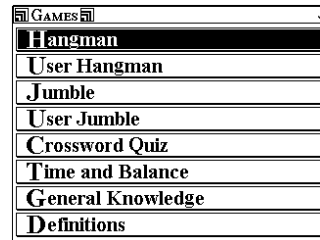
```
┌─╖HANGMAN╓────────────────┐
│ ????                  ╖   │
│ You have 10 tries     │O  │
│ Won: 000                  │
│ Lost: 000                 │
│ Hint: 000                 │
│                           │
│            ╭───           │
│         ☺ ╱               │
│       «╗ ╱                │
│ ──────╜ ▭▭▭▭▭▭▭▭▭▭        │
└───────────────────────────┘
```

---

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

Example: Enter "a".

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

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

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

Example: Enter "i".

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

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

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

```
┌─╖HANGMAN╓────────────────┐
│ ???a??                ╖   │
│ You have 10 tries     │O  │
│ Won: 000                  │
│ Lost: 000                 │
│ Hint: 000                 │
│                           │
│       ☺                   │
│      ╱│╲                  │
│ ──────── ▭▭▭▭▭▭▭▭         │
└───────────────────────────┘
```

```
┌─╖HANGMAN╓────────────────┐
│ ???a??                ╖   │
│ You have 9 tries      │O  │
│ Won: 000                  │
│ Lost: 000                 │
│ Hint: 000                 │
│                           │
│        ☺                  │
│       ╱│╲                 │
│       «║                  │
│ ──────── ▯▭▭▭▭▭▭▭▭        │
└───────────────────────────┘
```

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.

```
┌─╖HANGMAN╓────────────────┐
│ THE WORD WAS…         ╖   │
│ steams               ╲O   │
│ Won: 001                  │
│ Lost: 000                 │
│ Hint: 001                 │
│         ☺                 │
│        ╲│                 │
│ ──────────                │
│          ▯O▯E▯S▯L▯K▯D▭▭▭  │
└───────────────────────────┘
```

* Press any alphabet key to display the next question.
* You can use jump function by pressing ⌈ENTER⌉ . (See page 52.)
* 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.
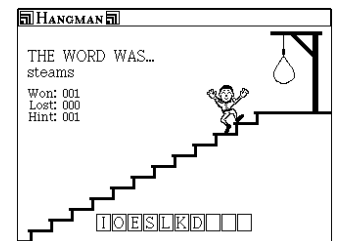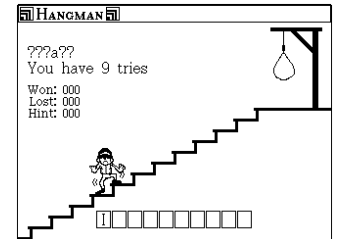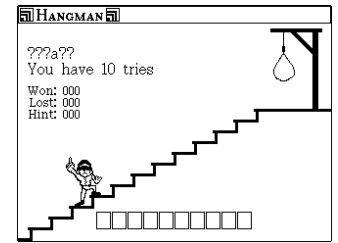
■ User Hangman

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 Page▼ or Page▲ .
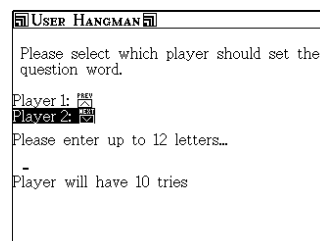
3   Enter a word.

    You can use up to 12 letters.

    Example: people
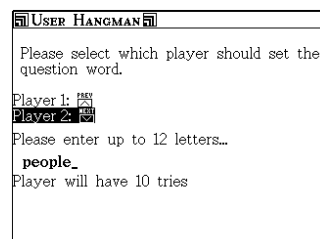
4   Press ENTER .

5   An opponent has to guess the mystery word.
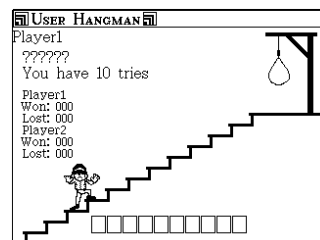
*   The ensuing procedure is the same as that used in the Hangman Game.

```
⌐USER HANGMAN⌐

 Please select which player should set the
 question word.

Player 1: PREV
Player 2: NEXT

Please enter up to 12 letters...

-
Player will have 10 tries
```

```
⌐USER HANGMAN⌐

 Please select which player should set the
 question word.

Player 1: PREV
Player 2: NEXT

Please enter up to 12 letters...

 people_
Player will have 10 tries
```

```
⌐USER HANGMAN⌐
Player1
??????
You have 10 tries
Player1
Won: 000
Lost: 000
Player2
Won: 000
Lost: 000
```

--- *** 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: sihfts
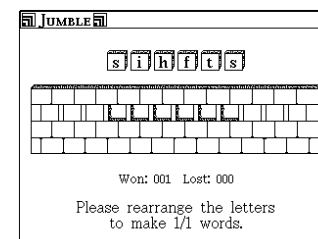
*   To shuffle the letters, press ?& .

2   Enter a try using all the selected letters.

    Press BACK to return.

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

*   To give up entering letters, press ENTER .
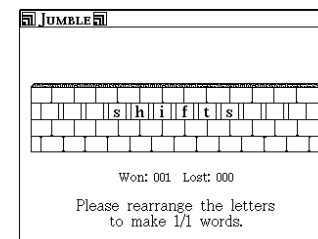
3   Press ENTER .

*   You need to answer all the mystery words.

*   You can use Page▼ or Page▲ to redisplay correct words already accepted.
    Press BACK to return.
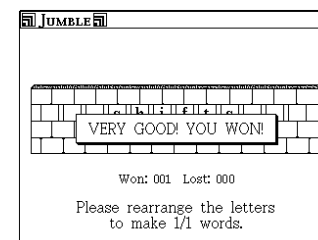
*   If you enter all the answers and press ENTER , a congratulatory message will be displayed and counted in the "Won" column.

*   Press any alphabet key to display the next question.

*   You can use jump function by pressing ENTER . (See page 52.)

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

```
⌐JUMBLE⌐
s i h f t s

Won: 001  Lost: 000

Please rearrange the letters
to make 1/1 words.
```

```
⌐JUMBLE⌐

s h i f t s

Won: 001  Lost: 000

Please rearrange the letters
to make 1/1 words.
```

```
⌐JUMBLE⌐

VERY GOOD! YOU WON!

Won: 001  Lost: 000

Please rearrange the letters
to make 1/1 words.
```

■ User Jumble

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

1   Select "User Jumble" and then press
    ENTER .
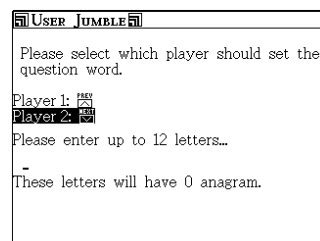
2   Select the player you want by pressing
    Page▼ or Page▲ .
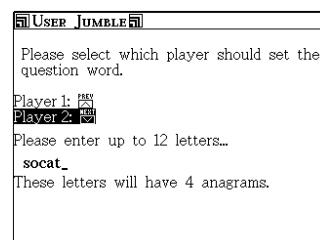
3   Enter a word.

    You can use up to 12 letters.
    Example: socat

4   Press ENTER .
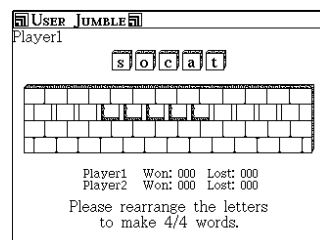
5   An opponent has to enter a try.

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

┌──────────── *** Tip for Parents *** ────────────┐
│ This game is a fun way for you to help your children to learn new │
│ words. Simply enter your chosen word and then work with them to │
│ find the correct anagrams. │
└──┘

74

■ Crossword Quiz

Enter a letter or letters to replace the question marks.

1   Select "Crossword Quiz" and then
    press ENTER .

    The question will be displayed.

2   Enter letters to replace the question
    marks.

    Example: l, p

*   The entered letter can be changed. Press
    Sense► or Sense◄ to select the letter and then
    enter the new letter.

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

*   To give up entering letters, press ENTER .

3   Press ENTER .

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

    The answer will then be displayed.

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

*   Press any alphabet key to display the next
    question.

*   You can use jump function by pressing
    ENTER . (See page 52.)

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

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

75
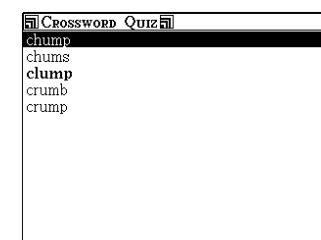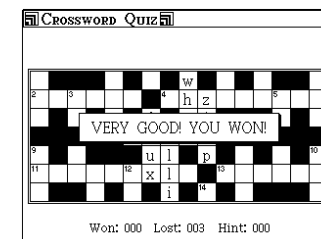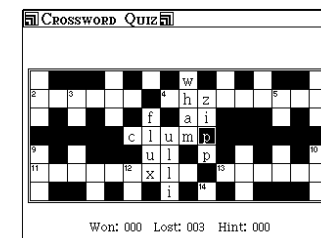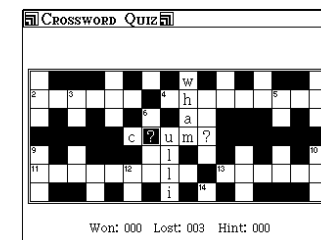
■ Time and Balance

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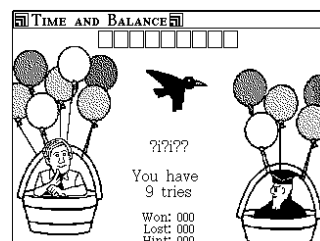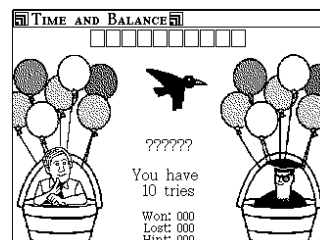
2　When you enter one of the letters used in the mystery word, the question mark will be replaced by the letter.

Example: Enter "i".

If the entered letters are correct, the balloon on the right, and if the entered letters are incorrect, the balloon on the left will be pecked by the crow and burst.

* One letter will be displayed in turn as a "Hint" every time you press ⎡?&⎤ . The number of times a "Hint" can be used is determined on the basis of the set game level. (Beginner: 5, Intermediate: 3, Advanced: 2)

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

3　If the complete spelling of the mystery word is entered within the allocated time or before all the balloons on the left are burst, 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 52.)

* If your time is up, if all the balloons on the left burst before you have entered the complete spelling, or if you press ⎡ENTER⎤ in the middle of a game, "Sorry, you lost" will be displayed and counted in the "Lost" column:

■ General Knowledge

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

1　Select "General Knowledge" and then press ⎡ENTER⎤ .

The question will be displayed.
Example: P_M_

* Press ⎡Page▼⎤ or ⎡NEXT⎤ to see the rest of the explanation.
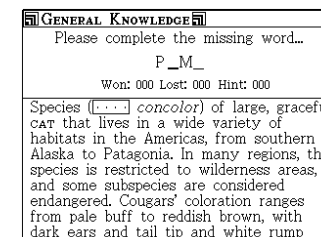
2　Enter letters to replace the underline marks.

Example: U, A

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

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

* To give up entering letters, press ⎡ENTER⎤ .

3　Press ⎡ENTER⎤ .

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

The answer will then be displayed.

* Press any alphabet key to display the next question.

* You can use jump function by pressing ⎡ENTER⎤ . (See page 52.)

* If your answer is incorrect, or if you press ⎡ENTER⎤ , "Sorry, you lost." will be displayed and counted in the "Lost" column.

■ Definitions

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

1   Select "Definitions" and then press ENTER .

The question will be displayed.

Example: ROA__

*   Press Page or NEXT to see the rest of the definitions.

2   Enter letters to replace the underline marks.

Example: D, I, E

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

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

*   To give up entering letters, press ENTER .

3   Press ENTER .

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

The answer will then be displayed.

*   Press any alphabet key to display the next question.

*   You can use jump function by pressing ENTER . (See page 52.)

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

■ Synonyms

Guessing from the displayed "Oxford Thesaurus English" screen, you complete the synonym for which some of the letters are already supplied.

1   Select "Synonyms" and then press ENTER .

The question will be displayed.

Example: _I_M

*   Press Page or NEXT to see the rest of the synonym screen.

2   Enter letters to replace the underline marks.

Example: F, R

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

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

*   To give up entering letters, press ENTER .

3   Press ENTER .

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

The answer will then be displayed.

*   Press any alphabet key to display the next question.

*   You can use jump function by pressing ENTER . (See page 52.)

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

■ Slang Words

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

1   Select "Slang Words" and then press ENTER .

    The question will be displayed.

    Example: A_G_L

*   Press Page or NEXT to see the rest of the definitions.
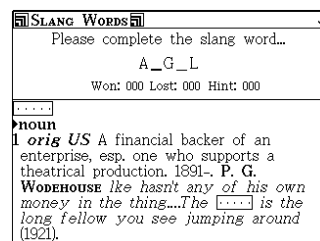
2   Enter letters to replace the underline marks.

    Example: N, E

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

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

*   To give up entering letters, press ENTER .
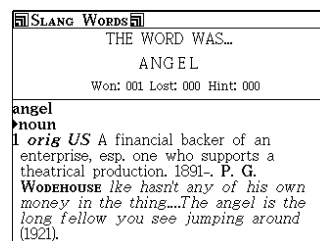
3   Press ENTER .

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

    The answer will then be displayed.

*   Press any alphabet key to display the next question.

*   You can use jump function by pressing ENTER . (See page 52.)

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

■ Shakespeare

You guess a keyword for which some of the letters are already supplied that fits in the screen featuring quotations from Shakespeare.

1   Select "Shakespeare" and then press ENTER .

    The question will be displayed.

    Example: _ONST__

*   Press Page or NEXT to see the rest of the quotations.
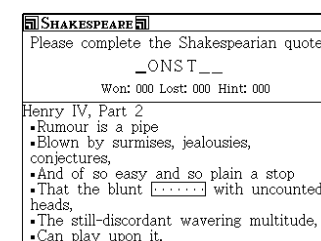
2   Enter letters to replace the underline marks.

    Example: M, E, R

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

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

*   To give up entering letters, press ENTER .
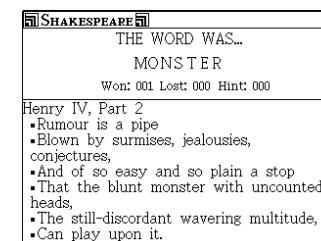
3   Press ENTER .

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

    The answer will then be displayed.

*   Press any alphabet key to display the next question.

*   You can use jump function by pressing ENTER . (See page 52.)

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

■ Word Building

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

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

1 Select "Word Building" and then press
   ENTER .

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

```
┌─🔳 WORD  BUILDING 🔳──────┐
│                           │
│   o m r t a r             │
│        ↓                  │
│       _                   │
│                           │
│   Won: 000  Lost: 000     │
│                           │
│  Please make 0/10 words   │
│        by using           │
│  over 3 displayed letters.│
└───────────────────────────┘
```

* To shuffle the letters, press ?& .

2 Enter a word using over 3 displayed
   letters.

   Press BACK to return.

```
┌─🔳 WORD  BUILDING 🔳──────┐
│                           │
│   _ _ _ t _ r             │
│        ↓                  │
│   r o a m                 │
│                           │
│   Won: 000  Lost: 000     │
│                           │
│  Please make 0/10 words   │
│        by using           │
│  over 3 displayed letters.│
└───────────────────────────┘
```

3 Press ENTER .

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

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

   Press BACK to return.

                                           ⋮
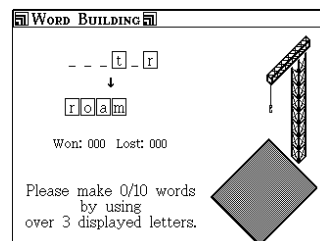
* To give up entering letters, press ENTER .

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

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

```
┌─🔳 WORD  BUILDING 🔳──────┐
│                           │
│   o m r t a r             │
│        ↓                  │
│       _                   │
│                           │
│   Won: 000  Lost: 000     │
│                           │
│  Please make 2/10 words   │
│        by using           │
│  over 3 displayed letters.│
└───────────────────────────┘
```

* Press any alphabet key to display the next question.

* You can use jump function by pressing ENTER . (See page 52.)

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

## ■ User Word Building

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

1 Select "User Word Building" and then
   press ENTER .
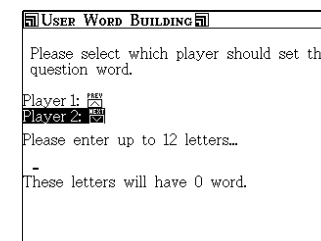
```
┌─🔳USER  WORD  BUILDING🔳──┐
│                           │
│ Please select which player should set the
│ question word.            │
│                           │
│ Player 1: 📺              │
│ Player 2: 📺              │
│ Please enter up to 12 letters… │
│ _                         │
│ These letters will have 0 word.│
│                           │
│                           │
└───────────────────────────┘
```

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

3 Enter a word.

   You can use up to 12 letters.

   Example: msyyetr
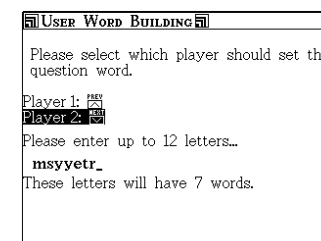
```
┌─🔳USER  WORD  BUILDING🔳──┐
│ Please select which player should set the
│ question word.            │
│                           │
│ Player 1: 📺              │
│ Player 2: 📺              │
│ Please enter up to 12 letters… │
│  msyyetr_                 │
│ These letters will have 7 words.│
│                           │
└───────────────────────────┘
```

4 Press ENTER .

5 An opponent has to enter a try.

```
┌─🔳USER  WORD  BUILDING🔳──┐
│ Player1                   │
│   m s y y e t r           │
│        ↓                  │
│       _                   │
│                           │
│  Player1  Won: 000  Lost: 000 │
│  Player2  Won: 000  Lost: 000 │
│                           │
│   Please make 0/7 words   │
│        by using           │
│  over 3 displayed letters.│
└───────────────────────────┘
```

* The ensuing procedure is the same as that
   used in the Word Building Game.
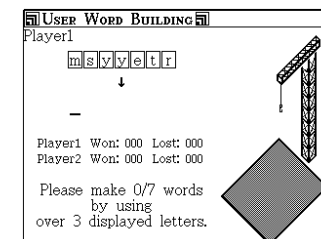
┌──────────── ∗∗∗ Tip for Parents ∗∗∗ ─────────────┐
│ This game is a fun way for you to help your children to learn new
│ words. Simply enter your chosen word and then work with them to
│ find the correct anagrams.
└──┘

■ Word Challenge

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

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

1 Select "Word Challenge" and then press ⎡ENTER⎤ .

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

* To shuffle the letters, press ⎡?&⎤ .

2 Enter a word using over 3 displayed letters.

Press ⎡BACK⎤ to return.

Be sure always to use the reversed letter.

3 Press ⎡ENTER⎤ .

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

* You can use ⎡Page▼⎤ or ⎡Page▲⎤ to redisplay correct words already accepted.

Press ⎡BACK⎤ to return.

* To give up entering letters, press ⎡ENTER⎤ .

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

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

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

* Press any alphabet key to display the next question.

* You can use jump function by pressing ⎡ENTER⎤ . (See page 52.)

* Please note that not every word returned by the Games is included in the Encyclopedia, Dictionary, Thesaurus or English Usage.
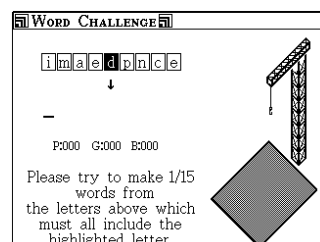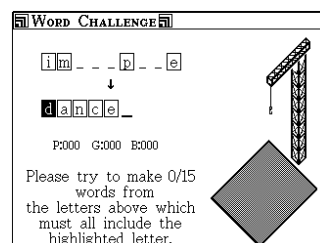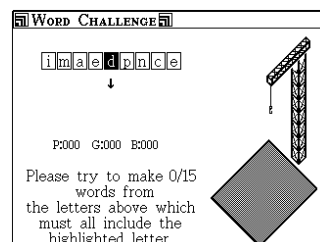
■ Against the Clock

This is a game in which you have to find a mystery words in a limited time.

1 Select "Against the Clock" and then press ⎡ENTER⎤ .

The selected letters will be displayed.
The clock will also begin to count down.

* To shuffle the letters, press ⎡?&⎤ .

2 Enter a word.

Press ⎡BACK⎤ to return.
Be sure always to use the reversed letter.

3 Press ⎡ENTER⎤ .

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

"Poor" column (P) Under 5 letters
"Good" column (G) 5 or 6 letters
"Brilliant" column (B) Over 7 letters

The answer will then be displayed.

* Press any alphabet key to proceed to the next round.

* To give up entering letters, press ⎡ENTER⎤ .

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

* If your time is up, if your answer is less than 5 letters, or if you press ⎡ENTER⎤ in the middle of a game, "Poor" will be displayed and counted in the "P" column.

* You can use jump function by pressing ⎡ENTER⎤ . (See page 52.)

* Please note that not every word returned by the Games is included in the Encyclopedia, Dictionary, Thesaurus or English Usage.
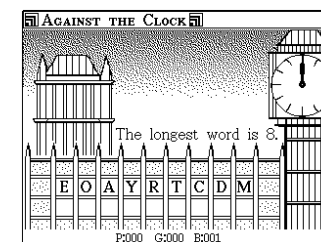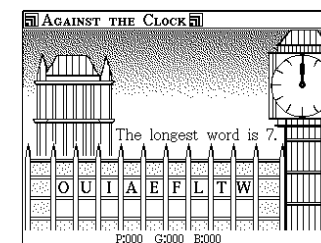
The Easy Learn function allows you to create your own word list from the Encyclopedia, Dictionaries, Thesaurus, Spellchecker, Solvers and Games, which can then be used in the games.

■ Building your word list:

Example: Encyclopedia

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

(See page 20.)
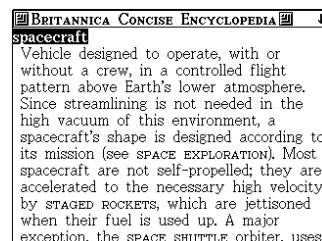
2 Press CALC LEARN .
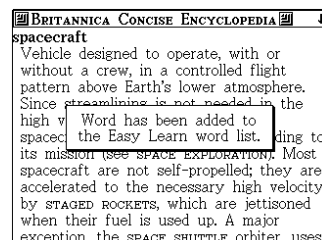
(Using the Jump Function)

1 Press ENTER and then select "Add To Easy Learn List" by using Page ▼ .
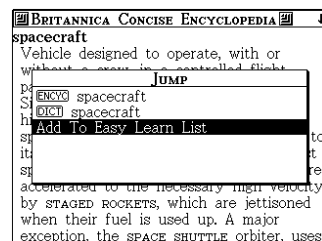
2 Press ENTER to confirm.

* The unit can store words between 4 and 12 letters. The words must not contain letters or symbols other than lower case alphabetic letters.

* If the word to be added is already contained in memory, the message "Word is already in your list" will appear.

* The unit's memory can store 500 words. When you try to add the 501st word, the message "Sorry, Memory is full" will appear.

■ Viewing the word list

1 Press CALC LEARN .
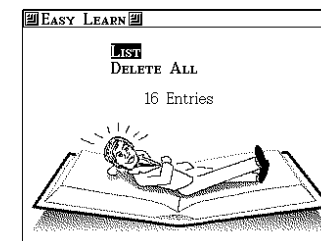
2 Press ENTER to select "List".

The word list will be displayed.

3 Press Page ▼ or Page ▲ to scroll the list.

- Scrolling the list -

Page ▼ Page ▲ : by line

NEXT PREV : by page
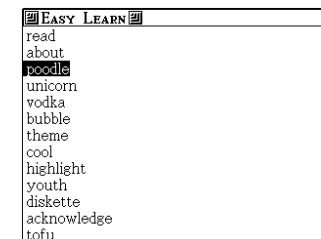
4 Press ENTER to use jump function.

(See page 20, 30 or 38.)
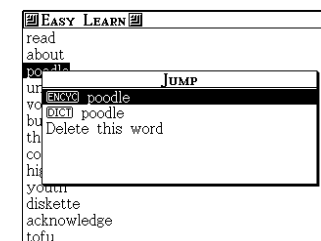
* Press BACK to return to the previous screen.

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

*** 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 Press [CALC LEARN] .
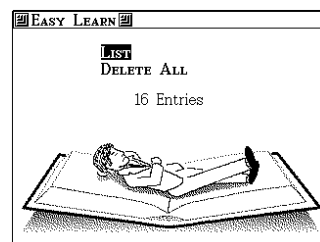
2 Press [ENTER] to select "LIST".

The word list will be displayed.
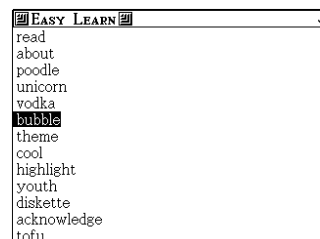
3 Select the word you wish to delete from your word list.

- Scrolling the list -

[Page ▼] [Page ▲] : by line

[NEXT] [PREV] : by page

4 Press [ENTER] and then select "Delete this word" by using [Page ▼] .
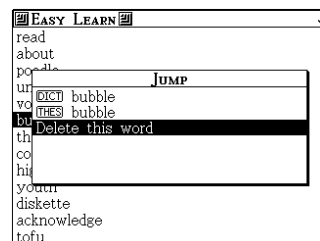
5 Press [ENTER] to confirm.
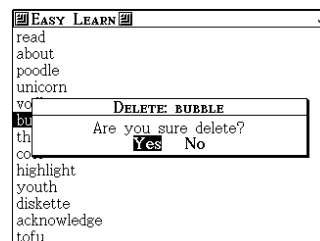
* If you decide not to delete the word, select "No" then press [ENTER] .

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

■ Deleting all words

1 Press [CALC LEARN] .
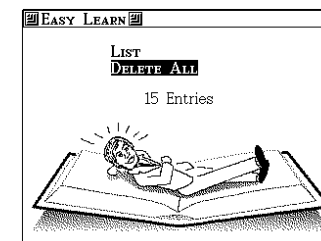
2 Press [Page ▼] to select "DELETE ALL".

The word list will be displayed.

3 Press [ENTER] .
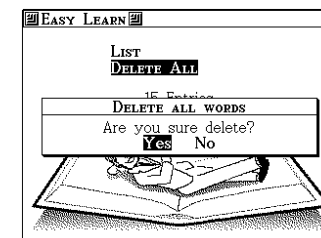
4 Press [ENTER] again to confirm.

* If you decide not to delete all the word, select "No" then press [ENTER] .

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

88   89
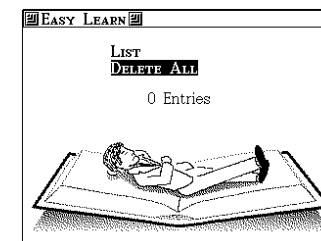
■ Calculator

Keys and their Functions

1.	[SHIFT] + [CALC LEARN]	Selects Calculator and Unit Converters.
2.	[Z C/CE]	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 [Z C/CE] to clear the entire display, then re-enter the correct number.

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

If " E " appears in display:

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

Press [Z C/CE] to remove the " E " and continue.

■ Converters

Entering or Changing a Conversion Rate

1 Press [SHIFT] and then [CALC LEARN] .

2 Press [Page▼] or [Page▲] 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
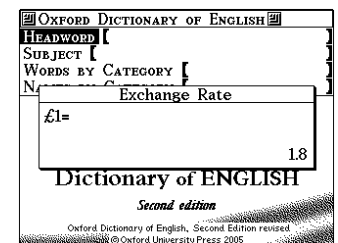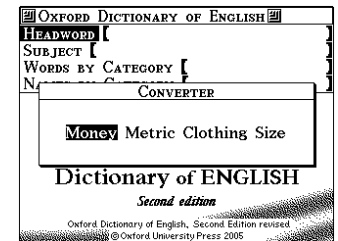
Currency Conversion

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

1 Select " →Home 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=] .
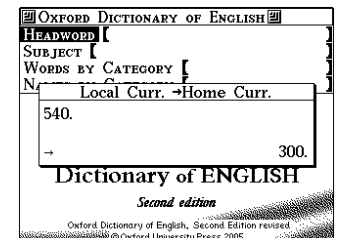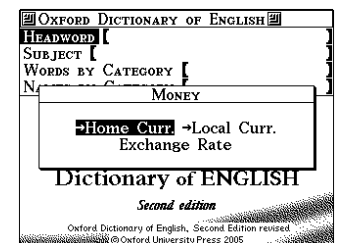
Metric / Imperial Conversion

Example: Kilometres to Miles

1 Press [SHIFT] and then [CALC LEARN] .

2 Press [Page ▼] or [Page ▲] to display the conversion menu.

3 Press [Sense ▶] to select "Metric" and then [ENTER] .

4 Press [Sense ▶] to select "Length" and then [ENTER] .

5 Select "Kilometre" by using cursor keys.

6 Press [ENTER] .

7 Select "Mile" by using cursor keys.

8 Press [ENTER] .

   Enter the number you wish to convert.

9 Press [ENTER] .

   (5 Kilometres = 3.10685596118 miles.)
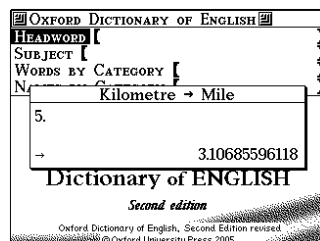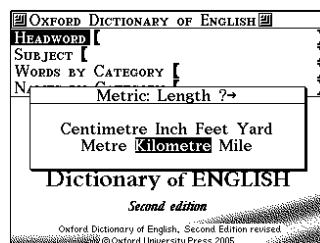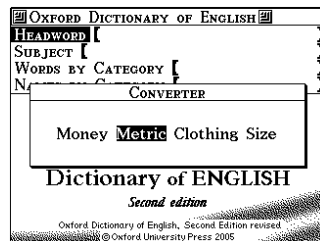
Categories of Metric Conversion

Temperature: °C, °F
Length: Centimetre, Inch, Feet, Yard, Metre, Kilometre, Mile
Area: Centimetre², Inch², Feet², Yard², Metre², Acre, Kilometre², Mile²
Volume: Centimetre³, Inch³, Feet³, Yard³, Metre³
Weight: Gram, Ounce, Pound, Kilogram
Capacity: Millilitre, Ounce(AM), Ounce(BR), Litre, Quart(AM), Quart(BR), Gallon(AM), Gallon(BR)
Power: Kilowatt, Horsepower

Clothing Size Chart

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

1 Press [SHIFT] and then [CALC LEARN] .

2 Press [Page ▼] or [Page ▲] to display the conversion menu.

3 Press [Sense ▶] to select "Clothing Size" and then [ENTER] .

4 Press [Sense ▶] to select "Women".

5 Press [Page ▼] or [ENTER] .

6 Select "Dresses" by using [Sense ▶] .

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

7 Press [ENTER] .

Categories of Clothing Size Chart
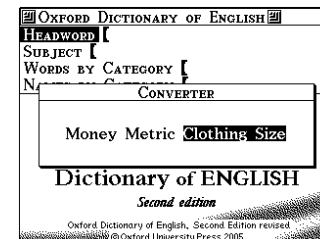
Men: Suits, Trousers, Overcoats, Pullovers, Socks, Shoes, Shirts, Hats
Women: Blouses, Pullovers, Dresses, Coats, Suits, Skirts, Trousers, Shoes, Stockings
Children: Dresses, Coats, Suits, Skirts, Trousers, Shoes, Most Clothing

American	British	European
8	30	36
10	32	38
12	33	40
14	35	42
16	36	44
18	38	46
20	39	48

You can customize the operating conditions.

■ Selecting the menu

1 Press [SET] .

2 Select the function you want to change by pressing [Page▼] or [Page▲] .

* 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.
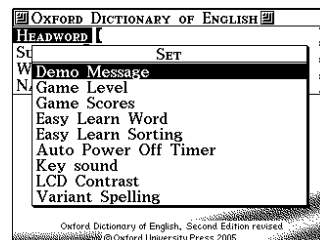
■ Changing the Demo mode

1 Select "Demo Message" and then press [ENTER] .

2 Select "Disable" or "Enable" by using [Sense◄] or [Sense►] .

3 Press [ENTER] to accept changes.
(See page 5.)
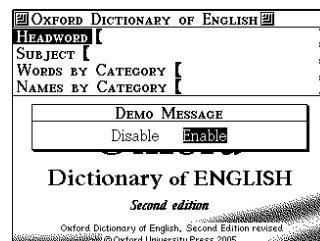
■ Setting the Game Level

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 [Sense►] or [Sense◄] .

3 Press [ENTER] to set it.
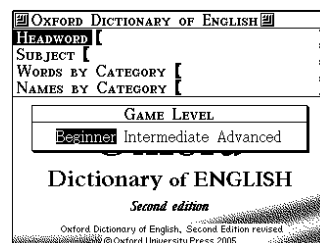
■ Game Scores

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 [Sense►] or [Sense◄] 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.
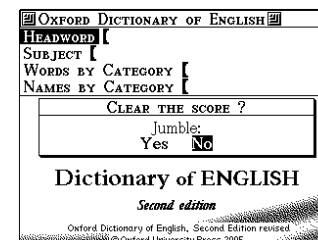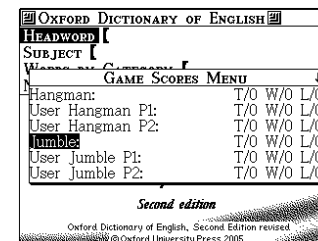
■ Setting the frequency for the Easy Learn list

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 [Sense◄] or [Sense►] .

3 Press [ENTER] to set it.
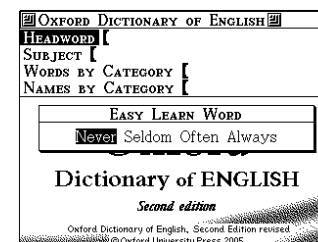
■ Changing the sorting for the Easy Learn list

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 Sense ▶ or Sense ◀ .

3 Press ENTER to set it.
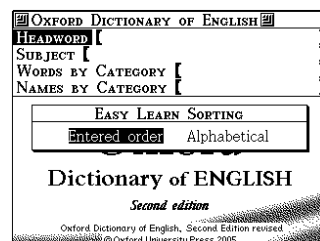
■ Setting the Auto Power Off Timer

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 Sense ▶ or Sense ◀ .

3 Press ENTER to set it.
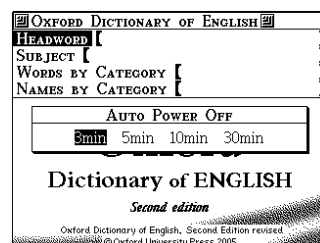
■ Setting the Key Sound

1 Select "Key sound" and then press ENTER .

2 Select "Disable" or "Enable" by using Sense ▶ or Sense ◀ .

3 Press ENTER to accept changes.
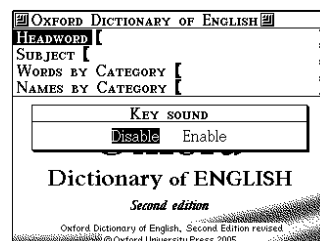
(See page 5.)

■ Setting the LCD Contrast

1 Select "LCD Contrast" and then press ENTER .

2 Change the contrast level by using Page ▼ or Page ▲ .

3 Press ENTER to accept changes.

(See page 4.)
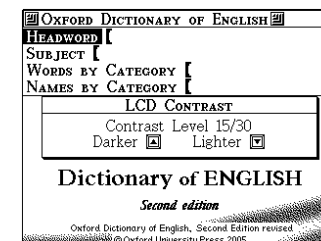
■ Variant Spelling

1 Select "Variant Spelling" and then press ENTER .

2 Select "Disable" or "Enable" by using Sense ▶ or Sense ◀ .

3 Press ENTER to accept changes.
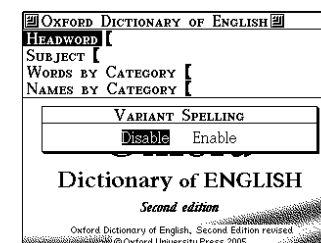
■ Character size

The display screen can be switched to Large, Middle or Small by pressing ZOOM .
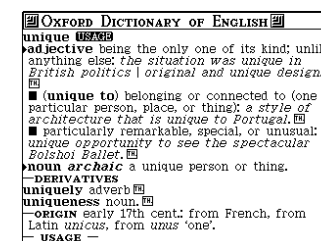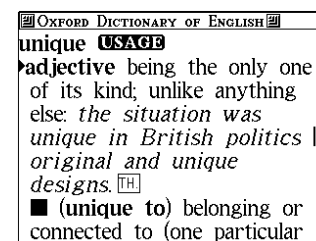
■ Pronunciations in the Oxford Dictionary of English

Pronunciations

Generally speaking, native speakers of English do not need information about the pronunciation for ordinary, everyday words such as **bake**, **baby**, **beach**, **bewilder**, **boastful**, or **budget**. For this reason, no pronunciations are given for such words (or their compounds and derivatives) in the *Oxford Dictionary of English*. Words such as **baba ganoush**, **baccalaureate**, **beatific**, **bijouterie**, **bucolic**, and **buddleia**, on the other hand, are less familiar and may give problems. Similarly, difficulties are often encountered in pronouncing names of people and places, especially foreign ones, such as **Dehra**, **Dun**, **Kieslowski**, and **Althusser**.

In the *Oxford Dictionary of English*, the principle followed is that pronunciations are given where they are likely to cause problems for the native speaker of English, in particular for foreign words, foreign names, scientific and other specialist terms, rare words, words with unusual stress patterns, and words where there are alternative pronunciations or where there is a dispute about the standard pronunciation.

The *Oxford Dictionary of English* uses the International Phonetic Alphabet (IPA) to represent the standard accent of English as spoken in the south of England (sometimes called Received Pronunciation or RP). The transcriptions reflect pronunciation as it actually is in modern English, unlike some longer-established systems, which reflect the standard pronunciation of broadcasters and public schools in the 1930s. It is recognized that, although the English of southern England is the pronunciation given, many variations are heard in standard speech in other parts of the English-speaking world.

The symbols used for English words, with their values, are given below. In multi-syllable words the symbol ' is used to show that the following syllable is stressed (as in kə'bal); ˌ indicates a secondary stress (as in ˌkalə'briz).

Consonants: *b, d, f, h, k, l, m, n, p, r, s, t, v, w,* and *z* have their usual English values. Other symbols are used as follows:

g	**g**et	x	lo**ch**	ð	**th**is	j	**y**es
tʃ	**ch**ip	ŋ	ri**ng**	ʃ	**sh**e		
dʒ	**j**ar	θ	**th**in	ʒ	deci**s**ion		

Vowels

SHORT VOWELS		LONG VOWELS (ː indicates length)		DIPHTHONGS		TRIPHTHONGS	
a	**c**at	ɑː	**ar**m	ʌɪ	m**y**	ʌɪə	**fi**re
ɛ	b**e**d	ɛː	h**air**	aʊ	h**ow**	aʊə	s**our**
ə	**a**go	əː	h**er**	eɪ	d**ay**		
ɪ	s**i**t	iː	s**ee**	əʊ	n**o**		
i	cos**y**	ɔː	s**aw**	ɪə	n**ear**		
ɒ	h**o**t	uː	t**oo**	ɔɪ	b**oy**		
ʌ	r**u**n			ʊə	p**oor**		
ʊ	p**u**t						

(ə) before /l/, /m/, or /n/ indicates that the syllable may be realized with a syllabic **l**, **m**, or **n**, rather than with a vowel and a consonant, e.g. /'bʌt(ə)n/ rather than /'bʌtən/.

(r) indicates an **r** that is sometimes sounded when a vowel follows, as in dra**w**er, cha-cha**i**ng.

Foreign pronunciations

Foreign words and phrases, whether naturalized or not, are always given an anglicized pronunciation. The anglicized pronunciation represents the normal pronunciation used by native speakers of standard English (who may not be speakers of other languages) when using the word in an English context. A foreign pronunciation is also given for words taken from other languages (principally French, Dutch, German, Italian, Russian, and Spanish) where this is appreciably different from the anglicized form and where the other language is familiar to a reasonable number of English speakers.

Where the native form of a foreign place name is given in addition to the anglicized form, only the foreign pronunciation of this form is given, e.g.

Wisła /'viswa/
Polish name for **Vistula**.

Foreign-language transcriptions are based on current national standards. Regional variations have not been given, except in the case of Spanish transcriptions, where both Castilian and American Spanish variants are given (if distinct). Transcriptions are broad, and many symbols, identical to those used for transcribing English, have similar values to those of RP. In a few cases, where there is no English equivalent to a foreign sound, a symbol has been added to the inventory. The additional symbols used to represent foreign pronunciations are given below.

Consonants

ç	(German)	Ehrli**ch**, gemütli**ch**
ɲ	(French)	Monsei**gn**eur, Auver**gn**e, Daubi**gn**y
	(Italian)	Emilia-Roma**gn**a
	(Portuguese)	Mi**nh**o
	(Spanish)	Espa**ñ**a, Bu**ñ**uel
β	(Spanish)	Bil**b**ao
ɣ	(Spanish)	Bur**g**os
ʎ	(Italian)	Ca**gl**iari
ʒ	(Hungarian)	Ma**gy**arország
ʀ	French 'r'	Anve**r**s, A**r**les
ɹ	all other values of 'r' in other featured languages	(German) B**r**aunschweig (Italian) Albe**r**ti (Russian) G**r**odno (Spanish) Algeci**r**as, za**r**zuela

Vowels

SHORT VOWELS

ɐ	(German)	Abitu**r**
ɑ	(Dutch)	Nederl**a**nd
e	(French)	abb**é**
	(Italian)	Croc**e**
	(Spanish)	Albac**e**te
ɔ	(French)	**au**berge
	(Italian)	Pali**o**
	(Spanish)	C**o**rtes
ɔ	(French)	B**o**nnard
	(German)	durchk**o**mponiert
	(Greek)	Dhíl**o**s
	(Hungarian)	Br**a**ssó
	(Italian)	B**o**rgia
œ	(French)	Past**eu**r
ø	(French)	Jussi**eu**
u	(French)	Anj**ou**
	(Italian)	D**u**ccio
	(Spanish)	As**u**nción
y	(French)	cr**u**
ʏ	(German)	M**ü**nchen
ʲ	(Irish)	Dá**i**l
	(Russian)	Arkhan**g**elsk
ʾ	(French)	**H**orta

LONG VOWELS
(ː indicates length)

aː	(Dutch)	Den H**aa**g
	(German)	**Aa**chen
eː	(German)	W**eh**rmacht
	(Dutch)	N**e**derland
	(Irish)	G**ae**ltacht
ɔː	(German)	verb**o**ten
	(Hungarian)	Brass**ó**
øː	(German)	Gasth**ö**fe
yː	(German)	gem**ü**tlich

NASALIZED VOWELS
(˜ indicates nasality)

ã	pi**n**cette	} used for
õ	cord**on** bleu	anglicized French pronunciations
ɑ̃	(French)	D**an**ton, Lac Lem**an**
ɛ̃	(French)	Ami**ens**, Rod**in**
œ̃	(French)	Verd**un**
ɔ̃	(French)	arr**on**dissement

DIPHTHONGS

aɪ	(German)	Gl**ei**chschaltung

■ Pronunciations and Abbreviations in Fowler's Modern English Usage

Key to the Pronunciation

The pronunciation system is that of the International Phonetic Alphabet (IPA) and, except where otherwise specified, is based on the pronunciation, widely called 'Received Pronunciation' or RP, of educated people in southern England. The necessary adjustments have been made when standard American English pronunciations are given.

The symbols used, with typical examples, are as follows:

Consonants

b, d, f, h, k, l, m, n, p, r, s, t, v, w, and *z* have their usual English values. Other symbols are used as follows:

g	(get)	ŋ	(ri*ng*)	ʒ	(deci*s*ion)
tʃ	(*ch*ip)	θ	(*th*in)	j	(*y*es)
dʒ	(*j*ar)	ð	(*th*is)		
x	(lo*ch*)	ʃ	(*sh*e)		

Vowels

Short vowels		*Long vowels*		*Diphthongs*	
æ	(c*a*t)	ɑː	(*ar*m)	eɪ	(d*ay*)
e	(b*e*d)	iː	(s*ee*)	aɪ	(m*y*)
ə	(*a*go)	ɔː	(s*aw*)	ɔɪ	(b*oy*)
ɪ	(s*i*t)	ɜː	(h*er*)	əʊ	(n*o*)
ɒ	(h*o*t)	uː	(t*oo*)	aʊ	(h*ow*)
ʌ	(r*u*n)			ɪə	(n*ear*)
ʊ	(p*u*t)			eə	(h*air*)
				ʊə	(p*oor*)
				aɪə	(f*ire*)
				aʊə	(s*our*)

The main or primary stress of a word is shown by a superior ' placed immediately before the relevant syllable. When a secondary stress is called for this is indicated by an inferior ‚ placed immediately before the relevant syllable.

The mark ˜ (called a tilde) indicates a nasalized sound, as in the following sounds that are not natural in English:

æ̃	(t*i*mbre)	ɑ̃	(él*an*)	ɔ̃	(gar*çon*)

Abbreviations and Symbols

†	obsolete
→	becomes
*	unacceptable construction, spelling, etc.
*	precedes a reconstructed etymological formation
~	varies freely with; by comparison with
¶	(in the OED) catachrestic and erroneous uses

SMALL CAPITALS refer the reader to the article so indicated, for further information.

a, ante	before, not later than	EC	European Community
abbrev.	abbreviation, abbreviated as	e.g.	*exempli gratia*, 'for example'
abl.	ablative	ELT	English Language Teaching
acc.	accusative		
adj.	adjective	Eng.	English
adv.	adverb	esp.	especially
advbl	adverbial	et al.	*et alii*, 'and others'
advt	advertisement	exc.	except
AmE	American English		
arch.	archaic	f.	from
attrib.	attributive(ly)	fem.	feminine
Aust.	Australian	fig.	figuratively
aux.	auxiliary	Fr.	French
AV	Authorized Version (of the Bible)		
		Ger.	German
		gen.	genitive
BEV	Black English Vernacular (US)	Gk	Greek
BrE	British English	hist.	historical, with historical reference
c	*circa*		
c.	century, centuries	ibid.	*ibidem*, 'in the same book or passage'
Canad.	Canadian		
cf.	compare	idem	'the same'
colloq.	colloquial	i.e.	*id est*, 'that is'
compar.	comparative	IE	Indo-European
conj.	conjunction	indic.	indicative
const.	construed (with)	infin.	infinitive
		intr.	intransitive
d.	died	Ir.	Irish
dat.	dative	irreg.	irregular(ly)
det.	determiner	It.	Italian
dial.	dialect, -al	ITV	Independent Television (UK)
Du.	Dutch		

L, Lat.	Latin		pple	participle
lit.	literally		prec.	preceding
				(word or article)
masc.	masculine		pref.	prefix
math.	mathematical		prep.	preposition,
MDu.	Middle Dutch			prepositional
ME	Middle English		pres.	present
medL	medieval Latin		prob.	probably
MLG	Middle Low German		pron.	pronoun
mod.	modern		pronunc.	pronunciation
modE	modern English			
modF	modern French		quot.	quotation
modL	modern Latin			
mus.	music		RC	Roman Catholic
			refl.	reflexive
n., n.pl.	noun, plural noun		RP	Received Pronunciation
NAmer.	North American			(in BrE)
naut.	nautical			
neut.	neuter		SAfr.	South African
NEXIS	proprietary name of a		SAmer.	South American
	large electronic		sb.	substantive
	database		Sc.	Scottish
NIr.	Northern Irish		sc.	scilicet, 'understand' or
nom.	nominative			'supply'
NT	New Testament		sing.	singular
NZ(E)	New Zealand (English)		Sp.	Spanish
			SPE	Society for Pure English
obs.	obsolete		spec.	specifically
obsolesc.	obsolescent		superl.	superlative
occas.	occasional(ly)		s.v.	sub voce, 'under the
OE	Old English			word'
OF	Old French			
OFris.	Old Frisian		t.	tense
ON	Old Norse		theol.	theological
OProvençal	Old Provençal		tr.	translation (of)
orig.	originally		trans.	transitive
OUP	Oxford University Press			
			UK	United Kingdom
pa.t.	past tense		ult.	ultimately
pa.pple	past participle		UN	United Nations
perh.	perhaps		US	United States
pers.	person		usu.	usually
Pg.	Portuguese			
phr.	phrase		v., vs.	verb, verbs
pl.	plural		vbl	verbal
poet.	poetic		vol.	volume
popL	popular Latin			
ppl	participial		WGmc	West Germanic

Alford	Henry Alford, The Queen's English, 1864
Amer. N. & Q.	American Notes & Queries
Amer. Speech	American Speech
Ann.	Annual
Baldick	C. Baldick, The Concise Oxford Dictionary of Literary Terms, 1990
BMJ	British Medical Journal
Bodl. Libr. Rec.	Bodleian Library Record
Bull. Amer. Acad. Arts & Sci.	Bulletin of the American Academy of Arts and Sciences
Burchfield	R. Burchfield, The Spoken Word: a BBC Guide, 1981
CGEL	A Comprehensive Grammar of the English Language, ed. R. Quirk et al., 1985
Chr. Sci. Monitor	Christian Science Monitor
Chron.	Chronicle
COD	The Concise Oxford Dictionary, 8th edn, 1990; 9th edn, 1995
Conc. Scots Dict.	Concise Scots Dictionary
Crystal	D. Crystal, A First Dictionary of Linguistics and Phonetics, 1980
DARE	Dictionary of American Regional English, ed. F. G. Cassidy et al., 2 vols. (A–H), 1985, 1991
Dict.	Dictionary (of)
Dict. Eng. Usage	Dictionary of English Usage
Eccles. Hist.	Ecclesiastical History
Encycl.	Encyclop(a)edia
European Sociol. Rev.	European Sociological Review
Fowler	H. W. and F. G. Fowler, The King's English, 1906
Garner	Bryan A. Garner, A Dictionary of Modern Legal Usage, 1987
Gaz.	Gazette
Gimson	A. C. Gimson, An Introduction to the Pronunciation of English, 3rd edn, 1980
Hartmann and Stork	R. R. K. Hartmann and F. C. Stork, Dictionary of Language and Linguistics, 1973
Hart's Rules	Hart's Rules for Compositors and Readers at the University Press, Oxford, 39th edn., 1983
Internat.	International
Jespersen	Otto Jespersen, A Modern English Grammar on Historical Principles, i–vii, 1909–49
Jones	Daniel Jones, An English Pronouncing Dictionary, 1917
Jrnl	Journal (of)
Jrnl RSA	Journal of the Royal Society of Arts

London Rev. Bks	*London Review of Books*
Lyons	J. Lyons, *Semantics*, 2 vols., 1977
Mag.	*Magazine*
Mitchell	Bruce Mitchell, *Old English Syntax*, 2 vols., 1985
N&Q	*Notes & Queries*
NEB	*New English Bible*
New SOED	*The New Shorter Oxford English Dictionary*, 2 vols., 1993
NY Rev. Bks	*New York Review of Books*
OCELang.	*The Oxford Companion to the English Language*, ed. Tom McArthur, 1992
OCELit.	*The Oxford Companion to English Literature*, ed. Margaret Drabble, 5th edn, 1985
ODCIE	*Oxford Dictionary of Current Idiomatic English*, ed. A. P. Cowie et al., 2 vols, 1975, 1983
ODEE	*Oxford Dictionary of English Etymology*, 1966
ODWE	*Oxford Dictionary for Writers and Editors*, 1981
OED	*The Oxford English Dictionary*, issued in parts 1884–1928; as 12 vols., 1933
OED 2	*Oxford English Dictionary*, 2nd edn, 20 vols., 1989
OEDS	*A Supplement to the Oxford English Dictionary*, 4 vols., 1972–86
OGEU	*The Oxford Guide to English Usage*, 2nd edn, 1993
OMEU	*The Oxford Miniguide to English Usage*, 1983
Oxf. Dict. Eng. Gramm.	*The Oxford Dictionary of English Grammar*, 1994
Parl. Aff.	*Parliamentary Affairs*
POD	*The Pocket Oxford Dictionary*
Poutsma	Hendrik Poutsma, *A Grammar of Late Modern English*, 5 vols., 1926–9
Publ. Amer. Dial. Soc.	*Publications of the American Dialect Society*
Q	*Quarterly*
Quirk	R. Quirk et al., *A Grammar of Contemporary English*, 1972
Reg.	*Register*
Rep.	*Report*
Rev.	*Review (of)*
Sci. Amer.	*Scientific American*
Smith	Egerton Smith, *The Principles of English Metre*, 1923
Tel.	*Telegraph*
TES	*The Times Educational Supplement*
THES	*The Times Higher Educational Supplement*
TLS	*The Times Literary Supplement*
Trans. Philol. Soc.	*Transactions of the Philological Society*
Tulloch	S. Tulloch, *The Oxford Dictionary of New Words*, 1991
Visser	F. Th. Visser, *An Historical Syntax of the English Language*, parts i–iii, 4 vols., 1963–73

Wales	Katie Wales, *A Dictionary of Stylistics*, 1989
Walker	John Walker, *A Critical Pronouncing Dictionary and Expositor of the English Language*, 1791; 4th edn 1806
WDEU	*Webster's Dictionary of English Usage*, 1989
Webster's Third	*Webster's Third New International Dictionary*, 1961
Wells	J. C. Wells, *Longman Pronunciation Dictionary*, 1990

For convenience, the dates assigned to the works of Shakespeare are those given in the Bibliography of the *OED*. The texts of the individual works are cited from the original-spelling edition of Stanley Wells and Gary Taylor, OUP, 1986.

All examples from the Bible are cited from the Authorized Version of 1611 (quoted from the 'exact reprint' with an introduction by Alfred W. Pollard, OUP, 1985).

■ Pronunciations and Abbreviations in the Oxford Dictionary of Modern Slang

Pronunciation Symbols

Consonants

b	*but*	l	*leg*	t	*top*	θ	*thin*		
d	*dog*	m	*man*	v	*voice*	ð	*this*		
f	*few*	n	*no*	w	*we*	ŋ	*ring*		
g	*get*	p	*pen*	z	*zoo*	x	*loch*		
h	*he*	r	*red*	ʃ	*she*	tʃ	*chip*		
j	*yes*	s	*sit*	ʒ	*decision*	dʒ	*jar*		
k	*cat*								

Vowels

æ	*cat*	ɒ	*hot*	aɪ	*my*	ɪə	*near*		
ɑː	*arm*	ɔː	*saw*	aʊ	*how*	ɔɪ	*boy*		
e	*bed*	ʌ	*run*	eɪ	*day*	ʊə	*poor*		
ɜː	*her*	ʊ	*put*	əʊ	*no*	aɪə	*fire*		
ɪ	*sit*	uː	*too*	eə	*hair*	aʊə	*sour*		
iː	*see*	ə	*ago*						

(ə) signifies the indeterminate sound as in gard*e*n, carn*a*l, and rhyth*m*.

(r) at the end of a word indicates an r that is sounded when a word beginning with a vowel follows, as in *clutter up* and *an acre of land*.

The main or primary stress of a word is shown by ' preceding the relevant syllable; any secondary stress in words of three or more syllables is shown by ‚ preceding the relevant syllable.

Principal Abbreviations

a. (in dates)	before
Austral	Australian (English)
attrib	attributive
Brit	British (English)
c. (in dates)	about
cent.	century
cf.	compare
compar.	comparative
conj	conjunction
derog	derogatory
esp.	especially
fig.	figurative
int	interjection
intr.	intransitive
N Amer	North American (English)
NZ	New Zealand (English)
obs.	obsolete
OE	Old English
orig	originally
perh.	perhaps
phr.	phrase
pl.	plural
prep	preposition
prob.	probably
pron	pronoun
S Afr	South African (English)
sing.	singular
spec.	specifically
superl.	superlative
trans.	transitive
transf.	in transferred sense
US	United States (English)
usu.	usually

Using a power adapter

Since the battery life for this product is approximately 100 hours, it is not envisaged that an AC adaptor would generally be required. However the following guidance is given should use of one be required.

DC 3V IN

⚠ **CAUTION** ————————————————————————————

The batteries should be removed if you intend to use the unit for a long period with the specified AC adapter. Battery leakage may damage the unit or cause it to malfunction.

☐ **When batteries are not inserted into the unit (when using for the first time after purchase, etc.)**
1. Insert the DC plug ( ) of the AC adaptor into the power jack of the unit.
2. Insert the AC adapter into an AC 240V (50Hz) power socket.
3. Press the Reset switch on the back of the unit.
4. Turn on the power.

If you have been using the unit for a long period of time without batteries inserted but wish to remove the adapter and use the batteries while preserving the previous settings and memory, remove the AC adapter after firmly inserting batteries into the unit.

Care is needed since if the batteries are not firmly inserted when the AC adapter is removed, <u>the previous memory content will be lost.</u>

In the event of a disruption in the power, when using the mains adapter, the unit may take up to 30 seconds to recover.

☐ **When batteries are inserted into the unit or are already present in the unit (when batteries are inserted in accordance with the operating instructions or are already in use).**

1. Turn off the power.
2. Insert the DC plug ( ) of the AC adapter into the power jack of the unit.
3. Insert the AC adapter into an AC 240V (50Hz) power socket.
4. Turn on the power.

Use for a long period of time with the batteries inserted may result in damage and malfunctioning due to the leakage of battery fluid. The batteries should therefore be removed from the unit.

When removing the AC adapter, if you wish to preserve the previous settings and memory, remove the AC adapter after firmly inserting batteries into the unit.

⚠ **CAUTION** ————————————————————————————

If you intend to use the AC adapter with the batteries removed, removing the AC adaptor as it is will result in loss of memory.

Be sure to remove the AC adapter after firmly switching the unit OFF. In this case, the previous settings, will be lost.

> • **Care is needed since if you remove the AC adapter within three seconds of turning the power off, all the data stored in the memory will be deleted.**

If you wish to preserve your previous settings and memory content, remove the AC adaptor only after making sure that the batteries are firmly inserted into the unit.

⚠ **SAFETY PRECAUTIONS** ————————————————————————

• Be sure to only use a compatible adapter of the specified input/output voltages. Use of any other adapter may damage the unit and invalidate the warranty.
• Do not touch the tip of the DC plug or the power jack.
• When removing the AC adapter, turn off the power of the unit and detach in the order of AC adapter and DC plug.
• The unit can be used only with a household power source of AC 240V.
• Under no circumstances use in places in the vicinity of water. Doing so may result in electric shock and accidents.
• Do not use with a blanket or cushion placed on top of the adapter or in the vicinity of heating equipment. Doing so may result in heat emission, deformation and malfunctioning.
• Stop using the unit as soon if you notice that there might be something wrong with it.
• When not using the unit, be sure to take the adaptor out of the power socket.

Precautions / Specifications

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

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

  Places subject to direct sunlight and places where the temperature is likely to reach high levels such as inside a car during the summer months and by the side of heating devices
  (especially on the seat or dashboard of a car with all the windows closed during the summer).

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

- Do not place anything heavy on top of the unit.
  Do not press hard on the surface of the display unit or place heavy items such as books on top of it.

- Do not bend, twist, drop or apply a strong shock to the unit.

- Do not operate the keys with a hard, pointed instrument or apply more pressure to them than is necessary.

- Take care not to spill drinks on the unit.
  Take care especially when using the unit while drinking coffee, soft drinks, etc.

- Do not alter the unit in any way or attempt to repair it by yourself.

- Do not use for a long time or store in close contact with synthetic leather products, rubber products, etc.
  Chemical changes, etc. may resulting in melting, discoloration and damage to the surface of the unit.

- When removing dirt from the surface of the unit, do not use a cloth soaked in paint thinner, benzene, alcohol or any other volatile solvent. Doing so may damage the finish of the surface through deterioration, discoloration, etc.
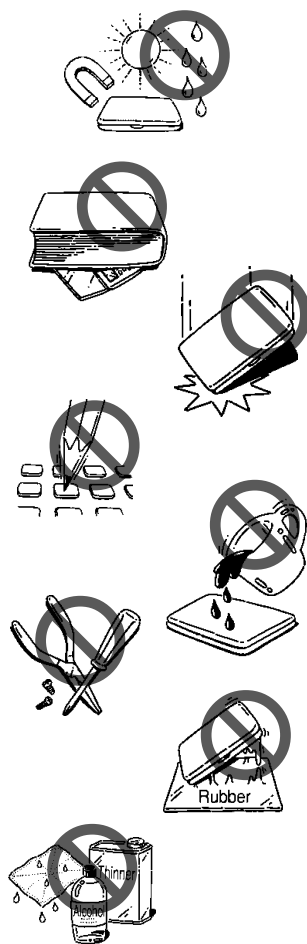
- Do not replace the batteries with the power on.
- Always reset the unit after replacing the batteries.
- Clean with a clean, soft cloth. If the unit is particularly dirty, wipe with <u>a thoroughly wrung cloth</u> soaked in water.
- Condensation (droplets of water) may form on the display section immediately after turning on the heating in a cold place. In this case, use after wiping gently with a dry, clean, soft cloth.

■ Specifications

Display: 240 x 320 dot matrix, high contrast FSTN Liquid crystal
Keys: 52 plastic keys
Temperature range: 0°C to +40°C (32°F to 104°F)
Batteries: Two AAA alkaline batteries
Battery life: approx. 100 hours for continuous display
Size: 137(W) x 88 (H) x 15.4 (D) mm
Weight: approx. 210g (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.

FAQ's Generic

Q. **Most display problems or malfunctions.**

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

Q. **Display too light/Dark.**

A. Adjust contrast/replace batteries.

Q. **Same letter keeps appearing on screen.**

A. Check if button has become jammed under case.

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

A. Change Easy Learn settings-it's probably set to use the User Word List either "always" or "very often".

Q. **Can I use rechargeable batteries?**

A. The unit has been designed only to work with normal non-rechargeable batteries.
Rechargeable batteries have a lower voltage than normal non-rechargeable batteries so the unit may not function correctly if rechargeable batteries are used.

Q. **Problems after changing the batteries.**

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

Customer Services Telephone No. 01628-770988

ONE YEAR LIMITED WARRANTY

1. This product is warranted to be free from defects in material or workmanship for one year from date of purchase.

2. Repair (or at our option, replacement) will be made on any unit which proves to be defective during this period. Carefully pack the unit along with proof of purchase and a completed copy of the Warranty Record you will find in this manual. Postage, insurance and shipping costs incurred in returning the product for warranty service are your responsibility.

3. This warranty does not extend to units which have been subjected to misuse, abuse, neglect, accidents or to units that have been used in violation of the operation instructions. If in our judgement, the unit shows evidence of having been altered, modified or serviced without our authorisation, it will be ineligible for service under this warranty.

4. In Europe, this warranty does not affect your statutory rights.

5. **Battery replacement and broken Liquid Crystal Displays are not covered under this warranty.**

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

WARRANTY RECORD	ER9000
Warranty Period : **One year** from the date of purchase Purchase Date :	
Customer Name: Address: Phone No. :	
Retailer Name: Address :	

SEIKO UK Limited

SC House, Vanwall Road,
Maidenhead, Berkshire SL6 4UW U.K.

Seiko Instruments Inc.
Personal Instruments Division

8, Nakase 1-chome, Mihama-ku
Chiba-shi, Chiba 261-8507, Japan