

**SEIKO**

Oxford  
CROSSWORD  
SOLVER

ER3500 OPERATION MANUAL

ALWAYS press the "RESET" button on the front of the unit after battery replacement or if the unit fails to operate properly.

SII ● Seiko Instruments Inc.

Thank you for purchasing the ER3500.  
Please read this operation manual carefully before using the product.

The ultimate electronic crossword solver, including a unique and powerful knowledge search facility - plus other useful features and 10 great word games.

The Oxford Crossword Dictionary 2nd Edition © Oxford University Press 1998, 2001 with additional material © Oxford University Press 2001.

The Little Oxford Thesaurus 2nd Edition © Oxford University Press 2002.

“SEIKO” is a trademark of Seiko Corporation.

“SII” is a trademark of Seiko Instruments Inc.

© 2003 Seiko Instruments Inc.

# CONTENTS

Functions and Features .....	2	Letter Changer .....	44
The Keys and their Functions .....	8	Games .....	46
Preparation for using the Unit .....	10	Hangman .....	48
1. Installing Batteries .....	10	User Hangman .....	51
Resetting: .....	11	Jumble .....	52
Changing Batteries: .....	12	User Jumble .....	54
2. Contrast Adjustment .....	13	Beat the Clock .....	55
3. Demo Function .....	14	Memory .....	57
Spellchecker .....	16	Hidden .....	59
Thesaurus .....	21	Crossword Quiz .....	62
Solvers .....	25	Tops and Tails .....	64
Anagram Solver .....	26	Letter Skills .....	66
Crossword Solver .....	28	Calculator .....	68
Abbreviation Solver .....	30	Converters .....	70
Knowledge Viewer .....	32	SET Mode .....	72
Knowledge Finder .....	36	Help function .....	77
Phrase Finder .....	42	Proper Use / Specification .....	78
		ONE YEAR LIMITED WARRANTY ..	79

# Functions and Features

---

## 1 Solver

### **Crossword Solver**

This product contains over 250,000 words from The Oxford Crossword Dictionary 2nd Edition to help you solve hard to finish crosswords and other word games. Simply fill in the letters you know and put question marks (?) or asterisk (\*) for the ones you don't, to complete those hard-to-finish puzzles.

### **Knowledge Solver**

The Knowledge Solver contains 13 categories with 256 encyclopedic lists from The Oxford Crossword Dictionary 2nd Edition. You can view the knowledge database by scrolling through the categories and lists, or you can search the knowledge database using keywords and wildcards.

## **Anagram Solver**

The unit contains over 250,000 words from The Oxford Crossword Dictionary 2nd Edition.

Simply type a word or a jumble of letters and the solver will build a list of as many anagram words as possible.

## **Change a Letter Solver**

This solver will allow you to view possible alternative words, by changing one letter at a time. Simply type a word and the solver will build a list of as many words as possible, changing one letter at a time from your entry word.

## **Phrase Solver**

The unit will help you to find phrases containing your keywords from the extensive 250,000 entries from The Oxford Crossword Dictionary 2nd Edition. Simply type a word and the solver will build a list of as many phrases as possible.

## **Abbreviation Dictionary**

You can decode over 10,000 common abbreviations from The Oxford Crossword Dictionary 2nd Edition.

Simply type an abbreviation and the solver will display as many meanings as possible.

## **2 Thesaurus -- Finding Synonyms**

You can find synonyms for the word you enter. When the word you enter has more than one meaning, the unit will group the synonyms according to part of speech and meaning. The unit can provide over 2.5 Million including alternative and opposite words. Thesaurus entry words, their synonyms-, and how the synonyms are grouped, all come from The Little Oxford Thesaurus.

## **3 Games**

10 great vocabulary-building word games to challenge your command of the English language.

Hangman, User Hangman, Jumble, User Jumble, Beat the Clock, Memory, Hidden, Crossword Quiz, Tops and Tails, Letter Skills  
User skill levels: Beginner, Intermediate, Advanced  
Display the score of the games (Score, and number of times)

#### **4 Spellchecker**

Instant phonetic spelling correction for over 118,000 words ensures you will always have the answer at your fingertips.  
You can search a word with wildcards ( “?” and “\*” ) if you are uncertain of the spelling.

#### **5 Calculator**

A full function calculator with memory and % is included.  
12 digits, 1 Memory

## **6 Converters**

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

190 metric/imperial conversions are built into the calculator.

## **7 DEMO Function**

A demonstration display explains the contents of the unit.

The demonstration message starts automatically after you press the ON key.

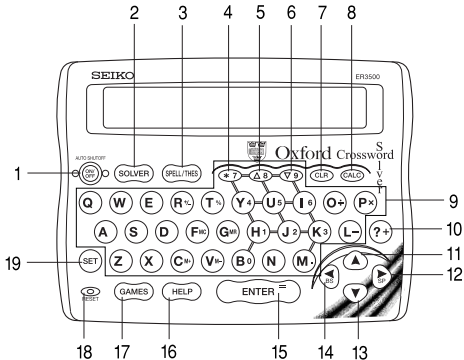
## **8 HELP Function**

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

Press the help key at any point to display a context sensitive help message.



# The Keys and their Functions



- Unit will automatically **TURN OFF** when not used for approximately 3 minutes.

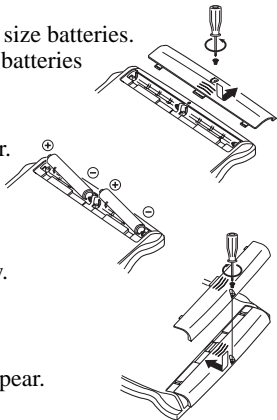
- 1 Turns the power ON and OFF.
- 2 Selects Solver mode.
- 3 Selects Spellchecker/Thesaurus mode.
- 4 (\*) Used instead of one or more letters if you don't know how to spell a word.
- 5 For scrolling back through the lists in memory.
- 6 For scrolling down through the lists in memory.
- 7 Clears all the input characters. Returns the display to the initial state.
- 8 Selects Calculator and Unit Converters.
- 9 Letter, numeral and symbol input keys.
- 10 (?) Substitutes for a single letter when you are uncertain of a spelling.
- 11 For scrolling back through the lists in memory. / For selecting the menu in the Converter mode.
- 12 Enters a single blank space when pressed once. / For shifting the display to the right.
- 13 For scrolling down through the lists in memory. / For selecting the menu in the Converter mode.
- 14 For deleting the last input character. / For shifting the display to the left.
- 15 Executes the functions.
- 16 Activates Help function.
- 17 Selects Game mode.
- 18 RESET button
- 19 For setting Demo Message, LCD Contrast, Games Level, Game Scores and Word List.

# Preparation for using the Unit

## 1. Installing Batteries

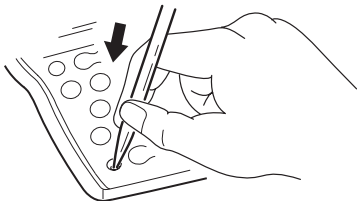
The unit is powered by two (2) “AAA” size batteries. Before using the unit, please install the batteries as follows.

1. Turn the unit over.
2. Remove the screw and the battery cover.
3. Insert two (2) new “AAA” batteries according to the polarity (+,-) mark inside the battery compartment.
4. Replace the battery cover and the screw.
5. Press the “RESET” button on the front of the unit. ( See page 11. )  
The contrast adjustment display will appear. ( See page 13. )



## ● Resetting:

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



## ● Changing Batteries:

The batteries need to be changed as soon as display becomes dim.

Press the "RESET" button on the front of the unit after battery replacement. ( See page 11. )










- \* Make sure that the power is switched off before replacing batteries.
- \* Do not use a previously used battery together with a new battery.

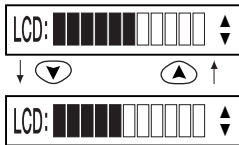


### CAUTION

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

## 2. Contrast Adjustment

1. After resetting, the contrast adjustment display will appear.
  2. You can use either   or   to adjust the contrast of the display Level 1 to Level 11.  
(Initial setting = 6)
  - 3 Press  to finish.  
The display will enter the Spellchecker mode.
- \* If you want to adjust the contrast of the display again, press  .  
Select “LCD Contrast” by using  or  and then press  .  
( See page 73. )



### 3. 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.**

The unit will show the initial display of the mode used before the power was last turned off.

*Welcome to the*

*OXFORD*

*Crossword Solver*

*The ultimate*

*reference for*

⋮

\* The next time you turn on the power, the demonstration display will not appear if you set as follows:

1 Press **SET** .  
“*Demo Message*” will appear.

*Demo Message* ▲▼

2 Press **ENTER** .

*Enable Demo* ▲▼

3 Select “*Disable Demo*” by using  
▼ ▲ or ▶ ◀ .

*Disable Demo* ▲▼

\* If you want to see the demonstration display again, select “*Enable Demo*”.

4 Press **ENTER** to finish.

*Demo Message* ▲▼

( See page 72. )

# Spellchecker

---

## ● If the spelling of a word you enter is correct :

1 Press **SPELL/THES** once or twice to activate the Spellchecker.

*Spellchecker*

• You can switch between the Spellchecker mode and the Thesaurus mode by pressing **SPELL/THES** .

2 Type a word to be checked.

*Example: psychology*



*psychology\_*

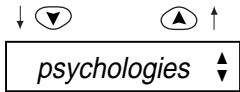
3 Press **ENTER** .



***Correctly Spelt***

After the display “*Correctly Spelt*”, the entered word will be displayed in boldface.




***psychology*** ▼

- 4 Phonetically similar words may also be displayed by pressing  or .



- To scroll alphabetically up or down through the unit's word list, starting from the displayed word, press  or .
- To clear the display and spell check another word, simply enter your new word.

## ● Entering and Correcting Letters


- \* Up to 25 letters can be entered.
- \* Use  to enter a space.
- \* Corrections can be made by using .
- \* The entire display can be cleared by pressing .

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


- 1 Type a word to be checked.

*Example: sycology*

sycology\_

- 2 Press  .


When the spelling of a word entered is incorrect, a list of correctly spelled words that are phonetically similar to the entered spelling is prepared.



Checking ... 

Correction List

After the display “Correction List”, the first proposed word will be displayed.


psychology ▼

- 3 Press  to see other proposed words.


↓        ↑  
cytology ▲▼

## ● 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 “\*”. (Up to two “\*” can be used.)

This is used in place of one or more characters.


- 1 Type a word.

*Example: p\*n??t*



*p\*n??t\_*

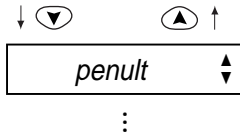
- 2 Press  .

After the display “*Checking ...*”, the first corresponding word will be displayed.

*Checking ...* 

*pennant* ▼

- 3 You may continue to scroll through the corresponding word list by using  and  .



- To clear the display and spell check another word, simply enter your new word.
- \* If the corresponding word list has a great number of words, the unit will check the word list again. In this case you can not return to the first corresponding word.

# Thesaurus

---

You can investigate the synonyms (and antonyms) for a word you enter.

When a word you enter has more than one meaning, the unit will group the synonyms according to part of speech and meaning.

- 1 Press **SPELL/THES** once or twice to activate the Thesaurus.

*Thesaurus*

- 2 Enter letters.  
*Example: rate*

*rate\_*

- 3 Press **ENTER**.

The entered word will be displayed as a headword in boldface.

***rate*** ▲  
▼

- You may scroll through the headword list by using **▽9** **△8** or **▼** **▲**.

- 4 Press **ENTER** or **▶** .

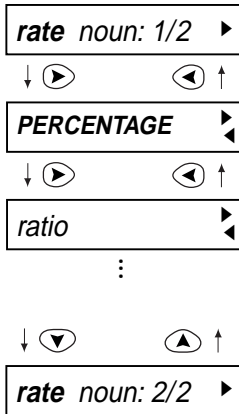
First group of synonyms will be displayed.

- 5 Press **▶** to see the meaning of the group and synonyms.

Press **◀** to return.

- 6 If there are two or more groups of synonyms, press **▼** to see each successive group.

Press **▲** to return.



## ● Words not in headword

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

*Example: workaday*

*workaday\_*



*Matches In*

*Synonyms!*


*businesslike ad* ▾ ▶



*common adjectiv* ▴ ▾ ▶

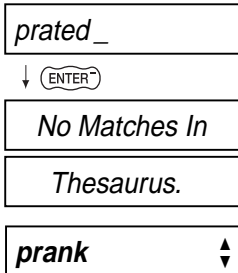
⋮

## ● Words not in memory


If you press  when a word you have entered is not contained in the unit's list of entries, or if the word you entered is misspelled, the unit will find and display a word which is spelled most closely to your entered word.

This happens even if the found word has no linguistic relationship to your entered word.

*Example: prated*



The diagram illustrates the sequence of screen displays when a word is not found in the thesaurus. It consists of four vertically stacked rectangular boxes:

- The first box contains the text *prated* followed by an underscore.
- Below the first box is a downward-pointing arrow followed by the .
- The second box contains the text *No Matches In*.
- The third box contains the text *Thesaurus.*
- The fourth box contains the text *prank* followed by a double-headed vertical arrow.

# Solvers

---

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

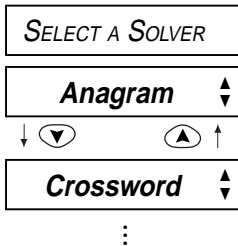
## ● Selecting the solver

- 1 Press **SOLVER** .  
The unit returns to the last solver used each time you select the solver mode.
- 2 Select the solver you wish to play by pressing **▼** **▲** or **▽9** **△8** .

The solver is displayed in the following order.

*Anagram, Crossword, Abbreviations, Knowledge View, Knowledge Find, Phrases, Letter Change*

- By pressing the first letter of a solver, you can jump directly to the desired solver. Further solvers starting with the same letter can be displayed by pressing the same letter again.



## ■ Anagram Solver

Look for the right word using the same letters as the word you have entered.

- 1 Select “*Anagram*” and then press .

*Anagram* ▲▼

ENTER LETTERS.

- 2 Enter letters.  
*Example: rail*

*rail* \_





- 3 Press .

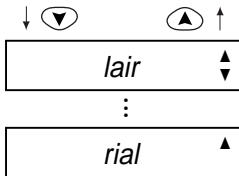
After the display “*Checking ...*”, the first corresponding word will be displayed.

*Checking ...* ⏻

*aril* ▼

- 4 You may continue to scroll through the corresponding word list by using

  or  .




- 5 To clear the display and enter another word, press .



- \* If the word or letters entered do not have any anagrams, the message “*No anagrams found*” will be displayed.
- \* The word list for the Anagram Solver can be selected between the Oxford Crossword Dictionary List of 250,000 words and the Spellchecker word list of over 118,000 words in the [Word List] of the SET mode.

## ■ Crossword Solver


Look for the right word by entering letters you know along with “?” or “\*” for any letters you don’t know.

Use  to enter “?”.

This is used in place of a single character.

Use  to enter “\*”. (Up to two “\*” can be used.)

This is used in place of one or more characters.

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


***Crossword*** ▲▼

- 2 Enter letters.





*Example: \*bis???*

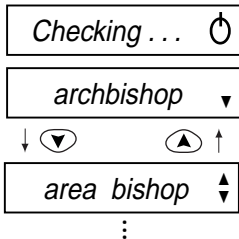
*ENTER LETTERS.*

*\*bis???*\_

3 Press  .

After the display “*Checking ...*”, the first corresponding word will be displayed.

4 You may continue to scroll through the corresponding word list by using   or   .



- \* The corresponding word list includes the word with space or hyphen.
- \* If the corresponding word list has a great number of words, the unit will check the word list again. In this case you can not return to the first corresponding word.
- \* If the letters entered do not have any corresponding word, the message “*No words found*” will be displayed.

## ■ Abbreviation Solver

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


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

***Abbreviations*** ▲▼

SEARCH WORD . . .


- 2 Type an abbreviation.  
*Example: esf*

*esf*\_


- 3 Press .





If the abbreviation is contained in the dictionary, it will be displayed with the definition.

***ESF: European S***▶

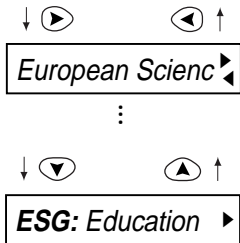
4 Press  to see the rest of the definition.

Press  to return.

\* If there is more than one solution, you will be able to scroll the list using .

5 You may scroll through the abbreviation list by using   or  .

\* If entered letters are not contained in the abbreviation dictionary, the unit will find and display the abbreviation which most closely matches your entered letters.



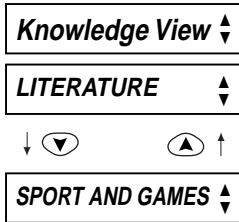
## ■ Knowledge Viewer

This Solver enables you to view the thematic lists in the general-knowledge section in a similar manner to scrolling through the lists in the book. These lists has been compiled by Oxford University Press to help provide answers to crossword clues and other quiz questions.

- 1 Select “*Knowledge View*” and then press **(ENTER)** .

The unit returns to the last category used each time you select the Knowledge Viewer mode.

- 2 Select the category you wish to find by pressing **(▼)** **(▲)** or **(▽9)** **(△8)** .



The category is displayed in the following order.

*LITERATURE / SPORT AND GAMES / FOOD AND DRINK /  
MISCELLANEOUS / NAMES / HISTORY, POLITICS, AND WAR /  
RELIGION AND MYTHOLOGY / GEOGRAPHY AND TRANSPORT /  
SCIENCE AND TECHNOLOGY / MEDICINE / ANIMALS / PLANTS /  
ART, MUSIC, AND ENTERTAINMENT*

3 Press **ENTER** .

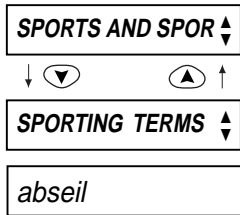
The unit shows the sub category.





Press **CLR** to return.

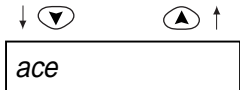
4 Select the sub category by pressing  
**▼** **▲** or **▽9** **△8** and then press  
**ENTER** .

The first entry will be displayed.

\* If the unit shows the lower sub category, repeat step 4.



- 5 You may scroll through the list by using   or  .



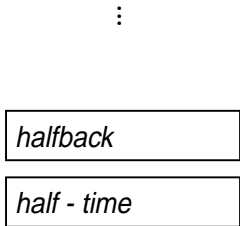
## First Character Search

By pressing the first letter of an entry in the list, you can jump directly to the desired entry.

Further entries starting with the same letter can be displayed by pressing the same letter again.

*Example: h*

- \* When the unit shows the category or sub category, you can also use this search procedure.



6 To check the category of an entry in the list, press **ENTER** .

*SPORT AND GAMES*

Press **ENTER** a second time.  
It displays the sub category.

*SPORTING TERMS*

Press **ENTER** a third time.  
It goes back to the original entry.


*half - time*

- \* Data in the Knowledge Viewer is displayed in the same order as the printed version of the Oxford Crossword Dictionary.
- \* Any notes relevant to a particular list, may be found at the end of the sub category.  
E.g. \* Indicates joint region (in the case of “Rulers of England”)
- \* In the context of The Bible, OT stands for Old Testament and NT stands for New Testament.

## ■ Knowledge Finder

This Solver is a powerful tool to enable you to perform searches across all the thematic lists in the general-knowledge section. It's a bit like using a search engine on the Internet. You can use wildcard characters (? or \*) and keywords from your clue to help you find answers by searching across all the lists at the same time.

These lists have been compiled by Oxford University Press to help provide answers to crossword clues and other quiz questions.

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

***Knowledge Find*** ▲▼

- 2 Type in your key words.

They can be a category or related word with the entry which you want to find.

*SEARCH WORD . . .*

E.g. art and dutch :

This means that result should be related to art and Dutch.

*art dutch\_*

- You can add one target word with wildcard letters (? or \*), if you know some letters of the target word.


*art dutch g???\_*

In this example, the target word is “Gogh”. In case you know that the target word is four letters and it starts “g”. It will be “g????”.

- \* If you don't have any hint for the word (any length and letters), you can omit this word and you can search by scrolling all data that has words related to your key words.
- \* Up to two (\*) can be entered and any number of (?) but, you can only have one target word containing wildcards.
- \* You need to enter at least one key word.
- \* You can enter key words in any order.

3 Press **ENTER** .

Results that meet the conditions will be displayed.

*Checking . . .* 

*Van Gogh, Vince* ▶

4 You can check the category of the answer by pressing **ENTER** .  
It displays the main category.






*ART, MUSIC, AND* ▶

Press **ENTER** a second time.  
It displays the sub category.

*PEOPLE IN THE A* ▶

Press **ENTER** a third time.  
It goes back to the original entry.

*Van Gogh, Vince* ▶

- You can enter numbers by pressing a number key followed by  or  where numbers are on the letter keys. A hyphen can be entered by pressing  followed by  or .

E.g. (H1) + (▲), (\*7) + (▲), (l6) + (▲), (∇9) =1769

This can be very useful for finding entries related to people.  
[e.g. Duke of Wellington (1769-1852)]

- The entered word is spellchecked first against the thematic data. If the entered word was spelt incorrectly, it will be ignored from the input automatically.

In this example “zzz” and “xxx” are ignored from input and the correct answer is displayed.

zzz *harry* xxx\_

If the entered word is not in the thematic data, a message “*No matches found*” is displayed and it goes back to the input display.

*Harry S. Truman* ▶

- \* This solver searches only the Thematic data and does not search words from Crossword list.


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


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

NOTE -

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

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

- \* When you enter complicated key word and target word, it will take to check the word list long time. In this case you can stop the checking by pressing  .

This is intended to give you all possible solutions which match your criteria, because you may not always know from your clue, exactly which of the 256 categories you should be looking under. If you want to check the category of a result, press  as described above.

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

## ■ Phrase Finder

Look for the phrases using the word you have entered.

- 1 Select “*Phrases*” and then press  .


*Phrases* ▲▼

SEARCH WORD . . .

- 2 Type a word.

*Example: jump*





*jump\_*

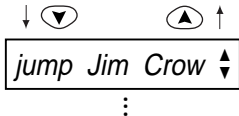
- 3 Press  .

The first phrase that includes the entered word will be displayed.

*Checking . . .* ⏻

*jump on* ▼

4 To display further matching phrases, press   or   .



5 To clear the display and enter another word, press  .



- The entered word is spellchecked first against the crossword list.

## ■ Letter Changer

The Letter Changer generates a list of words, which are different by one letter from input word.

- 1 Select “*Letter Change*” and then press **ENTER** .

- 2 Type a word.

*Example: apple*

- 3 Press **ENTER** .

The first word with one letter changed will be displayed.

**Letter Change** ▲▼

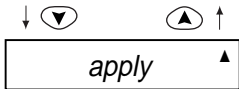
SEARCH WORD . . .


*apple*\_

*Checking . . .* ⏻

*ample* ▼

- 4 To display next word with one letter changed, press   or  .



- 5 To clear the display and enter another word, press .



- \* If the word entered do not have any corresponding word with one letter changed, the message “*No words found*” will be displayed.
- \* The word list for the Letter Changer can be selected between the Oxford Crossword Dictionary List of 250,000 words and the Spellchecker word list of over 118,000 words in the [Word List] of the SET mode.

# Games

---

There are 10 great word games that will help you to improve your spelling and vocabulary.

## ● Selecting the game

- 1 Press **GAMES** .

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

- 2 Select the game you wish to play by pressing **▼** **▲** or **▽9** **△8** .

*SELECT A GAME*

*Hangman* ▲▼

↓ ▼ ▲ ↑

*User Hangman* ▲▼

⋮

The game is displayed in the following order.

*Hangman, User Hangman, Jumble, User Jumble, Beat the Clock, Memory, Hidden, Crossword Quiz, Tops and Tails, Letter Skills*

- By pressing the first letter of a game, you can jump directly to the desired game. Further games starting with the same letter can be displayed by pressing the same letter again.

(NOTE)

- \* To skip the displayed question, press **CLR** , then the next question will appear. This will not be counted in your score.
- \* The Game Levels can be changed from the SET menu.  
(See page 73.)

## ■ 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 .

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

The number of times you can try is shown at the right of “/”.

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

*Example: Enter “e”.*

<b><i>Hangman</i></b> ▲▼
--------------------------

??????	0/10
--------	------

?????e	1/10
--------	------

- \* In case the same letter is used two or more times in the same word:

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

*Example: Enter "t".*

??tt?e	3/10
--------	------

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

bott?e	5/6
--------	-----

↓ (L)

YOU'RE A WINNER !
-------------------

Won : 1   Lost : 0
--------------------

↓

??????	0/8
--------	-----

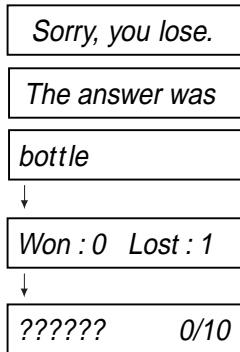
- 3** If all the letters in the word are displayed before you have used up all the tries, a congratulatory message will be displayed and counted in the "Won" column.

Then the next mystery word will be displayed.

- \* One letter will be displayed in turn as a “Tip” every time you press **?**.
- \* All the letters will be displayed if you press **ENTER**.
- \* If you fail to find the word before you have used up all the tries you are allowed, or if you press **ENTER** half way through a game, “*Sorry, you lose.*” will be displayed and counted in the “*Lost*” column.

Then the answer will be displayed.

Then the next question will be displayed.



## ■ User Hangman

This is a Hangman Game using words that you can select.

1 Select “*User Hangman*” and then press **ENTER** .

*User Hangman* ▾

2 Enter a word. You can use up to 11 letters.

*GAME WORD?*

*Example: bottle*

3 Press **ENTER** .

*bottle\_*

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


*??????*      *0/7*

### \*\*\* 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 correctly spell the mystery word.


## ■ Jumble

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

- 1 Select “*Jumble*” and then press .

The selected letters and the number of answers will be displayed at the right of “/”.

*Example: tcsoa*

- \* When you press , the order of the letters in the displayed word will change at random.

- 2 Enter the word using all the selected letters.

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

**Jumble** ▲▼

Checking . . . ⏻

**tcsoa** 0/5

coast\_

3 Press **ENTER** .

If your answer is correct, the selected letters will be displayed again.

Enter the next word and press **ENTER** .

\* The entered answers can be seen again by using **▼** or **▲** .

4 If you enter all the answers, a congratulatory message will be displayed and counted in the “*Won*” column.

\* To give up entering letters, press **?** .  
The answer will be displayed with a cross.

\* The answers can be seen by using **▼** or **▲** . Correct words will be displayed with a tick. Missed words will be displayed with a cross.

**OK!**

*tcs*oa

1/4

:

**BRAVO!**

*Won : 1 Lost : 0*

## ■ User Jumble

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

- 1 Select “*User Jumble*” and then press

.


*User Jumble* ▲▼

- 2 Enter a word. You can use up to 11 letters.

GAME LETTERS?

*Example: ascot*

*ascot*\_

- 3 Press .

The selected word and the number of other words will be displayed.

*ascot* 0/4

- \* 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 correctly find the anagrams.

## ■ Beat the Clock

The letters of a mystery word are displayed one at a time at regular intervals. Enter the mystery word before they are all displayed.

- 1 Select “*Beat the Clock*” 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 at the right of “/”.

- 2 If you press any of the keys, the hidden letters will be displayed one by one.

<b><i>Beat the Clock</i></b> ▲▼
---------------------------------

??????	0/7
--------	-----

b?????	0/6
--------	-----

b? tt??	0/5
---------	-----

b? tt?e	0/4
---------	-----

- 3 Complete the spelling of the mystery word.  
*Example: bottle*




bottle 2/2

If you complete the spelling of the mystery word before all the letters are displayed, a congratulatory message will be displayed and counted in the “*Won*” column.

YOU WIN!


Then the next mystery word will be displayed.

Won : 1 Lost : 0

- \* One letter will be displayed in turn as a “Tip” every time you press .
- \* All the letters will be displayed if you press .
- \* If you fail to find the word before you have used up all the tries you are allowed, or if you press  half way through a game, “*Sorry, you lose.*” will be displayed and counted in the “*Lost*” column. Then the answer and the next mystery word will be displayed.

## ■ Memory

Correctly enter the spellings of word momentarily displayed.

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

The words will be displayed for about one second.

*Example: tinkle*

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

***Memory*** ▲▼

*Tinkle*

*Enter a Guess*

*tinkle\_*

3 Press **ENTER** .

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

Then the answer and the next word will be displayed.

**CONGRATULATIONS!**


*Won : 1   Lost : 0*

\* To give up entering letters, press **?** .

\* If your answer is incorrect, or if you press **?** , “*Sorry, you lose.*” will be displayed and counted in the “*Lost*” column.

## ■ Hidden

Find the non-synonym word from the displayed words.



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


<i>Hidden</i>	▲ ▼
<i>Find the</i>	
<i>non-synonym</i>	
<i>word . . .</i>	
<i>Checking . . .</i>	


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

You have to select the non-synonym word.

<i>pause</i>	▼
<i>termination</i>	▲ ▼
<i>visit</i>	▲ ▼
<i>halt</i>	▲ ▼
<i>finish</i>	▲ ▼
<i>break</i>	▲ ▼
<i>conclusion</i>	▲ ▼
<i>end</i>	▲

2 Press  or  to select the non-synonym word.


visit  

3 Press .

YOU'RE A WINNER!

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

Won : 1 Lost : 0

\* To give up selecting a word, press .

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

Then the correct word will appear.

## ■ Crossword Quiz

Enter a letter at the place of question mark.

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

The question will be displayed.

*Example: res?o?se*

- 2 Enter a letter for the first question mark.

*Example: p*

- 3 Enter a letter at the next question mark.


*Example: n*

**Crossword Quiz** ▲▼

*res?o?se*

*respo?se*

*response*






- \* The entered letter can be cleared by pressing  .

CONGRATULATIONS!

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

Won : 1 Lost : 0

Then the next question will be displayed.

- \* One letter will be displayed in turn as a “Tip” every time you press  .
- \* To give up entering letters, press  .
- \* If your answer is incorrect, or if you press  , “*Sorry, you lose.*” will be displayed and counted in the “*Lost*” column.
- \* Then the first correct solution will be displayed, you can check any alternative solutions by pressing  or  .


## ■ Tops and Tails

Enter a word that has the specific first and last letters.

- 1 Select “*Tops and Tails*” and then press .

The first and last letter of a word will be displayed.

*Example: Start:T End:Y*

- \* To skip the displayed question, press , then the next question will appear. This will not be counted in your score.

- 2 Enter a word.

*Example: today*

***Tops and Tails*** ▲▼

*Start: T End: Y*

*today\_*

3 Press **ENTER** .

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

Then the next question will be displayed.

*YOU'RE A WINNER !*

*Won : 1 Lost : 0*

*Start: K End: D*

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

\* If your answer is incorrect, or if you press **ENTER** , “*One Answer . . .*” appears, then a correct solution and your current score appears on the screen.


## ■ Letter Skills

Enter a word that has the specific letters.

- 1 Select “*Letter Skills*” and then press .

You must enter a word which has one specific letter and uses at least two letters from the displayed letters.

*Example: x : aeehmnst*

- \* To skip the displayed question, press , then the next question will appear. This will not be counted in your score.

- 2 Enter a word.

*Example: next*

**Letter Skills** ▲▼

x : aeehmnst  
|

You need to use this letter.

next\_

3 Press **ENTER** .

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

Then the next question will be displayed.

CONGRATULATIONS!

*Won : 1 Lost : 0*

*s : abfmot*



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

\* If your answer is incorrect, or if you press **ENTER** , “*One Answer . . .*” appears, then a correct solution and your current score appears on the screen.

# Calculator

---

## ● Keys and their Functions

1.  Selects Calculator and Unit Converters.
2.  Clears last entry with one press, clears all with two presses.
3. 1 ~ 0 Number input keys.
4. +, -, x, ÷ Mathematical function keys.
5. MC Clears memory.
6. MR Recalls number from memory.
7. M+ Enters number into memory.
8. M- Subtracts 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  $\text{\textcircled{CLR}}$  to clear the entire displayed number, 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  $\text{\textcircled{CLR}}$  to remove the “ E ” and continue.

# Converters



---

1 Press  .



0.



2 Enter the number you wish to convert.

5.

3 Press  or  to enter the conversion mode.



*UNIT CONVERTER*

4 Select the category of the conversions using  or  .

*Temperature*   


The category of the conversions is displayed in the following order

*Length*   


*Temperature, Length, Area,  
Volume, Weight, Capacity, Power*

5 Press **ENTER** .

Select the Starting Units for the entered number by using **▼** or **▲** .

*STARTING UNITS*

**Kilometre**

6 Press **ENTER** .

Select the Desired Units for the entered number by using **▼** or **▲** .

*DESIRED UNITS*

**Mile**

7 Press **ENTER** .

5 kilometres = 3.10685596119 miles.

*3.10685596119 ml*

# SET Mode

---

You can customize the operating conditions.

Press **SET** and then press **▼** or **▲** to select an item, when you want to change the default settings.

## ● Changing the DEMO mode

- 1 Press **SET** .  
Press **▼** or **▲** to select “*Demo Message*”.
- 2 Press **ENTER** .  
Press **▼** or **▲** to select “*Enable Demo*” or “*Disable Demo*”.
- 3 Press **ENTER** to set it. (See page 14.)

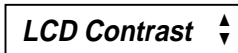
**Demo Message** ▲▼

**Enable Demo** ▲▼

**Disable Demo** ▲▼

## ● Setting the LCD Contrast

- 1 Press **SET** .  
Press **▼** or **▲** to select “*LCD Contrast*”.
- 2 Press **ENTER** .  
Press **▼** or **▲** to adjust the contrast of the LCD display.
- 3 Press **ENTER** to set it. (See page 13.)



## ● Setting the Game Level

The unit provides three skill levels of playing games (beginner, intermediate and advanced). The set level can be changed as required.

- 1 Press **SET** .  
Press **▼** or **▲** to select “*Games Level*”.



2 Press **ENTER** .

Press **▼** or **▲** to select one of the levels.

3 Press **ENTER** to set it.

**Beginner** ▲▼

**Intermediate** ▲▼

**Advanced** ▲▼

## ● Score of the Games

The unit can display the score of the games.

1 Press **SET** .

Press **▼** or **▲** to select “*Games Scores*”.

**Games Scores** ▲▼

2 Press **ENTER** .

Press **▼** or **▲** to select one of the games.

**Hangman** ▲▼

- 3 Press **ENTER** to select a game.

The total number of times the selected game has been played is displayed.

Next, the current score is displayed.

- 4 Then “*Clear Score Y/N ?*” displayed.

By pressing **Y**, the current Score and Total number will be cleared.

Pressing **N** will retain the current score.

*Total Games: 5*

*Won : 3 Lost : 2*

*Clear Score Y/N ?*

## ● Setting the Word Level for Solvers

The word list for the Anagram Solver, Crossword Solver, Phrase Finder and Letter Changer can be selected between the Oxford Crossword Dictionary word list of 250,000 words and the Spellchecker word list of over 118,000 words in the SET mode.

1 Press **SET**.

Press **▼** or **▲** to select “*Word List*”.

**Word List** ▲▼

2 Press **ENTER**.

Press **▼** or **▲** to select one of the levels.

**Professional** ▲▼

**Beginner** ▲▼

<i>Professional</i>	Oxford Crossword List:	250,000 words
<i>Beginner</i>	Spellchecker List:	118,000 words

3 Press **ENTER** to set it.

# Help function

---

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

*Example:*

1 Press **SPELL/THES** .

2 Press **HELP** .

The help explanation is displayed automatically.

*Spellchecker*

*To spell check*

*a word, type it*

\* You can stop display of the explanation by pressing any of the keys.

## Proper Use

To ensure a long and useful life from this precision electronic instrument, do not expose the unit to extreme heat or cold, water or other liquids including spray cleaners or extreme pressure (such as carrying in a back pocket). Doing any or all of these things may render the unit inoperable and invalidate the warranty.

## Specification

Display:	16 characters x 1 line
Temperature range:	0° C to +40° C (32°F to 104° F)
Batteries:	AAA x 2 pcs.
Battery life:	approx. 300 hours (continuous use)
Automatic power off:	approx. 3 minutes
Size:	127 (W) x 100 (H) x 29 (D) mm
Weight: approx.	140g (including batteries)

- \* Specifications may change without notice due to our policy of continual product improvement. / The life of the batteries will vary depending on how the unit is used.

## ONE YEAR LIMITED WARRANTY

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

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



## EC DECLARATION OF CONFORMITY

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

<u>Directives</u>	<u>Title</u>
89/336/EEC	Electromagnetic Compatibility

### Applicable Standards

EN50081-1	Electromagnetic Compatibility - Generic Emission
EN50082-2	Electromagnetic Compatibility - Generic Immunity

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

This device complies with part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) This device must accept any interference received, including interference that may cause undesired operation.