

# Franklin

Computer



QE-103

## SPELLMASTER™

# USER'S MANUAL

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Computer

## SPELLMASTER™

### INTRODUCTION

The FRANKLIN SpellMaster is an easy-to-use portable speller and word list maker which is going to help you with spelling, crossword puzzles, and a variety of word games. The powerful SpellMaster has a built-in lexicon of about 80,000 words, proper names, and abbreviations. It has nearly twice the number of words used by the most verbose author (Edgar Allen Poe, who used about 42,000 different words).

The built-in games, such as hangman, jumble and anagrams, are fun to play, either against the SpellMaster or another person. The SpellMaster is a great help with other word games such as crossword puzzles and Scrabble® and can be used as a 'word verifier' for Scrabble® and other games. Additional games can be developed using the random word, number and letter generator.

The SpellMaster includes electronic dice (1 to 5 dice) and a Lotto number selector. To accommodate the different Lotto games the maximum number can be set to any number from 10 to 99. The random number generator can be used for the 'Pick 3' or 'Pick 4' lotteries.

## **Technical Information:**

The FRANKLIN SpellMaster utilizes the same technology as is found in larger powerful personal computers. The CPU is a 4 MHz #Z80. Support circuitry consists of 128 K bytes of ROM, 2 K bytes of RAM, and other circuits. The highly compressed storage format and efficient lookup algorithm from Proximity Technology Inc. allows the entire word lexicon and associated software to be contained in the single megabit ROM chip (128 K bytes).

## **Installing Batteries:**

Put four (4) AAA (UM-4) batteries into the battery compartment being very careful to observe the polarity markings on the case. We recommend that you use alkaline manganese high capacity batteries since they both last longer and, although they cost more per battery, are actually more economical. A new set will provide about 20 hours of continuous use.

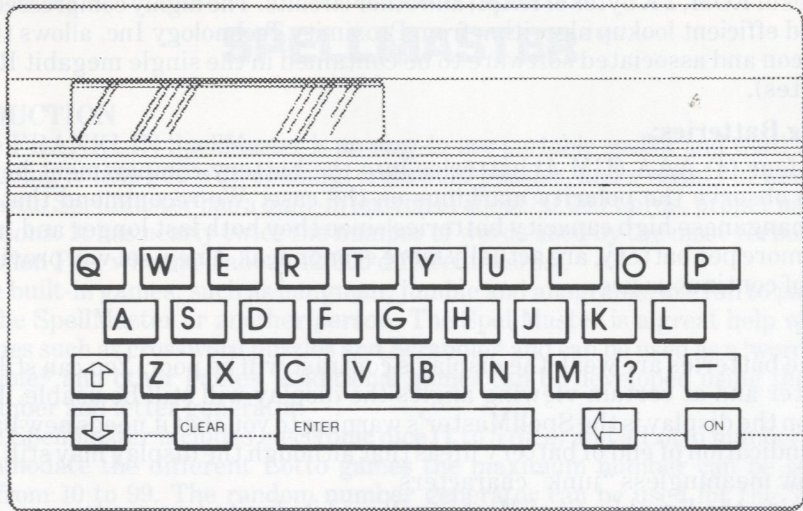
## **Warning:**

If the batteries are weak the display's contrast will be poor. You can still use the SpellMaster and at certain viewing angles the display will still be usable. But poor contrast on the display is the SpellMaster's warning to you that it needs new batteries. Another indication of end of battery life is that although the display may still function it will show meaningless "junk" characters.

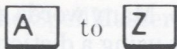
Opening the Franklin SpellMaster will void its limited warranty.

## GENERAL INFORMATION:

The keys on the Franklin SpellMaster are clearly marked and easy to use. They fall into two categories, entry and control.



## Entry:



Use the “A to Z” keys to type your entry onto the display. The keyboard is laid out like a typewriter so you can find the letters easily.

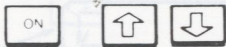




The ← key lets you correct mistakes by backspacing over them.



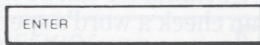
As you will see, the “-”(hyphen) and “?”(question mark) keys are used for both entry and control.

## Control:





The ON key activates the SpellMaster. When you see ‘READY FOR WORD’ you can use the  and  keys to adjust the display contrast. Tapping either of these keys will shift the contrast. Set the contrast to the level you like. As long as the batteries are kept in the SpellMaster the contrast setting is kept in memory. (You may want to adjust the contrast setting as the batteries age.)

At this point you can enter your request. Don’t worry about turning the SpellMaster off—if you don’t press any keys for four minutes, it displays ‘SHUTTING OFF’ and then turns itself off to save batteries. Or you can turn off the SpellMaster by pressing the ON key again.



The large ENTER key tells the SpellMaster to start checking the word you entered. While it is doing this, the SpellMaster displays “CHECKING...”. When it’s ready, the first word on the list comes up.



You can then use the  and  keys to walk through the list. When you reach the bottom, the display tells you “END OF LIST!” (To get back to your original word from anywhere in the list, press ENTER again.)



The CLEAR key erases the last list and readies the SpellMaster for the next one.

## SPELLING

The English language has a very large number of words. Many words are spelled in a peculiar manner. Until now, these spelling problems meant using a dictionary to avoid embarrassing misspellings (notice all the r's, s's and l's in those last two words!). Now that you have a FRANKLIN SpellMaster you can easily check the spelling of words. Like any good tool the SpellMaster can be used in a number of different ways. Here are a few of the ways you can check a word's spelling:

“Try to spell the word.”

Even if you don't know how to spell the word, try the best you can. The odds are that the SpellMaster will find the word you meant. For example:

### KEYSTROKES

NEWMONIA

ENTER

### DISPLAY

NEWMONIA

CHECKING

PNEUMONIA

DISPLAY  
TIMER

Try a few other misspellings such as: OCURANCE, SKIZOFRENIK,  
5 CINCERLLY or CRISANTHIMUM.

Generally the SpellMaster will offer you several choices. For example:

KEYSTROKES

WAT

ENTER

DISPLAY

WAT

CHECKING

WATT



DOWN  
ARROW

At this point the down arrow displayed indicates that there are additional words available. You then press the  $\downarrow$  key to see these words. For example:



WHAT

WAIT



UP/DOWN  
ARROWS

The up and down arrows indicate there are words in the list both above and below the one shown on the display. The SpellMaster tries to put the most likely suggestions on top.

If your entry was actually spelled correctly, the SpellMaster will show it again almost immediately with an '\*'. But what about words similar to the one you entered? By pressing "?" the SpellMaster will start "CHECKING" and come up with a list of similar words.

For example, if you enter PRINCIPLE, you get back the same word because it's correct. Then press the "?" key to get a list which includes PRINCIPAL, PRINCIPLED AND PRINCIPLES.

If you are way off on your phonetic attempt to spell a word you'll probably get the message "SORRY CAN'T HELP". You can try again with a different guess or go to the method of putting "-" after the first part of the word.

For example, if you enter HIPPO- you can down-arrow through the resulting list to find HIPPOPOTAMUS.

### KEYSTROKES

HIPPO-

ENTER



### DISPLAY

HIPPO -

HIPPO



HIPPODROME



:

HIPPOPOTAMUS



## GAMES

**Hangman:** We've all played hangman. You must guess the unknown word by guessing the letters. If you can guess the word in less than a set number of wrong guesses, you win. SpellMaster hangman can be played with an opponent or the SpellMaster itself will act as the opponent. You can set the size of the word (3 to 14 letters) and the number of allowed wrong guesses (again 3 to 14). The SpellMaster's first choice or setting is a 5 letter word and 10 mistakes are allowed. Of course you can change these settings and the SpellMaster will remember your settings as long as the batteries are not removed or worn out.

To start playing hangman turn on the SpellMaster (or press clear) so 'READY FOR WORD' is displayed. Then press -H and ENTER. THE GAME IS ON!

To play with another person press -H U and ENTER. Type in your word and press ENTER. (To prevent cheating the SpellMaster checks to be sure you chose a correctly spelled word.) Words without an E, A, S and T are more difficult to guess.

To change the number of letters in a hangman game against the SpellMaster press -H S and ENTER. Use the up and down arrows to change the number. Then press ENTER to set the new number. To change the number of missed letters allowed press -H T and ENTER. Again the arrows change the number.

Pressing ENTER without pressing a letter first will give you a hint by displaying one added letter to the unknown word. But be careful, it adds only one letter. There may be three M's in the word but only one would be shown—if you had pressed M and ENTER, all 3 M's would have been shown. By pressing ? you can get the SpellMaster to fill in all of the missing letters.

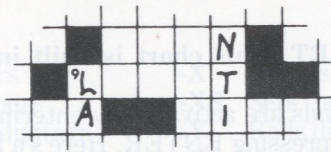
**Anagrams:** Anagrams is a difficult game. The object is to make as many words as possible from the letters in the root or master word. The SpellMaster version does not require that all letters be used in the word, three letters or more is OK. Abbreviations, like DUI, PSI, etc., count as do place names. If the number of possibilities exceeds the memory capacity of the SpellMaster, another word will be chosen automatically.

The SpellMaster assumes a seven letter word which generally results in about 60 anagram words. To change the number of letters in the basic root word press -A S and ENTER. Pressing -A U and ENTER allows two people to play anagrams with each one choosing a root word for the other to anagram. The SpellMaster will build the list of possibilities and keep track of the correct answers.

As in Hangman, pressing ? will end the game and the SpellMaster will provide the list of unrecognized words. Just use the down arrow to see the whole list.

**Jumble:** Jumble is a popular game. The SpellMaster plays Jumble – just enter '-S'. The SpellMaster assumes a 6 letter word for Jumble but using '-JS' you can set the number of letters from 4 to 13.

**Game Aids:** The SpellMaster is a great help with many word games. Crossword puzzle suggestions are provided by entering the letters you know and ? for letters you don't know. For example, you have S---T-S. The SpellMaster will give you suggestions from SALUTES to SWARTHS. Or say you're looking for a 5-letter word meaning "circumscribe" you have



Simply enter L???T and the sixth word displayed will be "LIMIT", just the word you need.

**Other Games:** You can use the SpellMaster to make up your own games.

One game that you can do in your head and is surprisingly difficult is the '5-letter word' game. You give someone the first, third and fifth letters of a 5-letter word and ask them to find the word you're thinking of. Try ASE. Or PAO. The FRANKLIN SpellMaster can certainly help here (enter A?S?E to see the only solution).

## ADDITIONAL FEATURES

The SpellMaster will select random letters (-L), random numbers (-P) or random words (-W). The size of the number may be changed by -PS or of a word by -WS. -N and ENTER allows you to personalize your SpellMaster. Type in your name and press ENTER. Now every time you turn on the SpellMaster it will greet you personally.

The SpellMaster can be used to 'verify' a word in a Scrabble® Brand game. If you press - B and ENTER it will build a list of words you can make with your letters along with the letter on the board you want to use.

## QUICK REFERENCE CHART (This chart is built into the SpellMaster. Press -HELP)

Games and game commands are activated by entering a dash character followed by one or two letters and then pressing ENTER. Here's a list of all the codes and what they do:

- |  |  |
|--|--|
| <b>-A</b> Plays anagrams with a SpellMaster generated word               | <b>-H</b> Plays hangman with a SpellMaster generated word                |
| <b>-AS</b> Selects the word size for a SpellMaster selected anagram word | <b>-HS</b> Selects the word size for a SpellMaster selected hangman word |
| <b>-AU</b> Plays anagrams with a user specified word                     | <b>-HT</b> Selects the number of tries for hangman                       |
| <b>-AW</b> Selects the minimum size word in an anagram list              | <b>-HU</b> Plays hangman with a user specified word                      |
| <b>-B</b> Builds an anagram type word list from a user specified word    | <b>-J</b> Plays jumble   |
|  | <b>-JS</b> Selects the word size for jumble                              |

- L Displays random letters
- P Displays random numbers
- PS Selects the number of digits in random numbers
- W Displays random words
- WS Selects the word size for random words
- X Selects Lotto numbers
- XS Sets the maximum Lotto number
- Y Rolls dice
- YS Sets the number of dice from 1 to 5

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**THE PROXIMITY/MERRIAM-WEBSTER CONCISE ELECTRONIC LEXICON**

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