SEIKO

SEIKO

Oxford
CROSSWORD
SOLVER

ER3200   OPERATION MANUAL

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

Thank you for purchasing the ER3200.
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 Second Edition © Oxford University Press 1998, 2001 with additional material © Oxford University Press 2007.
The Little Oxford Thesaurus Third Edition © Oxford University Press 2006.

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Functions and Features

1 Solvers

Crossword Solver

This product contains over 250,000 words from The Oxford Crossword Dictionary Second Edition to help you solve hard to finish crosswords and other word games. Simply fill in the letters you know and put " ? " , " ∗ " or " # " for the ones you don't to complete those hard-to-finish puzzles.

Anagram Solver

The unit contains over 250,000 words from The Oxford Crossword Dictionary Second Edition.
Simply type a word or a jumble of letters and the solver will build a list of as many anagram words as possible.

Abbreviation Dictionary

You can decode over 10,000 common abbreviations from The Oxford Crossword Dictionary Second Edition.
Simply type an abbreviation and the solver will display as many meanings as possible.

Knowledge Solver

The Knowledge Solver contains 13 categories with 256 encyclopedic lists from The Oxford Crossword Dictionary Second 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.

Phrase Solver

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

Letter Changer

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 by changing one letter at a time from your entry word.

Word Maker

The unit contains over 250,000 words from The Oxford Crossword Dictionary Second Edition.
Simply type a list of letters and the solver will build a list of possible words.

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 synonym links 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, Synonyms, Crossword Quiz, Tops and Tails, Word Challenge.

User skill levels: Beginner, Intermediate, Advanced

4 Spellchecker

Instant phonetic spelling correction for over 250,000 words ensures you will always have the answer at your fingertips.
You can search a word with wildcards (" ? " , " * " or " # ") 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 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.

7 Setting function

You can customize the following operating conditions:

Demo Message, LCD Contrast, Games Level, Game Scores, Variant Spelling.

8 DEMO Function

A demonstration display explains the contents of the unit.
The demonstration message starts automatically after you press the ON key.

9 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
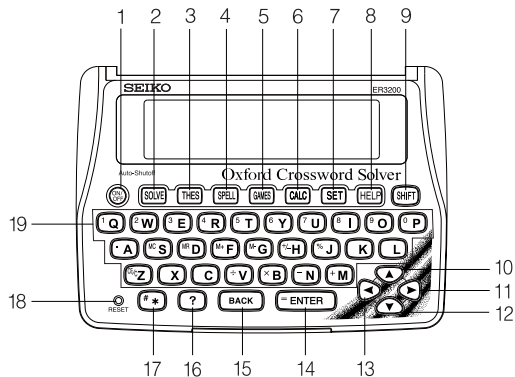
- The unit will automatically TURN OFF when not used for approximately 3 minutes.

1. Turns the power ON and OFF.
2. Selects Solver mode.
3. Selects Thesaurus mode.
4. Selects Spellchecker mode.
5. Selects Game mode.
6. Selects Calculator mode, Currency, Metric/Imperial and Clothing Size Converters.
7. Activates Setting function.
8. Activates Help function.
9. Shift Key.
10. For scrolling back through the lists in memory. / For selecting the menu in the Converter mode.
11. Enters a single blank space when pressed once. / For shifting the display to the right.
12. For scrolling down through the lists in memory. / For selecting the menu in the Converter mode.
13. For deleting the last input character. / For shifting the display to the left.
14. Executes the functions.
15. For deleting the last input character. / Returns to the previous screen.
16. Substitutes for a single letter when you are uncertain of a spelling.
17. Used instead of one or more letters if you don't know how to spell a word.
18. RESET button.
19. Letter, numeral and symbol input keys.

Preparation for using the Unit

1. Resetting

Before using the unit, press the "RESET" button on the front of the unit.

The contrast adjustment display will appear. (See page 11.)

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

2. Contrast Adjustment

1. After resetting, the contrast adjustment display will appear.

LCD: ▋▋▋▋▋▋▋❚□□□□□◆

2. You can use either ⊙ ⊙ or ⊙ ⊙ to adjust the contrast of the display Level 1 to Level 11.
(Initial setting = 6)

↓ ⊙   ⊙ ↑

LCD: ▋▋▋▋▋❚□□□□□◆

3 Press `ENTER` to finish.

The display will enter the Spellchecker mode.

* If you want to adjust the contrast of the display again, press `SET` . Select "*LCD Contrast*" by using ⊙ or ⊙ and then press `ENTER` .
(See page 89.)

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

⋮

● **To disable the demo function**

1 Press ⌜SET⌝ .
Press ⊙ or ⊙ to select "*Demo Message*".

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.

(See page 88.)

Demo Message ♦
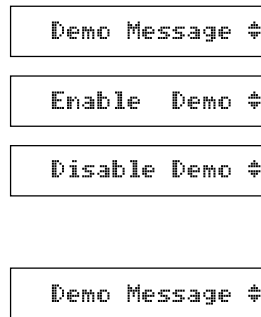
● Changing the Battery

The battery needs to be changed as soon as the display becomes dim. Make sure that the power is switched off before replacing the battery.

1. Turn the unit OFF.
2. Remove the screw and the battery cover from the back of the unit.
3. Remove the old battery.
4. Insert the new (CR2032) battery with the "+" side facing up.
5. Replace the battery cover and the screw.
6. Press the "RESET" button.
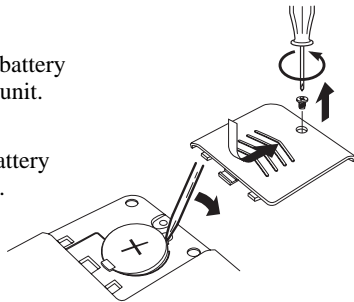
⚠ CAUTION

- The battery may pose a choking hazard to small children.
- Keep the battery and product away from small children.
- Do not expose the battery to open flame or intense heat.

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.

Spellchecker

● **If the spelling of a word you enter is <u>correct</u> :**

1 Press [SPELL] .

```
Spellchecker
```

2 Type a word to be checked.
   Example: psychology

```
psychology_
```

3 Press [=ENTER] .

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

```
Checking...   ▯
```
```
Correctly Spelt
```
```
  psychology   ▾
```

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

↓ ⊙   ⊙ ↑
```
psychologies ⬍
```

* 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 ◁ or [BACK] .
* The entire display can be cleared by pressing [SPELL] .

● If the spelling of a word you enter is <u>incorrect</u> :

1 Type a word to be checked.
Example: sycology

```
sycology_
```

2 Press ⌈ENTER⌉ .

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.

After the display "*Correction List*", the first proposed word will be displayed.

```
Checking...   ▢
```

```
Correction List
```

```
phycology       ▼
```

3 Press ⦿ to see other proposed words.

```
↓ ⦿           ⦿ ↑
```

```
psychology      ⬍
```

● Using the Wildcard function

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 letter.

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

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

1 Enter letters.

Example: p?r?e?t

```
p?r?e?t_
```

2 Press `ENTER`.

After showing the length of the word(s), the first corresponding word(s) will be displayed.

```
Searching... 🔋
```

```
Length: 7
```

```
per cent    ▼
```

Press ▶ to shift the display to the right. Press ◀ to return the display to the left.

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

```
↓ ▼          ▲ ↑
```

```
percept     ⬍
```

* The unit will show the word(s) in order of length.

* The maximum length of a word is 16 letters.

* You may scroll through the corresponding word list in length order by using `SHIFT` and then ▼ and ▲ .

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

* If the corresponding word list has a large 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 [THES] .

```
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 ⦿ ⦿ .

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4 Press ▶ or [ENTER] .

First group of synonyms will be displayed.

5 Press ▶ or [ENTER] to see the meaning of the group and synonyms. Press ◀ to return.

* 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 [SHIFT] and then ▶ to see the last word.
Press [SHIFT] and then ◀ to return to the first screen.

```
rate noun:1/3   ▶
```
↓ ▶   ◀ ↑
```
ex: a fixed rath
```
⋮
```
PERCENTAGE      ▶ᵧ
```
↓ ▶   ◀ ↑
```
ratio           ▶ᵧ
```
⋮

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

Press ⊙ to return.

The thesaurus also includes synonym groups for some phrases - these are listed after the groups for the main parts of speech.

Example: at any rate

Note: For longer phrases, you may need to scroll down to see all the sense numbers.

* To scroll alphabetically up or down through the headword list, press SHIFT and then ⊙ or ⊙ .

```
↓ ⊙                    ⊙ ↑
┌─────────────────────────┐
│ rate noun:2/3         ▸ │
└─────────────────────────┘
↓ ⊙  x 4
┌─────────────────────────┐
│ at any rate phr▸        │
└─────────────────────────┘
```

```
↓ SHIFT + ⊙
┌─────────────────────────┐
│ rather adverb:1▸        │
└─────────────────────────┘
```


● **Words not in headword**

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

Example: workaday

```
┌─────────────────────────┐
│ workaday                │
└─────────────────────────┘
↓ =ENTER
┌─────────────────────────┐
│     Matches in          │
└─────────────────────────┘
┌─────────────────────────┐
│     Synonyms!           │
└─────────────────────────┘
┌─────────────────────────┐
│ functional adje▸        │
└─────────────────────────┘
↓ ⊙                    ⊙ ↑
┌─────────────────────────┐
│ household adjec▸        │
└─────────────────────────┘
↓ ⊙  x 7
┌─────────────────────────┐
│ workaday              ◂ │
└─────────────────────────┘
```

● Words not in memory

If you press `ENTER` 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

```
prated_
```

↓ `ENTER`

```
No Matches in
```

```
Thesaurus.
```

```
praise          ⬍
```

Smart Jump

The unit provides an easy way to transfer words between functions.

1 Select a function.

Example: Spellchecker

```
Spellchecker
```

2 Enter a word.

Example: useful

```
useful_
```

3 Press `SHIFT`.

```
useful          0
```

4 Select another function.
Example: Thesaurus

↓ `THES`

The word is input automatically into the new function.

```
Thesaurus
```

* Words generated by the unit can also be copied in this way, not just user entered words.

```
useful          ⬍
```
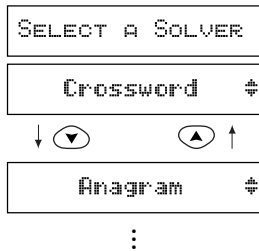
Solvers

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

● Selecting the solver

1 Press [SOLVE] .
The unit returns to the last solver used each time you select the solver mode.

2 Select the solver you wish to use by pressing ⬇ ⬆ or ◀ ▶ .

The solvers are displayed in the following order.

Crossword, Anagram, Abbreviations, Abbrev. Finder, Knowledge View, Knowledge Find, Phrase Finder, Letter Changer, Word Maker, Word Viewer

```
┌─────────────────────┐
│  Select a Solver    │
│                     │
│    Crossword     ⬍  │
│ ↓ ⬇          ⬆ ↑   │
│    Anagram       ⬍  │
│          ⋮          │
└─────────────────────┘
```

* 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.

■ 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 letter.

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

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

28   29

1 Select "*Crossword*" and then press
`ENTER`.

```
Crossword    ↕
```
```
ENTER LETTERS.
```

2 Enter letters.
Example: t#g?t

```
t#g?t_
```

3 Press `ENTER`.
After showing the length of the
word(s), the first corresponding
word(s) will be displayed.

```
Searching... 🔋
```
```
Length: 12
```
```
thunderlight ▾
```

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

```
↓ ⊙          ⊙ ↑
```
```
Length: 10
```
```
thereright   ↕
```

* The unit will show the word(s) in length order.
* The maximum length a the word is 16 letters.
* You may scroll through the corresponding word list in length order
  by using `SHIFT` and then ⊙ and ⊙ .

* If the corresponding word list has a large 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 words, the
  message "*No words found.*" will be displayed.

■ Anagram Solver

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

1 Select "*Anagram*" and then press `ENTER`.

```
Anagram        ⬥

Enter Letters.
```

2 Enter letters.

Example: rail

```
rail_
```

3 Press `ENTER`.

After the display "*Searching ...*", the first corresponding word will be displayed.

```
Searching... ▯

aril           ▾
```

4 You may continue to scroll through the corresponding word list by using `▾` `▴`.

```
↓ ▾          ▴ ↑

lair           ⬥
    ⋮
rial           ▴
```

* To clear the display and solve a new anagram, simply enter your new word.

* If the word or letters entered do not have any anagrams, the message "*No anagrams 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 "*Abbreviation*" and then press `ENTER` .

```
Abbreviations ≑
```

```
Search Word...
```

2 Type an abbreviation.
   Example: esf

```
esf_
```

3 Press `ENTER` .

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

```
ESF: European S▸
```

4 Press ▶ to see the rest of the explanation.

   Press ◀ to return.

```
↓ ▶          ◀ ↑
European Scienc◖
      ⋮
```

* 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 ▼ ▲ .

```
↓ ▼          ▲ ↑
ESG: Education ▸
```

* 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.
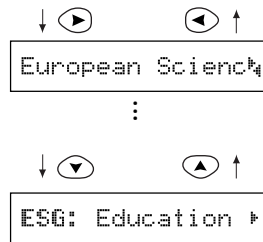
■ Abbreviation Finder

The unit will find the abbreviations whose explanations contain the word(s) you enter.

1 Select "*Abbrev. Finder*" and then press `ENTER` .

```
Abbrev. Finder◆
```

```
Search Word...
```

2 Type word(s).

Example: trade union

```
trade union_
```

* You can enter up to seven words.

* If you enter more than one word, put a space between words by using ⏵ .

3 Press `ENTER` .

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

```
COHSE: Confeder▶
```
↓ ⏵   ⏴ ↑
```
Confederation o▶
```
⋮
↓ ⏷   ⏶ ↑
```
ETUC: European ▶
```

4 Press ⏵ to see the rest of the explanation.

Press ⏴ to return.

5 If there are two or more corresponding abbreviations, press ⏷ .

* If the letters entered do not have any corresponding abbreviation(s), the message "*No matches found.*" will be displayed.
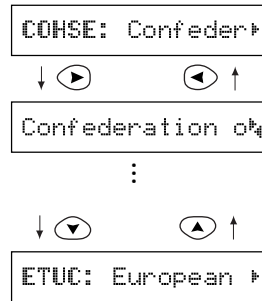
■ Knowledge Viewer

This Solver enables you to view the thematic lists in the general-knowledge section in a similar manner to scrolling through the lists in a book. These lists have 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.

```
Knowledge View⬍

LITERATURE      ⬍

↓ ⦿        ⦿ ↑

SPORT AND GAMES⬍
```

2 Select the category you wish to find by pressing ⦿ ⦿.
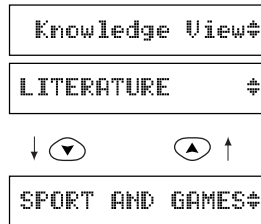
The categories are displayed in the following order.

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 sub categories.
Press ⸤BACK⸥ to return.

```
SPORTS AND SPOR▶

↓ ⦿        ⦿ ↑

SPORTING TERMS ⬍

abseil
```

4 Select the sub category by pressing ⦿ ⦿ 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 $\blacktriangledown$ $\blacktriangle$.

$\downarrow$ $\blacktriangledown$ $\blacktriangle$ $\uparrow$
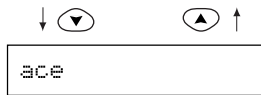
```
ace
```

$\vdots$

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

```
halfback
```

```
half-time
```

* You can also use this search procedure when viewing category or sub category lists.

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

```
SPORT AND GAMES
```

Pressing ENTER a second time will display the sub category.

```
SPORTING TERMS
```

Pressing ENTER a third time will return 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 `ENTER`.

```
Knowledge Find♦
```

```
Search Word...
```

2 Type in your key words.

They can be a word, a category or even a related word or date etc.
(Rather like searching the internet)

E.g. art and dutch :
This means that the 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 (∗) or (#) 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.

> Searching... ⏳

> Van Gogh, Vince▸

4 You can check the category of the
answer by pressing ⌐ENTER⌐ which
displays the main category.

> ART, MUSIC, AND▸

Pressing ⌐ENTER⌐ a second time will
display the sub category.

> PEOPLE IN THE A▸

Pressing ⌐ENTER⌐ a third time will
return to the original entry.

> Van Gogh, Vince▸

* You can enter numbers by pressing ⌐SHIFT⌐ followed by a number key.
Press ⌐SHIFT⌐ again to enter letters.

E.g. ⌐SHIFT⌐ + ¹Q ⁷U ⁶Y ⁹O =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 spelled 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_

> Harry S. Truman▸

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

* This solver searches only the Thematic data and does not search
words from the 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)

* If you enter a complicated key word it may take a long time to check the word list. In this case you can stop the search by pressing ⓪ⁿ/ₒ𝒻𝒻 .

This is intended to give you all of the 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 ꞏENTER 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(s) you have entered.

1 Select "*Phrase Finder*" and then press ⁼ENTER .

```
Phrase Finder ≑
```

```
Search Word...
```

2 Type a word.

Example: well and

* If you enter more than one word, put a space between the words.

```
well and_
```

3 Press ⁼ENTER .

After showing the length of the word, the first phrase that includes the entered word(s) will be displayed.

```
Searching... ▨
```

```
alive and well▼
```

4 To display further matching phrases, press ⊽ ⊼ .
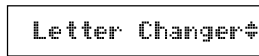
```
↓ ⊽            ⊼ ↑
well and truly≑
        ⋮
```

* To clear the display and search for a new phrase, simply enter your new word(s).

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

■ Letter Changer
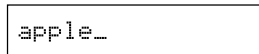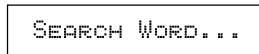
The Letter Changer generates a list of words, which are different by changing only one letter at a time.

1 Select "*Letter Changer*" and then press `ENTER`.

```
Letter Changer‡
```

```
Search Word...
```
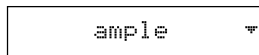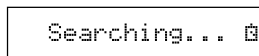
2 Type a word.

Example: apple

```
apple_
```
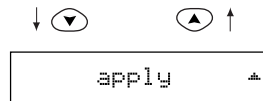
3 Press `ENTER`.

The first word with one letter changed will be displayed.

```
Searching... ▨
```

```
ample        ▼
```

4 To display the next word with one letter changed, press ⍗ ⍓.

```
↓ ⍗              ⍓ ↑
```

```
apply        ▲
```
⋮

* To clear the display and start again, simply enter your new word.

* If no corresponding words can be made, the message "*No words found*." will be displayed.

■ 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` .

```
Word Maker    ⬍
```

```
Enter Letters.
```

2 Enter letters and then press `ENTER` .
Example: ertt

```
ertt_
```

3 You can reserve letter(s) which must
be included in the word.

Example: er

```
Reserve Letters.
```

If you do not reserve letters, simply
press `ENTER` .

```
er_
```

❺❷

4 Press `ENTER` .
After the display "*Searching ...*", the
first corresponding word will be
displayed.

```
tret          ⬆
```

5 You may continue to scroll through
the corresponding word list by using
⬇ ⬆ .

```
↓ ⬇        ⬆ ↑

ret           ⬍
⋮
```

* To clear the display and start again, simply enter your new letters.

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

❺❸

■ Word Viewer

Search for word within the unit's data.

1 Select "*Word Viewer*" and then press `ENTER`.

```
Word Viewer    ⬍
```

```
Enter Letters.
```

2 Enter letters.

Example: moon

```
moon_
```

3 Press `ENTER`.

After the display "*Searching ...*", the first corresponding word will be displayed.

```
Searching... ▯
```

```
        moon    ⬍
```

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

```
↓ ⊙            ⊙ ↑
```

```
        Moon    ⬍
```

* To clear the display and start again, simply enter your new letters.

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 ⦿ ⦿ .

```
Select a Game

Hangman        ⬦
↓ ⦿        ⦿ ↑
User Hangman ⬦
      ⋮
```
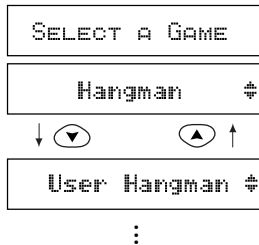
The games are displayed in the following order.

Hangman, User Hangman, Jumble, User Jumble, Beat the Clock, Memory, Synonyms, Crossword Quiz, Tops and Tails, Word Challenge

* 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)

* The Game Levels can be changed from the SET menu. (See page 90.)

■ 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.

Hangman	⬥

??????	0/10

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".

?????e	1/10

58

* 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.

Example: Enter "t".

??tt?e	2/9

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

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.

b?ttle	4/8
↓ ⑨O	

CONGRATULATIONS!

Won:1	Lost:0

bottle

59

* 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 lost.*" will be displayed and counted in the "*Lost*" column.

  The answer will then be displayed.

* Press any alphabet key or `ENTER` to display the next question.

```
Sorry, you lost.
```

```
Won:0      Lost:1
```

```
The answer was
```

```
bottle
```

```
??????      0/10
```

■ User Hangman

This is a Hangman Game for 2 players using words that you can select.

1 Select "*User Hangman*" and then press `ENTER`.

```
User Hangman ↕
```

```
Player: ▌ <> 2
```

2 Select the player by pressing `◄` `►` and `ENTER`.

```
P1: Game Word?
```

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

   Example: pretty

```
pretty_
```

4 Press `ENTER`.

```
Answer Player 2

?????? 0/10
```

5 An opponent has to guess the mystery word.

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

*** Tip for Parents ***

This game is a fun way for you to help your children to learn new words from a list or as part of their homework. Select a suitable level, secretly enter your chosen word and then work with them to spell the mystery word correctly.

■ **Jumble**

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

1 Select "*Jumble*" and then press `ENTER`.

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

Example: tcsoa

```
Jumble ⬍

tcsoa 0/4
```

* To shuffle the letters, press `?` .

2 Enter the word using all the selected letters and then press `ENTER`.

```
coast_
```

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

Enter the next word and press `ENTER`.

```
EXCELLENT!

tcsoa 1/4
```

* The entered answers can be seen again by using $\bigtriangledown$ or $\bigtriangleup$.

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

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

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

```
        BRAVO!

Won:  1 Lost:  0
```

* To give up entering letters, press [ENTER].
  The answer will be displayed with a cross.

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

* Press any alphabet key or [ENTER] to display the next question.

■ User Jumble

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

1 Select "*User Jumble*" and then press [ENTER] .

```
User Jumble   ♦

Player: ▮ ◇ 2
```

2 Select the player by pressing $\bigcirc$ $\bigcirc$ and [ENTER] .

```
 P1: Game Word?
```

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

Example: stoh

```
stoh_
```

4 Press $\boxed{\text{ENTER}}$.

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

```
Checking...    🗗
```
```
stoh         0/4
```

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 anagrams correctly.

■ Beat the Clock

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 "*Beat the Clock*" and then press $\boxed{\text{ENTER}}$.

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

The number of times you can try is indicated by the small number.

```
Beat the Clock⬦
```
```
??????      0/6ₛ
```

2 If you press any of the alphabet keys, the number shown at the right of "/" will begin to count down.

```
?a???a      1/6ₛ
```

3 Complete the spelling of the mystery word before the time runs out.

* When you enter one of the letters used in the mystery word, the question mark will be replaced by the letter and the number shown at the left of "/" will be increased.

* All the letters will be displayed if you press ⌜=ENTER⌝.

* If the complete spelling of the mystery word is entered within the allocated time, a congratulatory message will be displayed and counted in the "*Won*" column.

* If you fail to find the word before you have used up all your tries, or if you press ⌜=ENTER⌝ half way through a game, "*Sorry, you lost.*" will be displayed and counted in the "*Lost*" column. Then the answer will be displayed.

* Press any alphabet key or ⌜=ENTER⌝ to display the next question.

■ **Memory**

Correctly enter the spelling of a word which is momentarily displayed.

1 Select "*Memory*" and then press ⌜=ENTER⌝ .

The word will be displayed for about one second.

Example: taking

Memory ⬍

taking

Enter a Guess

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

taking_

3 Press `ENTER`.

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

```
┌─────────────────────┐
│     EXCELLENT!      │
│                     │
│ Won:1      Lost:0   │
└─────────────────────┘
```

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

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

* Press any alphabet key or `ENTER` to display the next question.

■ Synonyms

Guess the main synonym word based on the displayed thesaurus headword.

1 Select "*Synonyms*" and then press `ENTER`.

The thesaurus headword will be displayed.

Example: animated

* Press ▶ or ▼ to see the rest of the screen.

```
┌─────────────────────┐
│  Synonyms        ↕  │
└─────────────────────┘
```

```
┌─────────────────────┐
│  Find the           │
│          ⋮          │
└─────────────────────┘
```

```
┌─────────────────────┐
│ animated adject▶    │
└─────────────────────┘
```

2 Enter a synonym.

```
┌─────────────────────┐
│ lively_             │
└─────────────────────┘
```

3 Press `ENTER`.

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

Then the answer will be displayed.

```
EXCELLENT!

Won:1      Lost:0

lively
```

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

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

* Press any alphabet key or `ENTER` to display the next question.

■ Crossword Quiz

Enter letters in place of the question marks.

1 Select "*Crossword Quiz*" and then press `ENTER`.

The question will be displayed.

Example: out??t

```
Crossword Quiz↕
```
```
out??t
```

2 Enter a letter for the first question mark.

Example: p

```
outp?t
```

3 Enter a letter for the next question mark.
Example: u

```
output
```

* The entered letter can be cleared by pressing ◀.

4 Press `ENTER` .

If your answer is correct, a congratu-
latory message will be displayed and
counted in the "*Won*" column.

```
CONGRATULATIONS!

Won:1      Lost:0
```

* One letter will be displayed in turn as a "Tip" every time you press `?` .
* To give up entering letters, press `ENTER` .
* If your answer is incorrect, or if you press `ENTER` , "*Sorry, you lost.*" 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 ⌃ .
* Press any alphabet key or `ENTER` to display the next question.

■ Tops and Tails

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

1 Select "*Tops and Tails*" and then press `ENTER` .

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

Example: Start:T End:R

```
Tops and Tails‡

Min length:4

Start:T    End:R
```

2 Enter a word.

Example: tear

```
tear_
```

3 Press [=ENTER] .

If your answer is correct, a congratu-
latory message will be displayed and
counted in the "*Won*" column.

```
CONGRATULATIONS!

Won:1      Lost:0
```

* 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 will
  appear on the screen.

* Press any alphabet key or [=ENTER] to display the next question.

■ Word Challenge

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

1 Select "*Word Challenge*" and then
press [=ENTER] .

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

* To shuffle the letters, press [?] .

```
Word Challenge⬍
```

```
Build 15 words
```

```
aeeiNsstu
```

2 Enter a word using over 3 of the
displayed letter.

Make sure your word always includes
the capitalised letter.

Example: unit

```
unit_
```

3 Press `=ENTER`.

CORRECT!

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

Build 14 words

* You can use ⊙ or ⊙ to redisplay correct words already accepted.

aeeiNsstu

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

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

* If your answer is incorrect, or if you press `=ENTER`, "*Sorry, you lost.*" 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 ⊙ .

* Press any alphabet key or `=ENTER` to display the next question.

MEMO

Calculator

● Keys and their Functions

1. CALC   Selects Calculator and Unit Converters.
2. ⌫Z   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 ⌫Z 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 ⌫Z to remove the " E " and continue.

Converters

● Entering or Changing a Conversion Rate

1 Press [CALC].
Enter the new rate.
Example: 1.8

2 Press ⬇ or ⬆ to select "Money".

3 Press [=ENTER].

4 Press ⬇ or ⬆ to select "Set Rate".

5 Press [=ENTER].
Example: £1=$1.8

1.8

PICK CONVERTER
Money   ⬍

MONEY CONVERTER
Set Rate

Exchange Rate
£1= 1.8

● Currency Conversion

Example: 540 US Dollar to £ (£1=$1.8)

1 Press [CALC].
Enter the amount you wish to convert.
Example: 540

2 Press ⬇ or ⬆ to select "Money".

3 Press [=ENTER].

4 Press ⬇ or ⬆ to select "Other > £".

5 Press [=ENTER].
Example: £300

540.

PICK CONVERTER
Money   ⬍

MONEY CONVERTER
Other ▸ £   ⬍

£ 300.

● Metric / Imperial Conversion

Example: Kilometres to Miles

	5.

1 Press `CALC`.
Enter the number you wish to convert.
Example: 5

PICK CONVERTER
Metric ⬍

2 Press ⬇ or ⬆ to select "Metric".

UNIT CONVERTER
Length ⬍

3 Press `ENTER`.

4 Press ⬇ or ⬆ to select "Length".

5 Press `ENTER`.

STARTING UNITS
Kilometre ⬍

6 Press ⬇ or ⬆ to select
"Kilometre".

7 Press `ENTER`.

8 Press ⬇ or ⬆ to select "Mile".

DESIRED UNITS
Mile ⬍

9 Press `ENTER`.
(5 Kilometres = 3.10685596119 miles.)

3.10685596119mi.

Metric Conversion Categories

Temperature: °C, °F
Length: Centimetre, Inch, Feet, Yard, Metre, Kilometre, Mile
Area: Centimetre^2, Inch^2, Feet^2, Yard^2, Metre^2, Acre, Kilometre^2, Mile^2
Volume: Centimetre^3, Inch^3, Feet^3, Yard^3, Metre^3
Weight: Gram, Ounce, Pound, Kilogram
Capacity: Millilitre, Ounce(AM), Ounce(BR), Litre, Quart(AM), Quart(BR), Gallon(AM), Gallon(BR)
Power: Kilowatt, Horsepower

● Clothing Size Chart

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

1 Press CALC .

`                    0.`

2 Press ▼ or ▲ to select "Clothing Sizes".

`Clothing Sizes⬍`

3 Press ENTER .

`CLOTHING SIZES`

4 Press ▼ or ▲ to select "Women Sizes".

`Women Sizes    ⬍`

5 Press ENTER .

`WOMEN SIZES`

6 Press ▼ or ▲ to select "Dresses".

`Dresses        ⬍`

86

7 Press ENTER .

`BRIT.  AMER.  EU`

`30  8  36       ⬍`

8 Press ▼ to see more sizes.

`32  10  38      ⬍`

⋮

Categories of the 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 - Girls and Boys Shoes - Girls and Boys, Other Items - Girls and Boys

87

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*".

```
Select a Setting
```

```
Demo Message ↕
```

2 Press `ENTER` .

Press ⌄ or ⌃ to select "*Enable Demo*" or "*Disable Demo*".

```
Enable  Demo ↕
```

```
Disable Demo ↕
```

3 Press `ENTER` to set it. (See page 12.)
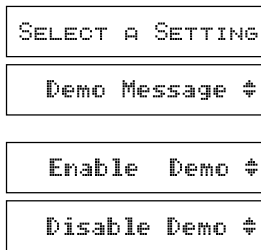
● Setting the LCD Contrast

1 Press `SET` .

Press ⌄ or ⌃ to select "*LCD Contrast*".

```
LCD Contrast ↕
```

2 Press `ENTER` .

Press ⌄ ⌃ or ◀ ▶ to adjust the contrast of the LCD display.

```
LCD:███████□□□□□↕
```

↓ ⌄   ⌃ ↑

3 Press `ENTER` to set it. (See page 11.)

```
LCD:████████□□□□□↕
```
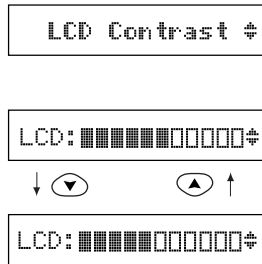
● Setting the Game Level

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

1 Press `SET`.

Press ⧩ or ⧩ to select "*Games Level*".

```
Games Level    ⧩
```

2 Press `=ENTER`.

Press ⧩ or ⧩ to select one of the levels.

3 Press `=ENTER` to set it.

```
Beginner       ⧩
↓ ⧩        ⧩ ↑
Intermediate   ⧩
```

● Game Scores

The unit can display the game scores.

1 Press `SET`.

Press ⧩ or ⧩ to select "*Games Scores*".

```
Game Scores    ⧩
```

2 Press `=ENTER`.

Press ⧩ or ⧩ to select one of the games.

```
Memory         ⧩
```

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.

```
Total Games:   5
Won:  3 Lost:  2
```

4 Then "*Clear Score Y/N ?*" displayed.

By pressing `6Y`, the current Score and total number will be cleared. Pressing `N` will retain the current score.

```
Clear Score Y/N?
```

● Variant Spelling

You can check the variant spelling words when using the spellchecker mode.

1 Press `SET`.

Press ⊙ or ⊙ to select "*Variant Spelling*".

```
Variant Spelling
```

2 Press `=ENTER`.

Press ⊙ or ⊙ to select "*Exclude*" or "*Include*".

```
Exclude       ⬍

↓ ⊙         ⊙ ↑

Include       ⬍
```

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`.

```
Spellchecker
```

2 Press `HELP`.

The help explanation is displayed automatically.

```
To spellcheck
```

```
a word, type it
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* You can return to the previous screen by pressing any of the keys.

FAQ's

Q. Most display problems or malfunctions.
A. Press the 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 the button has become jammed under the case.

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

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Proper Use

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

Specifications

Display:	16 characters x 1 line
Temperature range:	0° C to +40° C (32°F to 104° F)
Battery:	Lithium CR2032 x 1 pcs.
Battery life:	approx. 600 hours (continuous use)
Automatic power off:	approx. 3 minutes
Size:	108 (W) x 77 (H) x 13.5 (D) mm
Weight: approx.	approx. 65g (including battery)

* Specifications may change without notice due to our policy of continual product improvement. / The life of the battery 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.

WARRANTY RECORD   ER3200

Warranty Period : One year from the date of purchase

Purchase Date :

Customer Name:

Address:

Phone No. :

Retailer Name:

Address :