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Please read the following safety warnings and precautions before using your device. **Note:** If this device is to be used by young children, this User's Guide should be read to them by an adult and their use of the device should be monitored. Failure to do so may cause injury.

## Introduction

The CWR-319 is specially tailored to the needs of the crossword solver. With your new *Crossword Dictionary* you can:

- find more possible answers by changing letters;
- locate phrases by typing a key word;
- find synonym lists for thousands of words;
- check thousands of proper names of people, places, works of fiction etc.;
- use *Anagram Solver* to build words with your selected letters;
- play *Crossword Quiz* and *Anagrams* to practice your puzzle solving skills;
- find solutions to cryptic and quick clues;
- view words, phrases, abbreviations, symbols, codes, and other cryptic "building blocks";
- find possible crossword answers when you know only a few letters.

The *Chambers Crossword Dictionary* does not provide definitions. What it provides are words, phrases, and synonym lists to help you with your crossword puzzles. By combining your knowledge with the available crossword solutions, you can solve most crossword puzzles.

## Battery Precautions

The CWR-319 uses two AAA (LR03) batteries.

- Different types of batteries or new and used batteries should not be mixed.
- Non-rechargeable batteries are not to be re-charged. Never recharge batteries that come with the device.

- Rechargeable batteries are to be removed from the device before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- The supply terminals are not to be short-circuited.
- Do not expose batteries to direct heat or try to take batteries apart. Follow the battery manufacturer's instructions for battery use.
- Always remove a weak or dead battery from the device.
- To avoid damage caused by leakage of the battery fluid, replace the battery or batteries once every two years regardless of how much the device has been used during that time.
- Should a battery leak, the device may become damaged. Clean the battery compartment immediately, avoiding contact with your skin.
- Keep batteries out of reach of small children. If swallowed, consult a physician immediately.

## Product Care

Your device is designed to be light, compact and durable. However, it is an electronic device and must be treated carefully. Putting unnecessary pressure on it or striking the device against other objects can cause damage.

To avoid damage to your device, please:

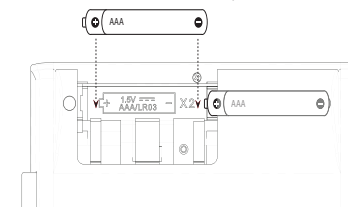
- Keep the lid closed when you are not using it. This will protect the screen from being broken, scratched or marred in any way.
- Do not drop, crush, bend, or apply excessive force to the device.
- Do not expose your device to moisture, extreme or prolonged heat, cold, humidity, or other adverse conditions. Avoid storing it in damp, humid or wet places. It is not waterproof.
- Clean the device by spraying a mild glass cleaner onto a cloth and wipe its surface. Do not spray liquids directly on your device.
- Should the device's display glass break, properly dispose of the product avoiding contact with your skin, then wash your hands immediately.

- Please keep screen protectors and plastic bags away from babies and children to avoid danger of suffocation.

## Replacing the Batteries

The CWR-319 uses two AAA (LR03) batteries. Batteries should be changed when the screen contrast is too light even after adjustment. Please have a small screwdriver at hand before you follow the steps below.

1. Turn the unit off and turn it over.
2. Use the screwdriver to unscrew the battery cover screw.
3. Push gently on the tab of the battery cover to remove it.
4. Install the new batteries, following the markings in the battery compartment.



**Important:** Be sure that the batteries are installed correctly. Wrong polarity may damage the unit.

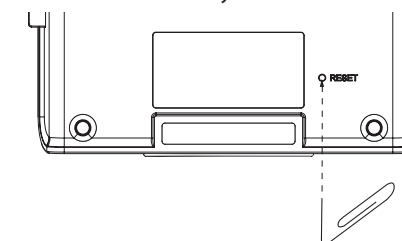
5. Replace the battery cover and secure it with the screw.

## Resetting Your Product

If the keyboard fails to respond, or if the screen performs erratically, perform a system reset by following the steps below.

1. Hold CLEAR and press .
2. Use a paper clip to gently press the reset button on your unit.













The reset button is recessed in a pin-sized hole on the back of your device.




**Warning!** Pressing the reset button with more than light pressure may permanently disable your product. In addition, resetting the product may erase settings.

## Key Guide

### Function Keys

-  Turns your *Crossword Dictionary* on or off.
-  Finds more word choices.
-  Searches for phrases including key words.
-  Goes to the Solvers menu. Find solutions using *Anagram Matchmaker*, *Anagram Solver*, *Crossword Solver*, and *Word Builder*.
-  Goes to the Learn menu. Select from *Anagrams*, *Crossword Solutions*, *Indicator List*, *Reference List*.
-  Goes to the Games menu.
-  Displays a help message.
-  Clears to the Ready screen.
-  Enters a word, scrolls text to the left, or looks up a word in the dictionary.
-  Goes back one step or erases a letter.
-  Types a ? to stand for one letter.
-  Types a \* to stand for a series of letters.

### Direction Keys

-  Press the left side of the key (◀) to move left. Press the right side of the key (▶) to type a space or move right. At the Ready screen, press ▶ to toggle between the small and large font sizes. Press the upper part of the key (▲) to scroll up a list or darken the screen contrast at the Ready screen. Press the lower part of the key (▼) to scroll down a list or lighten the screen contrast at the Ready screen.

## For Your Information

### ✓ Viewing a Demonstration

Each time you turn on your device a demonstration of your device's features automatically runs. Press **CLEAR** at any time to stop the demonstration. To turn the demo off or on again, type **\*\*D** at the Ready screen.

### ✓ Adjusting the Contrast

You can adjust the screen contrast. That is, how dark or light the screen is. At the Ready screen, press ▲ or ▼ to adjust the contrast darker or lighter.

### ✓ Adjusting the Type Size

You can adjust the type size between small (the default setting) and large. At the Ready screen, press ▶ to toggle the type size.

### ✓ Automatic Shutoff

To extend battery life, *Crossword Dictionary* will automatically shut off within two minutes if no key is pressed. When you turn it on again, you return to the Ready screen if the self-running demonstration has been deactivated.

### ✓ Viewing Help Information

You can view help information at most screens by pressing **HELP**. Help information scrolls automatically, and when done, returns you to the screen where you pressed **HELP**.

### ✓ Follow the Arrows



The arrow shows which is the active word. You can press **ENTER** on the selected word to view more.

## Finding Words

*Crossword Dictionary* helps you find answers to crossword puzzles by finding missing letters. Type ? in place of each unknown letter. Type \* in place of a series of unknown letters. *Crossword Dictionary* finds all possible matches from its word list.

#### 1. Type a word with ?'s and \*'s (e.g., **BI?W\***).

To erase a letter, press **BACK**.

To type a space, press ▶. You can type capitals only. Press  to type an asterisk or press  to type a question mark.

#### 2. Press **ENTER** to search.

A list of matching words appears.

#### 3. Press ▼ to scroll down the list.

A ? can stand for a hyphen as well as a letter.

#### 4. Press **CLEAR** when finished.

### ✓ What is the "D" icon?

*Crossword Dictionary* provides synonym lists for many words. When you see the "D" icon displayed at the right of the screen, press **ENTER** to view these lists. To learn more, please see "Using the Dictionary".

### ✓ Correcting Misspellings

*Crossword Dictionary* can also be used as a spell checker. However, it can correct only those words that are in this crossword list from Chambers®. It may not recognize some commonly used English words. If you misspell a word at the Ready screen, a list of possible corrections appears. Scroll this list to find the word you want.

## Finding More Words

Use the "More list" to find more possibilities for a word you type. After typing a word at the Ready screen, press **MORE** to display a list of words that differs from the typed word by one letter. Try this example.

#### 1. Type a word (e.g., **COT**) and press **ENTER**.

You see the message "Correct word". This means the word was spelled correctly.

#### 2. Press **BACK**.

#### 3. Press **MORE**.

You see the message "More list" and the list of words is displayed.

The highlighted letter identifies the change.

#### 4. Press ▲ and ▼ to scroll up and down the matches.

#### 5. Press **CLEAR** when finished.

## Using the Dictionary

In synonym lists, *Crossword Dictionary* does not differentiate between the parts of speech or homonyms of a word. For example, look up *frequent*, and you get synonyms for both the verb and the adjective. Each entry has the letter count displayed to the left.

#### 1. Press **CLEAR** to go to the Ready screen.

#### 2. Type a word (e.g., **FREQUENT**).

#### 3. Press **ENTER**.

When the word has a dictionary entry, you see the message "Correct word" and then you automatically go to the "Dictionary."

You are asked to identify the word length of any synonyms you want to see.

#### 4. Type a number of letters you want. For example, press **T** (for 5 letter synonyms) and then press **ENTER**.

You go directly to the part of the list containing synonyms of that length.

Or you can press **ENTER** without typing a number to go to the beginning of the list.

#### 5. Press ▲ and ▼ to scroll up and down the list.

#### 6. Press **CLEAR** to return to the Ready screen.

## Finding Phrases

*Crossword Dictionary* can also find phrases that include a key word that you enter.

#### 1. Type a word in a phrase (e.g., **STOLEN**).

#### 2. Press **PHRASE**.

A list of matching phrases appears. If *Crossword Dictionary* doesn't contain any phrases containing your word, you see the message "No matches."

#### 3. Press ▲ and ▼ to scroll up and down the list of phrases.

Press **ENTER** to see synonyms of the phrase, if available.

#### 4. Press **CLEAR** when finished.

## Using the Solvers Menu

*Crossword Dictionary* includes four "solvers" that enhance your crossword puzzle solving skills – *Anagram Matchmaker*, *Anagram Solver*, *Crossword Solver*, and *Word Builder*.

#### 1. Press **SOLVERS**.

▶ indicates the current option.

#### 2. Press ▲ and ▼ to scroll up and down the list of solvers.

#### 3. Press **ENTER** to select an option.

### Using Anagram Matchmaker

*Anagram Matchmaker* challenges you to view anagrams made out of the word you write. An anagram is a word formed from some or all the letters of another word.

#### 1. Press **SOLVERS**.

#### 2. Press **ENTER** to select *Anagram Matchmaker*.

#### 3. Type a word (e.g. **SWINE**) and then press **ENTER**.

#### 4. Press ▼ and ▲ to view the list.

Press **ENTER** to see synonyms of the word, if available.

#### 5. Press **CLEAR** when finished.

### Using Anagram Solver

*Anagram Solver* builds words using all the letters you enter.

#### 1. Press **SOLVERS**, if needed.

#### 2. Press ▼ or ▲ until ▶ points to *Anagram Solver* and then press **ENTER**.

### 3. Type letters you want to build a word with, (e.g., *EACTONRI*).

You can type up to 14 letters, and can use a letter as many times as you want.

### 4. Press ENTER.

A list of words using all the entered letters is displayed. If a word cannot be formed with the letters you enter, you see the message "No words found."

### 5. Press ▼ and ▲ to view the list.

Press ENTER to see synonyms of the word, if available.

### 6. Press CLEAR when finished.

## Using Crossword Solver

*Crossword Solver* allows you to find words in which you only know some of the letters in a pattern.

### 1. Press SOLVERS.

### 2. Press ▼ or ▲ until ► points to *Crossword Solver* and then press ENTER.

### 3. Type a pattern using letters and ?'s in place of any unknown letters (e.g., *??STE*).

You can enter up to 14 letters and question marks, and can type a letter or question mark as many times as you want.

### 4. Press ENTER.

A list of words which complete the entered pattern is displayed. If a word cannot be formed with the pattern, you see the message "No words found."

### 5. Press ▼ and ▲ to view the list.

Press ENTER to see synonyms of the word, if available.

### 6. Press CLEAR when finished.

## Using Word Builder

*Word Builder* makes anagrams for you.

### 1. Press SOLVERS.

### 2. Press ▼ or ▲ until ► points to *Word Builder* and then press ENTER.

### 3. Type any group of letters you want to build words from and then press ENTER (e.g., *TSPOTRES*).

A list of words built from the provided letters is displayed with the longest matches at the top of the list. If a word cannot be formed from the letters, you see the message "No words found."

### 4. Press ▼ and ▲ to view the list.

Press ENTER to see synonyms of the word, if available.

### 5. Press CLEAR when finished.

## Using the Learn Menu

*Crossword Dictionary* includes four learning tools that enhance your crossword puzzle solving skills – *Anagrams*, *Crossword Solutions*, *Indicator List*, and *Reference List*.

### 1. Press LEARN.

► indicates the current option.

### 2. Press ▼ or ▲ to scroll up and down the list of learning tools.

### 3. Press ENTER to select an option.

## Anagrams

*Anagrams* challenges you to find the anagrams of words. An anagram is a word formed from some or all the letters of another word.

### 1. Press LEARN.

### 2. Press ENTER to select *Anagrams*.

**Note:** The number of possible words appears to the right of the screen. This number decreases as you make correct guesses.

### 3. Type a guess and then press ENTER.

If the anagram is correct you see the message "Correct word." Press  to shuffle the letters. To end the round and see all the anagrams, press .

### 4. Continue guessing words until you find all the solutions.

Press ▼ and ▲ to see the anagrams that you have already entered, if any.

### 5. Press ENTER to play again.

## Crossword Solutions

*Crossword Solutions* challenges you to find a word that is close in meaning to the word or phrase displayed.

### 1. Press LEARN.

### 2. Press ▼ or ▲ until ► points to *Crossword Solutions* and then press ENTER.

A synonym of the mystery word is displayed.

You must guess the mystery word by guessing its missing letters in order.

### 3. Type a guess and then press ENTER.

If your guess is correct you see the message "Correct word." Press  to fill in one missing letter. To end the round and see the solution word, press .

### 4. Press ENTER to play again.

## Indicator Lists

The *Indicator List* provides you with lists of words which indicate types of words and phrasings.

### 1. Press LEARN.

### 2. Press ▼ or ▲ until ► points to *Indicator List* and then press ENTER.

The indicator lists are displayed.

### 3. Press ▼ or ▲ to scroll through the list and then press ENTER to select the one you want.

Or you can type letters to go directly to that part of the list.

Within each category is a list of words related to that category.

### 4. Press ▼ or ▲ to scroll through the list.

Press ENTER to review the dictionary entry for the current word.

### 5. Press CLEAR when finished.

## Reference Lists

The *Reference List* provides you with lists of words related to various topics.

### 1. Press LEARN.

### 2. Press ▼ or ▲ until ► points to *Reference List* and then press ENTER.

The reference lists are displayed.

### 3. Press ▼ or ▲ to scroll through the list and then press ENTER to select the one you want.

Or you can type letters to go directly to that part of the list.

### 4. Press ENTER to view a list of words pertaining to the selected topic.

### 5. Type the length of words for that topic you wish to view.

Or press ENTER to go to the beginning of the list.

### 6. Press ▼ or ▲ to scroll through the list.

### 7. Press CLEAR when finished.

## Using the Games Menu

*Crossword Dictionary* includes eight games that enhance your crossword puzzle solving skills – *Anagrams*, *Crossword Quiz*, *Hangman*, *Indicator List Game*, *Reference List Game*, *Word Blaster*, *Word Deduction*, and *Word Train*. The Games menu enables you to set a skill level and select a game.

## Selecting a Game

### 1. Press GAMES.

► indicates the current option.

### 2. Press ▼ or ▲ to scroll up and down the list of games.

### 3. Press ENTER to select an option.

## Changing the Settings

### 1. Press GAMES.

### 2. Press ▲ so that ► points to *Game settings* and then press ENTER.

### 3. Press ▼ or ▲ until ► points to *Skill Level Setting* or *Game word* and then press ENTER.

*Skill Level Setting* determines how difficult the games will be, ranging from easiest (*Beginner*) to hardest (*Wizard*).

*Game word* determines which words you will use to play the games. You can play with words from the crossword dictionary (*Dictionary*) or you can type words (*Enter your own*) so that you can play with a friend.

### 4. Press ▼ or ▲ until ► points to the option you want and then press ENTER.

### 5. Press GAMES when done.

## ✓ Understanding the Skill Level

The skill level changes the number of correct guesses required in *Anagrams*. It changes the number of letters hidden in *Crossword Quiz*. Other games are affected similarly.

## Playing Anagrams

*Anagrams* challenges you to find the anagrams of words. An anagram is a word formed from some or all the letters of another word.

### 1. Press GAMES.

### 2. Press ENTER to select *Anagrams*.

The number of possible words appears to the right of the screen. This number decreases as you make correct guesses.

### 3. Type a guess and then press ENTER.

If the anagram is correct you see the message "Correct Word." Press  to shuffle the letters. To end the round and see all the anagrams, press .

### 4. Continue guessing words until you find all the solutions.

Press ▼ and ▲ to see the anagrams that you have already entered, if any.

### 5. Press ENTER to play again.

## Playing Crossword Quiz

To play *Crossword Quiz*, you must guess a mystery word.

1. **Press GAMES.**
2. **Press ▼ or ▲ until ► points to *Crossword Quiz* and then press ENTER.**

A synonym of the mystery word is displayed.

You must guess the mystery word by guessing its missing letters in order.

3. **Type a guess and then press ENTER.**

Press ◀ or ▶ to move the cursor and change a letter.

Press [\*] to fill in one missing letter. To end the round and see the mystery word, press [?].

4. **Press ENTER to play again.**

## Playing Hangman

To play *Hangman*, you must guess a mystery word letter by letter.

1. **Press GAMES.**
2. **Press ▼ or ▲ until ► points to *Hangman* and then press ENTER.**

The letters of the mystery word are hidden by question marks.

4. **Type letters that you think are in the mystery word.**

If you are correct, the letter appears in place of the corresponding question mark(s). If you are incorrect, a piece of the little man appears. Try to guess the word before he is complete.

Press [\*] to fill in one missing letter. To end the round and see the mystery word, press [?].

5. **Press ENTER to play again.**

## Playing Indicator List Game

To play the *Indicator List Game*, try to guess the mystery word taken from the specified indicator list.

1. **Press GAMES.**
2. **Press ▼ or ▲ until ► points to *Indicator List Game* and then press ENTER.**

A title of an indicator list is displayed along with a mystery word.

3. **Type your guess and press ENTER.**

Press [\*] to fill in one missing letter. To end the round and see the mystery word, press [?].

4. **Press ENTER to play again.**

## Playing Reference List Game

To play the *Reference List Game*, try to guess the mystery word taken from the specified reference list.

1. **Press GAMES.**
2. **Press ▼ or ▲ until ► points to *Reference List Game* and then press ENTER.**

A title of a reference list is displayed along with a mystery word.

3. **Type your guess and press ENTER.**

Press [\*] to fill in one missing letter. To end the round and see the mystery word, press [?].

4. **Press ENTER to play again.**

## Playing Word Blaster

To play *Word Blaster*, try to guess the mystery word before all of the letters are filled in on the screen.

1. **Press GAMES.**
2. **Press ▼ or ▲ until ► points to *Word Blaster* and then press ENTER.**

A mystery word is revealed one letter at a time.

3. **Press ENTER when you think you know the mystery word.**

To end the round and see the mystery word, press [?].

4. **Type any missing letters and then press ENTER to see if you were right.**

5. **Press ENTER to play again.**

## Playing Word Deduction

To play *Word Deduction*, try to guess the puzzle word.

1. **Press GAMES.**
2. **Press ▼ or ▲ until ► points to *Word Deduction* and then press ENTER.**
3. **Type any word that fills in the empty spaces and then press ENTER.**

The number of letters from the word you typed that are found in the mystery word exactly where you typed them are listed under "P" (perfect). The number of letters found in the mystery word but not where you typed them are listed under "M" (misplaced).

Press ◀ or ▶ to move the cursor and change a letter.

4. **Continue typing guesses following the clues until you determine the mystery word.**

The number of available guesses is indicated on the right side of the screen.

To end the round and see the mystery word, press [?].

5. **Press ENTER to play again.**

## Playing Word Train

To play *Word Train*, you and the train take turns typing letters to form a word. Whoever types the last letter of the word wins.

1. **Press GAMES.**
2. **Press ▼ or ▲ until ► points to *Word Train* and then press ENTER.**

You and the computer take turns typing letters to try to spell a word.

4. **Continue typing letters until a winning word is spelt.**

To end the round and see the mystery word, press [?].

5. **Press ENTER to play again.**

You and the computer alternate rounds starting a word.

## Specifications

### Model CWR-319 Chambers Crossword Dictionary

• **Size:** 13.5 x 8.9 x 2.3 cm

• **Battery:** 2 x AAA

• **Weight:** 113 g

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## Recycling and Disposal

- ✓ **Device Disposal** 

This device should be disposed through your local electronic product recycling system - do not throw into the trash bin.

- ✓ **Packaging Disposal**

Please save this User's Guide and all packing materials, as they contain important information. In case of disposal, please refer to your local recycling system.

- ✓ **Battery Disposal** 

Do not dispose of batteries with normal household waste. Please obey your local regulations when disposing of used batteries.

This unit may change operating modes, lose information stored in memory, or fail to respond due to electrostatic discharge or electrical fast transients. Normal operation of this unit may be re-established by pressing the reset key, by pressing [⏮], or by removing and replacing the batteries.

## FCC Notice

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.

**Warning:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not

occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**NOTE:** This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

**NOTE:** The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

### **Disclaimer of Warranties**

Except as specifically provided herein, Franklin makes no warranty of any kind, express or implied, with respect to this product.

*For the US Limited Warranty in English, visit [www.franklin.com/service](http://www.franklin.com/service).*

### **Limited Warranty (EU and Switzerland)**

Notwithstanding the disclaimer of warranties above, this product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin to be free of defects in materials or workmanship for a period of two years from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect in workmanship or materials during that time. This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This warranty does not affect the consumer's statutory rights.

### **Limited Warranty (outside U.S., EU and Switzerland)**

Notwithstanding the disclaimer of warranties above, this product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin to be free of defects in materials or workmanship for a period of one year from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect in workmanship or materials during that time. Products purchased outside the United States, the European Union and Switzerland that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This warranty does not affect the consumer's statutory rights.

#### **The Crossword Club**

If you enjoy tackling really challenging puzzles, and discussing the finer points of clue-writing, you may be interested in joining the Crossword Club. Our magazine, *CROSSWORD*, contains two prize puzzles each month. For a sample issue and full details please contact us at:

Coombe Farm,  
Awbridge,  
Romsey, SO51 0HN.