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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

Congratulations! You now have a powerful and portable way to improve your SCRABBLE™ skills and scores. With the *Collins Official SCRABBLE™ Dictionary* you can:

- check if your word is a valid SCRABBLE™ word according to the *Official SCRABBLE™ Dictionary* from Collins and view its definition (when available);
- check word spellings;
- build words from your letter and blank tiles;
- enter patterns of letters appearing on the board and fit your tiles to those patterns;
- include double and triple letter and word scores in your patterns;
- review tips and techniques in the SCRABBLE™ tutor;
- play 10 fun word games.

Battery Precautions

The SCM-319 uses two AAA 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.

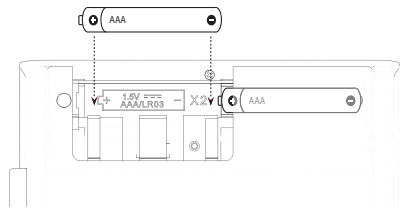
In order to avoid damage to your device, please:

- 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.

Installing the Batteries

The SCM-319 uses two AAA 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.



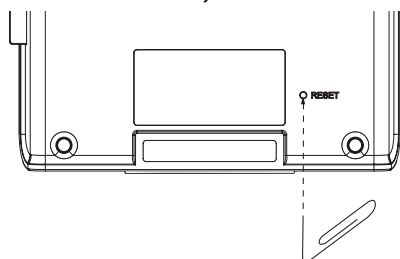
Important: Be sure that the batteries are installed correctly. Wrong polarity may damage the unit.

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 . If nothing happens, try Step 2.
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

- Turns the device on or off.
- Builds words from entered letters.
- Goes to the pattern entry screen.
- Goes to the SCRABBLE™ tutor.
- Shows the Games menu.
- Sets the skill level for the games.
- Displays a help message.
- Types an asterisk to stand for any series of letters.
- Types a question mark to stand for one unknown letter or a blank tile. In games, ends a round.
- Clears to the Ready screen or stops the demonstration.
- Enters a word.
- Goes back or erases a typed letter.
- Moves in the indicated direction. At a pattern entry screen, press to type a blank tile. At the Ready screen, press or to adjust the screen contrast. Press to cycle through the double and triple letter and word scores.

For Your Information

✓ About Screen Illustrations

Some screen illustrations in this User's Guide may differ slightly from what you see on screen. This does not mean that your device is malfunctioning.

✓ Adjusting the Contrast

You can make the screen lighter or darker to suit your viewing needs. Press or to adjust the contrast at the Ready screen.

✓ Viewing the Demonstration

Each time you turn the unit on, a demonstration runs. You can stop the demo at any time by pressing CLEAR. If you do not wish to have the demo run each time you turn the product on, you can disable it. To do so, type ****D** at the Ready screen, then press ENTER. To re-enable the demo, type ****D** and press ENTER again.

✓ Help is at Hand

At most displays, you can view an appropriate help message by pressing HELP. To exit a help message, press BACK or CLEAR.

Building Words

To build words from your letter tiles, type the tiles you have at the Ready screen and then press BUILD. You will see a list of words ranked by their SCRABBLE™ scores.

Here is an example:

1. Type the tiles in your tray.

For example, type the letters *ypxbtro*.

To erase a letter, press BACK.

2. Press BUILD to build your SCRABBLE™ list.

The number shows the word's SCRABBLE™ score. If no words can be built from your tiles, you'll see the message "No words found".

3. Press to see more words and scores.

4. Press CLEAR when done.

✓ Viewing More Words

Blinking arrows to the right of the screen indicate that there are more words to see. To scroll the list of words, just press the navigation button in the directions shown.

Building Words with Blank Tiles

To build words with blank tiles, press for each blank tile and then press BUILD.

1. Type *asde?*.
2. Press BUILD.

Note: The blank tile letter is not counted in the word score.

3. Press to see more words.
4. Press CLEAR when done.

✓ Helpful Hint

You can build words using as many blank tiles as you like. However, you cannot build words using . If you type an asterisk (*) and then press BUILD, the message "Invalid query" appears.

Filling Patterns

Using PATTERN you can type patterns of letters appearing on the SCRABBLE™ board and then fit your tiles around them. For example, say you have the tiles *pleorkn* and your board looks like this:

			P		
	TRIPLE WORD	A	R	T	DOUBLE LETTER
			Y		

1. Press PATTERN to see the Pattern entry screen.

You can enter a combination of 15 letters and the following designated squares.

One empty square
A series of empty squares
Double letter square
Triple letter square
Double word square
Triple word square
Press to enter an empty square.

Press and then press repeatedly to cycle through the double and triple letter and word choices.

2. Type your pattern.

To make a word using *ART*, your pattern will look like this.

3. Press ENTER.

4. Type your tiles *pleorkn* and press ENTER.

5. Press to view more words.

6. Press CLEAR when done.

Adding Letters to the Beginning or End of Words

At the Pattern entry screen, you can use to find words either ending or beginning with the tiles on the board. For example, say you have the tiles *eknjsuh* and your board looks like this:

			A	H
--	--	--	---	---

To find words ending with *ah*, do the following:

1. Press PATTERN and type **ah*.

2. Press ENTER.

3. Type your tiles *eknjsuh* and press ENTER.

4. Press to view more words.

5. Press CLEAR when done.

Correcting Misspellings

You can use the *Official SCRABBLE™ Dictionary* to check the spellings of words. When you enter a misspelled word at the Ready screen, a list of corrections appears. When you enter a word not in this product, the message "Sorry can't help" appears. When you enter a correctly spelled word, the word Dictionary flashes and you go to a brief definition. Please see "Defining Words" below for more information. To correct misspellings at the Ready screen, do the following:

1. Type a misspelled word.

For example, type *chinon*.

To erase a letter, press BACK.

2. Press ENTER to see a list of correctly spelled words, approximating the word you typed.

3. Press to scroll down.

4. Press CLEAR when done.

Defining Words

You can see the definition of a word, when available. If the word you enter is an inflection, you are directed to the definition for the root word. Simply press ENTER again to see it. If the word you enter is not in the *Official SCRABBLE™ Dictionary* you will go to a spell correction list. Here's how you look up a word.

1. At the Ready screen, type a word.

For example, type *agone*.

To erase a letter, press BACK.

2. Press ENTER.

AGONE an archaic word for >AGO

To see the full definition, press ▼, if necessary.

In this example, you are directed to see the definition of "AGO". Press ENTER to go directly to that definition.

3. Press CLEAR when done.

Finding Spellings

You can also use the *Official SCRABBLE™ Dictionary* to find the spelling of a word even when you don't know all the letters in that word. Just type a question mark (?) for each unknown letter, or type an asterisk (*) for any number of letters. Here is an example.

1. At the Ready screen, press ? or * to take the place of one letter or a series of letters, respectively.

For example, type *q?v*t*.

2. Press ENTER.

QVVIUT

3. Press ▼ to see more words (if any).

When more words are available, you will see an arrow pointing down.

✓ Finding Unusual Words

Use ? and * to find unusual words.

For example, type *a?* to see two-letter words beginning with A. To see words beginning and ending with H, type *h*h*.

Using the SCRABBLE™ Tutor

Use the SCRABBLE™ Tutor to learn tips and techniques to improve your skills, like "hooking", "tagging", "blocking", and so forth.

1. Press TUTOR.

2. Press ▼ or ▲ to see the topic you want and then press ENTER.

Note: If you select *Blocking* you go directly to the tutorial for that topic.

3. Press ENTER again to select the Tutorial for the selected topic or press ▼ to play a game to help you practise that technique.

For game instructions, please see "Playing the Games".

4. Press ▼ or ▲ to read the text.

5. Press CLEAR when done.

Playing the Games

There are 10 challenging word games: *SCRABBLE™ Wizard*, *SCRABBLE™ Hooks*, *SCRABBLE™ Tags*, *SCRABBLE™ Power Tiles*, *SCRABBLE™ Duos*, *SCRABBLE™ Trios*, *Crossword Solver*, *Hangman*, *Jumble*, and *Word Deduction*.

Selecting a Game

1. Press GAMES.

2. Press ▼ or ▲ to find the game you want.

3. Press ENTER to select it.

Selecting the Skill Level

There are five skill levels to choose from: *Beginner*, *Intermediate*, *Advanced*, *Expert*, and *Wizard*.

1. Press SKILL.

2. Press ▼ or ▲ to find the skill level you want.

3. Press ENTER to select it.

✓ Understanding Skill Levels

The skill level you choose changes the number of guesses in *Hangman* and *Word Deduction* and the length of words in *Jumble* and *Word Deduction*.

SCRABBLE™ Wizard

SCRABBLE™ Wizard displays a series of tiles and a board pattern. Your goal is to complete the pattern using some or all of your tiles.

1. Select SCRABBLE™ Wizard on the Games menu.

2. Type the letters you think complete a valid word and press ENTER.

Press ► or ◀ to move the cursor.

Press * to jumble your tiles.

Press ? to end the round.

3. Press ENTER to play another round.

4. Press BACK to return to the Games menu.

SCRABBLE™ Hooks

SCRABBLE™ Hooks displays a word with question marks at the beginning or end of the word. Your goal is to "hook" the correct letters to the game word to make it a new word.

1. Select SCRABBLE™ Hooks on the Games menu.

2. Type the letters you think complete a valid word and press ENTER.

Press * to reveal a letter. **Note:** If there is only one missing letter, this ends the round.

Press ? to end the round.

3. Press ENTER to play another round.

4. Press BACK to return to the Games menu.

SCRABBLE™ Tags

SCRABBLE™ Tags asks you to "tag" a word. That is, you need to fill in the blanks so that you spell a new word and also create words using the letters of the game word that appear directly above or below the question marks.

1. Select SCRABBLE™ Tags on the Games menu.

2. Type the letters you think complete a valid tag and press ENTER.

Press * to reveal a letter.

Press ? to end the round.

3. Press ENTER to play another round.

4. Press BACK to return to the Games menu.

SCRABBLE™ Power Tiles

SCRABBLE™ Power Tiles displays a word with one or more missing letters, and asks you to guess the word by typing high-value letters.

1. Select SCRABBLE™ Power Tiles on the Games menu.

2. Type the letters you think complete a valid word and press ENTER.

Press * to reveal a letter. **Note:** If there is only one missing letter, this ends the round.

Press ? to end the round.

3. Press ENTER to play another round.

4. Press BACK to return to the Games menu.

SCRABBLE™ Duos

SCRABBLE™ Duos displays a two-letter word with one missing letter, and asks you to guess all the words that can be made from that pattern. The number of guesses is displayed at the right of the screen.

1. Select SCRABBLE™ Duos on the Games menu.

A two-letter pattern is displayed with a question mark in place of one letter.

2. Type a letter you think completes a valid word and press ENTER.

Press * to reveal a solution.

Press ? to end the round.

3. Continue guessing words until the round is over.

Press ▼ and ▲ to see the possible solutions.

4. Press ENTER to play another round.

5. Press BACK to return to the Games menu.

SCRABBLE™ Trios

SCRABBLE™ Trios displays a three-letter word with one missing letter, and asks you to guess all the words that can be made from that pattern. The number of guesses is displayed at the right of the screen.

1. Select SCRABBLE™ Trios on the Games menu.

A three-letter pattern is displayed with a question mark in place of one letter.

2. Type a letter you think completes a valid word and press ENTER.

Press * to reveal a solution.

Press ? to end the round.

3. Continue guessing words until the round is over.

Press ▼ and ▲ to see the possible solutions.

4. Press ENTER to play another round.

5. Press BACK to return to the Games menu.

Crossword Solver

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

1. Select Crossword Solver on the Games menu.

2. Type a pattern using letters and ?'s in place of any unknown letters.

You can enter up to 15 letters and question marks, and can type a letter or question mark as many times as you want.

3. 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 "Sorry, can't help."

4. Press ▼ and ▲ to view the list.

Press ENTER to look up the word, if available.

5. Press CLEAR to return to the Games menu.

Hangman

Hangman selects a word and challenges you to guess it letter by letter. The letters of the mystery word are hidden by question marks (?). The number of guesses remaining is indicated at the right of the screen.

1. Select Hangman on the Games menu.

2. Type letters and press ENTER.

Press * to reveal a letter.

Press ? to reveal the word.

3. Press ENTER to play another round.

4. Press BACK to return to the Games menu.

Jumble

In *Jumble*, a jumbled word appears and you must unscramble the letters to spell a word or words. The number of guesses remaining is indicated at the right of the screen.

1. Select Jumble on the Games menu.

2. Type a word and press ENTER.

Press * to shuffle the letters.

Press ? to reveal the word.

3. Press ENTER to play another round.

4. Press BACK to return to the Games menu.

Word Deduction

Word Deduction challenges you to guess a word from the clues. The length of the word and the number of guesses depends on the skill level you choose.

1. Select Word Deduction on the Games menu.

2. Type a word in the provided blanks and press ENTER.

Look at the two clues next to your guess.

"P" displays the number of letters in your guess contained in the mystery word, and in the *perfect* location. "M" displays the number of letters contained in the mystery word, just *misplaced*.

3. Enter another guess using the clues to determine which letters to keep and which letters to change.

Use ▲ and ▼ to see your previous guesses.

Press ? to give up.

4. Press ENTER to play another round.

5. Press BACK to return to the Games menu.

Specifications

Model: SCM-319 *Official SCRABBLE™ 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 unauthorised 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.

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.