

**CROSSWORD
PUZZLE
SOLVER**

User's Guide

www.franklin.com/uk

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Introduction

With your new *Crossword Puzzle Solver* you can ...

- find possible crossword answers when you know only a few letters
- find synonyms, antonyms and Classmates™, at the touch of a key
- check the spelling of thousands of words
- play ten fun word games
- look up Confusable™
- save words for study
- store names and numbers in the databank
- use the handy calculator and metric and currency converters

✓ Getting Started

Turn the device over and gently pull the battery insulation sheet to remove it. Press  to turn the product on. Use a paper clip to gently press the Reset button on the back of the device.




✓ Viewing the Demo

When you first use this product you will see a demonstration of what it can do. To stop the demo, press **CLEAR**. To disable or re-enable the demo, first press **SPELL**, then press ***D** and finally press **ENTER**.

Subscribe to *WordBug* - the monthly Franklin email newsletter - for special offers and tips on how to get the most out of your product. Simply visit www.franklin.com/uk and enter your email address in the Subscribe box!

Key Guide

Function Keys

- XWORD** In the spelling corrector, types a ? to stand for one unknown letter. Use this to help solve Crossword Puzzles. Shows Confusables™ for words marked with a flashing . In games, reveals the game word and ends the round.
- *** In the spelling corrector, types a * to stand for a series of letters. In the databank, deletes an entry. In games, gives a hint.
- THES** Displays a thesaurus entry, a list of alternative words with the same meaning. In a thesaurus entry, goes to the next entry, if any.
- SPELL** Goes to the spelling corrector mode and displays the “ENTER a word” screen.
- LIST** Goes to the User List.
- GAMES** Goes to the Games menu.
-  Toggles between the calculator and the databank (phone list). Press **Z** in the calculator to go to the converter.
- CLEAR** Clears to the start of the selected mode.
- ENTER** Enters words or numbers, selects items or scrolls text to the left.
- BACK** Goes back one step or erases a letter.
-  Turns *Crossword Puzzle Solver* on or off.

Key Guide

Direction Keys

- ◀ Moves left or lets you edit a word.
- ▶ Moves right or types a space.
- ▲ Enters a capital or adds an accent to a letter. Scrolls up a list or darkens the screen contrast at the “ENTER a word” screen.
- ▼ Scrolls down a list or lightens the screen contrast at the “ENTER a word” screen. Enters a period in the databank.

✓ Resuming Where You Left Off

To extend battery life, *Crossword Puzzle Solver* will automatically shut off within two minutes if you forget to turn it off. When you turn it on again, you return to the last screen you viewed.

✓ Adjusting Screen Contrast

You can make the screen lighter or darker when “ENTER a word” is on the screen. Press **SPELL**. Use ▲ or ▼ to make the screen darker or lighter. You can do this at this screen only.

Solving Crossword Puzzles

The *Crossword Puzzle Solver* uses question marks (entered via **XWORD**) and asterisks (*) to find parts of words. Each question mark stands for any single letter. Each asterisk stands for any series of letters.

You can use question marks to help solve crossword puzzles and similar word games by typing them in place of missing letters.

1. Press SPELL.

2. Type a word with ?s and *s in it. For example, type sc?o*.

Press **XWORD** to enter a ?.

3. Press ENTER.

A list of words matching the pattern you entered appears.

If *Crossword Puzzle Solver* cannot find words that match the pattern you entered, "Sorry, can't help" appears.

4. Press ▲ and ▼ to move up and down the list of matches (if any).

5. Press CLEAR when finished.

Finding Thesaurus Entries

Most thesaurus entries include a brief definition and a related list of available synonyms, antonyms, Classmates™ (words related by subject) and idioms. If a word has no thesaurus entry, “Not in thesaurus” appears. **Note:** A flashing **I** marks words with thesaurus entries in the spell corrector mode and in lists.

1. Press CLEAR or SPELL.

SPELL returns you to the “ENTER a word” screen from any mode.

2. Type a word. For example, type forte.

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

To type a space, press **▶**.

To edit a word, press **◀** and then type to insert characters.

To type a capital or an accent, type the letter first and then press **▲**.

3. Press THES to search.

Note: If the text is too long to fit on the screen, press **ENTER** to start autoscrolling or press **▶** to scroll manually.

4. Press ▼ to view synonyms, antonyms, Classmates and idioms (if any).


Finding Thesaurus Entries

5. To go to the next thesaurus entry, if any, press **THES**.
6. Press **CLEAR** to return to the “ENTER a word” screen.


✓ Follow the Arrows

The flashing arrows show which arrow keys you can press to view more.

✓ The Flashing

The flashing  to the right of the screen indicates the word on the screen has a thesaurus entry. Press **THES** to view the entry. Press **SPELL** to return to the “ENTER a word” screen.

✓ The Flashing

The flashing  to the right of the screen indicates the word on the screen has Confusables™, which are homonyms and spelling variants that people often confuse. Press **XWORD** to view Confusables. Press **SPELL** to return to the “ENTER a word” screen.

Correcting Misspellings

You can use your *Crossword Puzzle Solver* as a spelling corrector. To learn how, follow the steps below.

1. Press SPELL.

2. Type a word whose spelling you are unsure of.

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

To type a space, press ►.

To edit a word, press ◀ and then type to insert characters.

To type a capital or an accent, type the letter first and then press ▲.

To enter a full stop, press ▼.

3. Press ENTER.

If the word you typed is spelt incorrectly, "Correction list" flashes on the screen and the first correction appears.

The flashing arrow to the right of the screen indicates that more corrections are available.

If you enter a correctly spelt word, "Correct word" flashes on the screen.

4. Press ▼ and ▲ to move up and down the list (if any).

5. Press CLEAR when finished.

Saving Words for Study

You can save words in the User List for personal study or review. You can also use the words in this list as game words. Follow the steps below to add words to the User List.

1. **Press LIST.**
2. **Press ▼ or ▲ to see *Add a word* and press ENTER.**
3. **Type a word to add and press ENTER.**

You can also add a word from any screen by pressing **LIST**. The word appears next to *Add:* Press **ENTER** to add the word.

To view the list, press **ENTER** when *View list* is on the screen. Use ▼ and ▲ to scroll the list.

To delete a word, press **ENTER** when *Delete a word* is on the screen. Use ▼ and ▲ to scroll the list. When the word to delete is on the screen, press **ENTER** to remove it from the list. Press **CLEAR** to exit.

To erase the list, press **ENTER** when *Erase list* is on the screen. Press **Y** to erase the list. Press **N** to exit without erasing.

Playing the Games

You can play ten word games at five skill levels ranging from *Beginner* to *Wizard*.

You can also select the source of the game words: *All words*, *User List*, *Enter your own*. *User List* words can be used in all games except *Anagram Solver*, *Word Deduction* and *Word Train*. *Enter your own* can be used in *Anagrams*, *Hangman*, *Jumble*, and *Word Blaster*. Where *User List* and *Enter your own* cannot be used, *Crossword Pocket Solver* will choose the game word. After each round, press **ENTER** to play again.

Using the Games Menu

1. **Press GAMES.**
2. **Use ▲ to view *Set Skill Level* (if necessary) and press ENTER.**

The message "Pick Skill Level" flashes and you go to the top of the Skill Level menu.
3. **Use ▼ or ▲ to find the skill level you want and press ENTER.**

The message "Select a game" flashes.
4. **Use ▼ or ▲ (if necessary) to find *Set Game Words* and press ENTER.**
5. **Use ▼ or ▲ to find the setting you want and press ENTER.**

The message "Select a game" flashes again. Then the first game option, appears.
6. **Use ▼ or ▲ to find the game you want.**
7. **Press ENTER to select it.**

Playing the Games

Anagrams

Type an anagram and press **ENTER**. Use ▼ and ▲ to view the anagrams already entered. Press * to shuffle the letters. Press **XWORD** to give up.

Anagram Solver

Anagram Solver builds words using all the letters you enter. Enter the letters you want to build a word with and press **ENTER**.

Hangman

Hangman selects a mystery word and challenges you to guess it letter by letter. The letters of the mystery word are hidden by question marks. Type letters you think are in the mystery word and press **ENTER**.

Press * for a hint. Press **XWORD** to give up.

Jumble

A jumbled word is displayed on the screen. Unscramble the letters to form a word and press **ENTER**.

Press * to shuffle the letters. Press **XWORD** to give up.

Spelling Bee

A word flashes on the screen briefly.

Enter the word you saw and press **ENTER**.

Flashcards

A word appears on the screen for you to study.

Playing the Games

A flashing **I** to the right indicates the word has a thesaurus entry. Press **THES** to view it.

Memory Challenge

A list of words are displayed in numbered order. Enter the words in the order you see them and press **ENTER**. You must remember each word, it's spelling and correct order.

Word Blaster

You must guess the mystery word before it appears fully on the screen.

When there are enough letters filled in for you to guess the word, press **ENTER** and type your guess.

Word Deduction

This is a decoder game. You have a limited number of tries (the number is displayed to the left of the screen) to guess the word.

Type a word with the required number of letters and press **ENTER**. You see **P** and **M** with numbers next to them. The number next to **P** stands for the number of letters in the correct position. The number next to **M** stands for the number of matching letters entered but in the wrong position. Continue typing words and pressing **ENTER** using the information from **P** and **M**.

Word Train

You and the train take turns typing letters to form a word. Whoever types the last letter of the word wins.

Using the Databank

You can enter 100 names and phone numbers in the databank. **Warning!** If the battery loses power, your phone list information will be permanently lost. **Warning!** If you forget your password, you must reset the unit and all user information will be lost. Please keep written copies of your information. To add an entry, follow the steps below.

1. Press **(M)** until you see *Add a new entry*, and then press **ENTER**.
2. Add a name and press **ENTER**.
3. Add a number and press **ENTER** to store the entry.

To view the list, press **ENTER** when *View phone list* is on the screen. Use **▼** and **▲** to scroll the list.

To delete an entry, find the entry and press *****. Press **Y** to delete. Press **N** to exit without deleting. To delete all data, press **ENTER** when *Erase all data* is on the screen. Press **Y** to erase. Press **N** to exit without erasing.

To view remaining memory in phone list, scroll down to *Space: XX% free*.

To set a password, press **ENTER** when *Set the Password* is on the screen. Type your password (limit 8 characters) and press **ENTER** to store it.

Using the Calculator

To Perform a Calculation

1. Press **(ON)** until you see the calculator.
2. Use the numbered keys to type a number.
To enter a negative number, use **K(+/-)**.
To type a decimal point, press **N(.)**.
3. Press a key for the math function you want: **B(+)**, **H(-)**, **U(x)**, **I(÷)**, **O(√)**.
4. Type another number.
5. Press **ENTER(=)** to do the calculation.
Or press **M(%)** to calculate the percentage.
6. Press **CLEAR** to clear the calculator.

✓ Using the Calculator Memory

Press **S(M+)** to add the number to the number stored in memory. Press **W(M-)** to subtract the number from the number stored in memory. Press **A(MR)** to retrieve the number from the memory. To clear the calculator memory, press **Q(MC)**.

Using the Converters

You can convert temperatures, weights, liquid measures, and lengths, to and from imperial and metric measurements. You can also convert currencies using an exchange rate you set.

1. Press **(\boxtimes)** until you see the calculator.
2. Press **Z(CONV)**.
3. Use **▼** and **▲** to find the conversion category you want, and press **ENTER**.
4. Use **▼** and **▲** to select a conversion and then press **ENTER**.

If you select *Money*, you must set the exchange rate.

Important! The exchange rate should be the number of units of the other currency per one unit of the home currency (e.g., 2.0=2 other/1 home). The exchange rate is saved until you change it.

To type a decimal, press **N(.)**.

5. Type an amount and press **ENTER**.
6. To make another conversion, press **BACK**.

About the Batteries

The *CWM-108* uses one CR2032 Lithium battery that comes pre-installed. The battery should be changed when the screen contrast is too light even after adjustment.

- 1. Turn the device off and turn it over.**
- 2. To unlock the battery compartment cover, locate the switch next to the reset button and then push it down.**

- 3. Remove the battery compartment cover.**

- 4. Remove the old battery.**

Note: Use a paper clip, if necessary, to remove the old battery.

- 5. Install a new battery with its positive (+) side facing up.**

Note: Be sure that the battery is installed correctly. Wrong polarity may damage the device.

- 6. Replace the battery cover and push the switch up into its locked position.**


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

Battery Precautions

- Non-rechargeable batteries are not to be re-charged. Never recharge batteries that come with the device.

About the Batteries

- 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.

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.

Product Care

Model CWM-108 Crossword Puzzle Solver

- **Size:** 10.6 x 7 x 1.5 cm • **LCD:** 1 x 16 characters
- **Battery:** 1 CR2032 Lithium • **Weight:** 65 g

Product Care and Customer Service

To clean this product, spray a mild glass cleaner onto a cloth and wipe its surface. Don't spray liquids directly onto the unit. Don't use or store your unit in extreme or prolonged heat, cold, humidity, or other adverse conditions. If you have a problem with your unit, refer to the warranty. If you purchased your unit outside the United Kingdom, contact the place of purchase to obtain warranty or repair information.

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



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.

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.

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