

**SEIKO**

**SEIKO**

Pocket  
**Oxford**  
**ENGLISH**  
Dictionary

Thesaurus & Spellchecker

ER5000 OPERATION MANUAL

UKE2G21AA

SII ● Seiko Instruments Inc.



Thank you for purchasing the ER5000.  
Please read this operation manual carefully before using the product.

This unit is an Electronic Pocket Oxford Dictionary  
with Thesaurus and Spellchecker.  
The Pocket Oxford Dictionary, Thesaurus, Spellchecker, Solvers,  
eight Word Games and Easy Learn enable you to effortlessly  
enhance your knowledge of English vocabulary.

The Pocket Oxford English Dictionary 9th Edition © Oxford University Press 2001  
The Little Oxford Thesaurus 2nd Edition © Oxford University Press 2002

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#### EC DECLARATION OF CONFORMITY

This is to certify that this equipment fully conforms to the protection requirements of the following EC Council Directives on the approximation of the laws of the member states relating to:-

Directives	Title
89/336/EEC	Electromagnetic Compatibility
Applicable Standards	
EN55022: 1998	Electromagnetic Compatibility - Emissions (Radiated)
EN55024: 1998	Electromagnetic Compatibility - Immunity (Radiated Susceptibility, ESD)

**SEIKO UK Limited** SC House, Vanwall Road, Maidenhead, Berks. SL6 4UW U.K.

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 device should be disposed of through your local electronic product recycling system  
- do not throw away in your domestic rubbish.

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## Functions and Features

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### 1 Dictionary

High speed search of over 120,000 words, phrases and definitions covering current and historical English, as well as hundreds of specialist and technical subjects.

Dictionary entry words, their definitions all come from the Pocket Oxford English Dictionary.

### 2 Thesaurus

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 offers a high speed search of over 2.5 million synonym links.

This unit has over 140,000 alternative words and opposite words to make what you write and say more interesting.

The thesaurus entries, including examples, sense groupings, and all alternative and opposite words, are taken from the latest edition of the Little Oxford Thesaurus.

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### 3 Spellchecker

Instant phonetic spelling correction for over 130,000 words ensures you will always have the answer at your fingertips.

You can search for a word using wildcards ( “?” and “\*” ) if you are uncertain of the spelling.

### 4 Solvers

Crossword Solver

Look for the right word by entering the letters you know along with “?” or “\*” for any letters you don’t know.

Anagram Solver

Look for new words using the same letters as the word or letters you have entered.

Phrase Finder

The unit will help you to find phrases containing your entered word(s).

3

Definition Search

The unit will find the entries which contain the entered words in their definitions.

Letter Change

The unit will allow you to view possible alternative words by changing one letter at a time.

## 5 Word Games

You can take on the challenge of eight different word games set to any one of three levels of difficulty.

Hangman, User Hangman, Jumble, User Jumble, Crossword Quiz, Time Bomb, Memory, Hidden

## 6 Easy Learn

The Easy Learn function allows you to create your own word list from the Dictionary, Thesaurus, Spellchecker and Solvers.

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## 7 Calculator

A full function calculator with memory and % is included.  
12 digits, 1 Memory

## 8 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.

## 9 Setting function

You can customize the following operating conditions:

Demo Message, LCD Contrast, Text Size, Game Level, Game Scores, Easy Learn

5

## 10 Help function

An explanation of how to operate the various functions is simply explained on the screen at each operational stage in each mode.

## 11 Demo function

A demonstration display explains the contents of the unit.

---

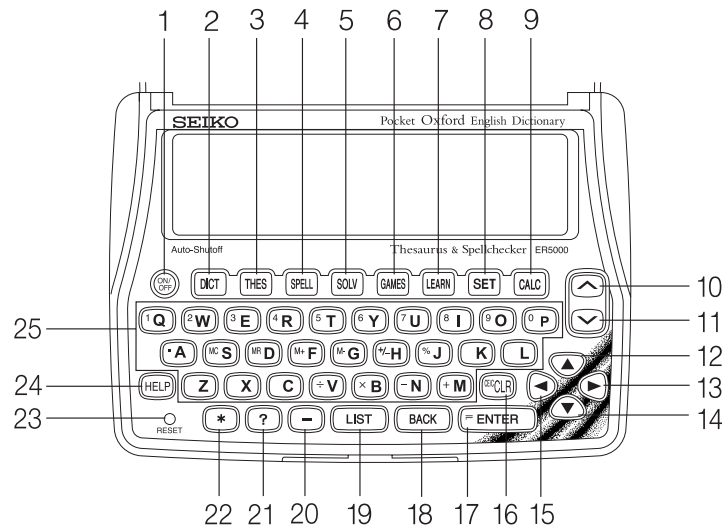
- Unit will automatically TURN OFF when not used for approximately 3 minutes.

6

MEMO

7

## The Keys and their Functions



8

- 1 Turns the power ON and OFF.
- 2 Selects Dictionary mode.
- 3 Selects Thesaurus mode.
- 4 Selects Spellchecker mode.
- 5 Selects Solver mode.
- 6 Selects Game mode.
- 7 Selects Easy Learn mode.
- 8 Activates Setting function.
- 9 Selects Calculator mode, Currency, Metric/Imperial and Clothing Size Converters.
- 10 For scrolling back through the lists in memory.
- 11 For scrolling down through the lists in memory.
- 12 For scrolling back through the lists in memory. / Cursor key
- 13 Enters a single blank space when pressed once. / Cursor key / Pick key

9

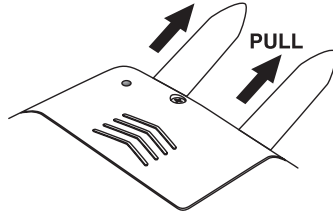
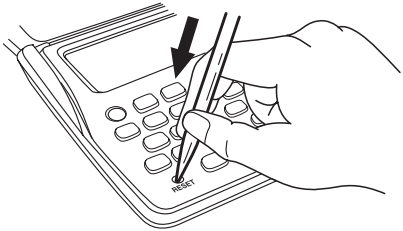
- 14 For scrolling down through the lists in memory. / Cursor key
- 15 Cursor key / Pick key
- 16 Clears all the input characters.
- 17 Executes the functions.
- 18 For deleting the last input character. / Returns the display to the previous state/levels.
- 19 Displays headword list.
- 20 For entering hyphen.
- 21 Used instead of one letter if you don't know how to spell a word.
- 22 Used instead of one or more letters if you don't know how to spell a word.
- 23 RESET button
- 24 Activates Help function.
- 25 Letter, numeral and symbol input keys.

## Preparation for using the Unit

### 1. Installing Batteries

The unit is powered by two (2) “CR2032” size batteries.  
Before using the unit, please install the batteries as the follows.

1. Turn the unit over.
2. Pull two tabs to remove and engage two batteries.



3. Press the “RESET” button on the front of the unit.  
(See Resetting)

10

4. The contrast adjustment display will appear.  
( See page 12. )



### ● 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 on the front of the unit.





#### NOTE:

Resetting product erases the EASY LEARN list in the memory.

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## 2. Contrast Adjustment

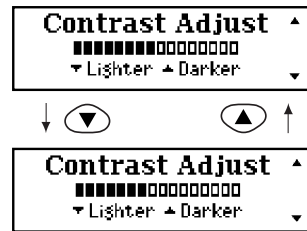
1. After resetting, the contrast adjustment display will appear.

2. You can use either   or   to adjust the contrast of the display Level 1 to Level 16.  
(Initial setting = 8)

3 Press  to finish.

A demonstration display will appear.

\* If you want to adjust the contrast of the display again, press .  
Select “LCD Contrast” by using  or .  
( See page 75. )





## 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.

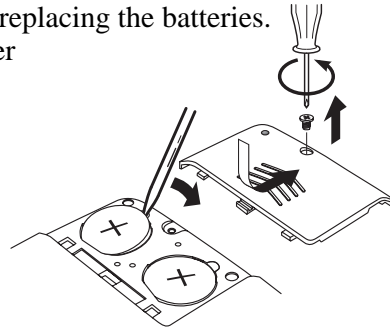
\* If you want to turn off the demonstration display, press  and select “Demo Message”. Select “Disable” and press .  
( See page 74. )



## ● Changing Batteries

The unit is powered by two (2) “CR2032” size batteries.  
The batteries need to be changed as soon as display becomes dim.

1. Make sure the power is switched off before replacing the batteries.
2. Do not use a previously used battery together with a new battery.
3. Turn the unit over.
4. Open the battery compartment by removing the screw and sliding the cover in the direction of the arrow.
5. Remove and replace one battery only with the "+" side facing you.  
Then repeat for the other battery.



NOTE: Replace the batteries one at a time to retain the EASY LEARN list in the memory. If both batteries are removed together, become completely exhausted or the RESET button is pressed, any saved list in memory will be erased.

6. Replace the battery cover and the retaining screw.  
(See Resetting)
7. The contrast adjustment display will appear.

## ⚠ CAUTION

- The batteries may pose a choking hazard to small children.
- Keep the batteries and product away from small children.
- Do not expose the batteries to open flame or intense heat.
- Rechargeable batteries cannot be used.
- Do not try to recharge batteries.
- Never use batteries other than those specified.
- Remove the batteries from the unit if you do not intend to use it for a long duration.

# Dictionary

## ● Basic Procedure

1 Press **[DICT]** .

2 Type a word.  
*Example: essential*

3 Press **[ENTER]** .

The unit shows headwords, parts of speech, inflected forms and definitions.

\* Use **[BACK]** to return the display to the previous level.

\* The ▼ mark will appear if there is insufficient space to display the whole entry.

4 Press **[▼]** to see the rest of an entry.  
Press **[▲]** to scroll up.

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Dictionary  
-

Dictionary  
essential\_

essential  
♦ adjective  
1. absolutely necessary.  
2. central to the nature of: ▼



♦ adjective  
1. absolutely necessary.  
2. central to the nature of:  
*the essential weakness* ▼

• When there are phrases, phrasal verbs, derivatives or origins, they will be recorded after the last headword definition.

5 To scroll alphabetically up or down through the Dictionary's headword list, press **[▼]** or **[▲]** .

6 To clear the display and search for another word, simply enter your new word.

*Example: compare*

## ● Entering and Correcting Letters

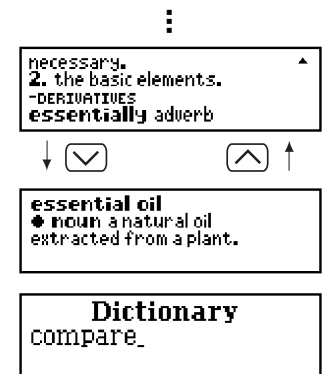
• Up to 20 letters can be entered.

• Use **[▶]** to enter a space.

• Corrections can be made by using **[BACK]** .

• The entire display can be cleared by pressing **[CLR]** or **[DICT]** .

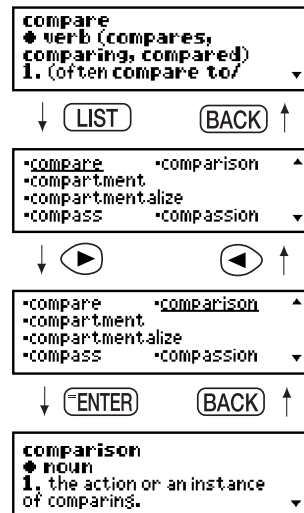
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### ● Showing the Dictionary's headword list

- 1 If you press **(LIST)**, the unit will show the Dictionary's headword list starting from the displayed word.

*Example: compare*



- 2 Select a word using the cursor keys.

*Example: comparison*

- \* Using **(DOWN)** or **(UP)** will scroll the screen one line at a time.

- 3 Press **(ENTER)** or **(DICT)** to find the definitions.

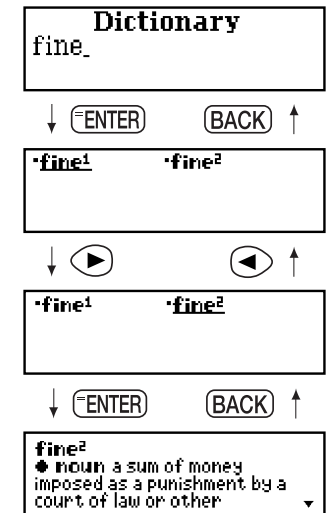
- \* Press **(THES)** to find the synonyms.

- \* Press **(LEARN)** to add the word to Easy Learn word list. (See page 60.)

### ● Same spelling headwords

- 1 If there are same spelling headwords or related headwords, they will be displayed by a list.

*Example: fine*



- 2 Select a word using the cursor keys.

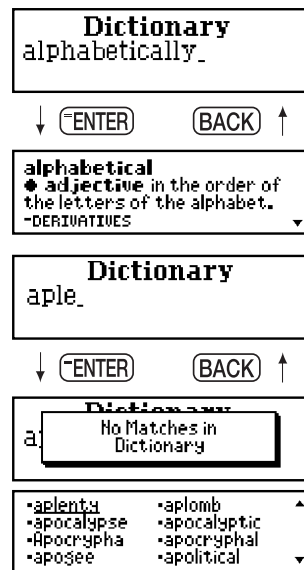
*Example: fine²*

- 3 Press **(ENTER)** to find the definitions.

## ● Derivatives

If the word entered is a derivative, the definitions of the base form will be displayed.

*Example: alphabetically*



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## ● Misspelled words or words not in the Dictionary

If the word entered is not contained in the dictionary, pressing (ENTER) will display the headword list starting with the word whose spelling comes closest to that of the word originally entered.

*Example: aple*

## NOTE:

If you entered a word but the unit displayed the “No Matches in Dictionary” message, press (BACK) to return to your original search word and then press (SPELL) to search for any more suggestions.






If one of the results is what you meant, you can then use the pick function to look it up in the dictionary. (See page 22.)

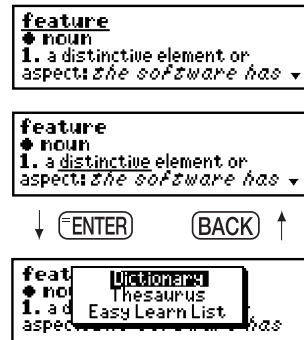
21

## ● Pick function

You can select a word in an entry and look-up the definition in the Dictionary, or consult the Thesaurus to find the synonyms for that word.

*Example: feature*

- 1 Press  to select the first word you can pick. Selected word will begin to flash on and off. (Press  to select the last word.)
- 2 Select another word using the cursor keys.  
*Example: distinctive*
- 3 Press  .
- 4 Select Dictionary, Thesaurus or Easy Learn List by using  or  .





Dictionary: Search the definition for the selected word

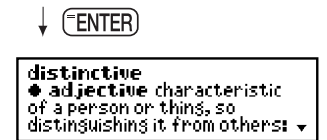
Thesaurus: Search the synonyms for the selected word

Easy Learn List: Add the selected word to the Easy Learn List

- \* Press ,  or  to skip the pop-up menu.

- 5 Press  .

- \* After you've looked up the definition or synonyms, you can return to the previous display by pressing  .



# Thesaurus

## ● Basic Procedure

1 Press **THES** .

**Thesaurus**  
-

2 Type a word.

*Example: faithful*

**Thesaurus**  
faithful\_

3 Press **ENTER** .

The list of synonyms will be displayed, along with any example sentence.

**faithful ♦ adjective**  
1/2 loyal, devoted,  
constant, dependable, true,  
reliable, trustworthy, ▾

\* 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.

4 Press **▼** to see other synonyms.

Press **▲** to scroll up.

\* When there are phrases or opposites, they will be recorded after the last headword synonyms.

\* You can pick a word using **▶** or **◀** .  
(See page 22.)

5 To scroll alphabetically up or down through the headword list, press **☑** or **☒** .

6 To clear the display and search for another word, simply enter your new word.

*Example: passion*

↓ **▼**      **▲** ↑

**1/2** loyal, devoted,  
constant, dependable, true,  
reliable, trustworthy,  
staunch, unswerving, ▾

⋮

unerring; *Brit. informal*  
spot on, bang on. ▾  
-OPPOSITES unfaithful,  
inaccurate.

↓ **☑**      **☒** ↑

**fake ♦ adjective**  
1/2 fake money/furs  
sham, imitation, false,  
counterfeit, forged, ▾

**Thesaurus**  
passion\_

## ● Showing the headword list

- 1 If you press **(LIST)**, the unit will show the headword list starting from the displayed word.

*Example: passion*

- 2 Select a word using the cursor keys.

*Example: passive*

- \* Using **(V)** or **(^)** will scroll the screen one line at a time.
- 3 Press **(ENTER)** or **(THES)** to find the synonyms.
- \* Press **(DICT)** to find the definitions.
  - \* Press **(LEARN)** to add the word to Easy Learn word list. (See page 60.)

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The screenshot shows a sequence of screen displays for the word 'passion':

- Initial display: **passion ♦ noun**, 1/2 INTENSITY, fervour, ardour, zeal, vehemence, fire, emotion, feelings, zest, with a downward arrow.
- After pressing **(LIST)**: A list of words including **passion**, **passionate**, **passive**, **past**, **pastel**, **pastime**, **pastoral**, and **pasture**.
- After scrolling down: The word **passive** is highlighted.
- After pressing **(ENTER)**: The definition for **passive ♦ adjective** is shown: 1/2 INACTIVE, unassertive, uninvolved, unresisting, yielding, submissive, compliant, with a downward arrow.

## ● Words not in headword

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

*Example: emotion*

You can check the synonyms in the display group by using **(ENTER)**.  
Return to the list by pressing **(BACK)**.

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The screenshot shows a sequence of screen displays for the word 'emotion':

- Initial display: **Thesaurus** and **emotion\_**, with **(ENTER)** and **(BACK)** buttons.
- After pressing **(ENTER)**: A box titled "Matches In Synonyms!" is shown.
- Next display: A list of words including **excitement [noun]**, **expression [noun]**, **fervour [noun]**, and **passion [noun]**.
- After pressing **(ENTER)**: The definition for **expression** is shown: 4/4 play music with expression, FEELING, emotion, passion, with a downward arrow.

● **Misspelled words or words not in memory**

If the word entered is not contained in the unit's list of entries, pressing **(ENTER)** will display the headword list starting with the word whose spelling comes closest to that of the word originally entered.

*Example: prated*

(See page 21.)



## Spellchecker

● **If the spelling of a word you enter is correct :**

1 Press **(SPELL)** .

2 Type a word to be checked.

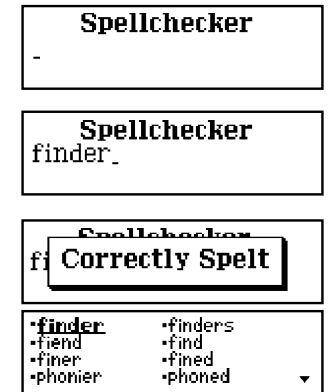
*Example: finder*

3 Press **(ENTER)** .

After the display "Correctly Spelt", the entered word will be displayed in bold. Phonetically similar words may also be displayed.

\* To clear the display and spellcheck another word, simply enter your new word. Pressing **(CLR)** will also clear the display.

\* To scroll alphabetically up or down through the unit's word list, starting from the selected word, press **(LIST)** .



4 Select a word using the cursor keys.

Example: *finder*

5 Press **ENTER** .

6 Select Dictionary, Thesaurus or Easy Learn List by using **▼** or **▲** .

Dictionary:

Search the definition for the selected word

Thesaurus:

Search the synonyms for the selected word

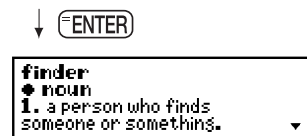
Easy Learn List:

Add the selected word to the Easy Learn List

\* Press **DICT** , **THES** or **LEARN** to skip the pop-up menu.

7 Press **ENTER** .

\* After you've looked up the definition or synonyms, you can return to the previous display by pressing **BACK** .



● If the spelling of a word you enter is incorrect :

1 Type a word to be checked.

Example: *dinamic*

2 Press **ENTER** .

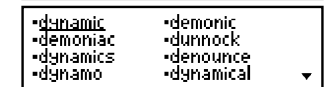
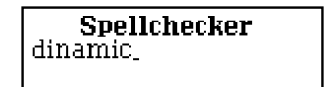
After the display “Correction List”, a list of words that are phonetically similar to the entered word will be displayed.

3 Select a word using the cursor keys.

Example: *dynamic*

\* Use the pick function as described on Page 30.

\* Please note that not every word returned by the Spellchecker is included in the dictionary or thesaurus.



## ● Using the Wildcard function

If you are unsure of part of the spelling of a word, enter the word using “?” or “\*” for the letter(s) of which you are unsure.

Use **[?]** to enter “?”.

This is used in place of a single character.

Use **[\*]** to enter “\*”. (Up to two “\*” can be used.)

This is used in place of one or more characters.

1 Type a word.

*Example: p\*na?t*

2 Press **[ENTER]**.

The corresponding word list will be displayed.

**Spellchecker**  
p\*na?t

•remnant    •poignant  
•predominant    •pregnant

\* Use the pick function as described on Page 30.

\* Please note that not every word returned by the Spellchecker is included in the dictionary or thesaurus.

## Solvers

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

### ● Selecting the solver

1 Press **[SOLV]**.

The unit selects the last solver used each time you select the solver mode.

**SOLVERS** **Crossword**  
Anagram  
Phrase Finder  
Definition



2 Select the solver you wish to use by pressing

**[DOWN]** or **[UP]**.

**SOLVERS** **Anagram**  
Crossword  
Phrase Finder  
Definition

Five solvers:

Crossword, Anagram, Phrase Finder, Definition, Letter Change

- By pressing the first letter of a solver, you can select directly the desired solver.

3 Press **[ENTER]**.

## ■ Crossword Solver

Look for the right word by entering the letters you know along with “?” or “\*” for any letters you don’t know.

Use **[?]** to enter “?”.

This is used in place of a single character.

Use **[\*]** to enter “\*”. (Up to two “\*” can be used.)

This is used in place of one or more characters.

1 Select “Crossword” and then press **[ENTER]** .

**Crossword Solver**  
-

2 Enter letters.

*Example: f\*uen??*

**Crossword Solver**  
f\*uen??\_

3 Press **[ENTER]** .

The corresponding word list will be displayed.

-fluence	-fluency
-frequency	-frequents

\* The corresponding word list includes words with spaces or hyphens.

\* Use the pick function as described on Page 30.

\* Please note that not every word returned by the Solvers is included in the dictionary or thesaurus.

\* If the letters entered do not have any corresponding words, the message “No words found.” will be displayed.

## ■ Anagram Solver

Look for anagrams using the same letters or words that you entered. You can enter actual words, or jumbled letters.

1 Select “Anagram” and then press **ENTER** .

<b>Anagram Solver</b> -
----------------------------

2 Enter letters.

*Example: lits*

<b>Anagram Solver</b> lits_
--------------------------------

3 Press **ENTER** .

The corresponding word list will be displayed.

*list *silt
----------------

\* Use the pick function as described on Page 30.

\* Please note that not every word returned by the Solvers is included in the dictionary or thesaurus.

## ■ Phrase Finder

Look for the phrases using the word you have entered.

1 Select “Phrase Finder” and then press **ENTER** .

<b>Phrase Finder</b> -
---------------------------

2 Type word(s).

\* You can enter up to five words with spaces. This method will search for phrases which include all words.

A space can be entered by using **▶** .

*Example: on take*

<b>Phrase Finder</b> on take_
----------------------------------

3 Press **ENTER** .

The corresponding phrase list will be displayed.

*take on board *take it on the chin *take on *take something out on ▼
--

4 Select a phrase using the cursor keys.

*Example: take on board*

5 Press **ENTER** .

The selected phrase and its definition will be displayed.

\* Return to the phrase list by pressing **BACK** .

take on board	▲
<i>informal</i> fully consider or accept (a new idea).	
tread the boards	▼

## ■ Definition

The unit will find the entries which contain the entered words in their definitions.

1 Select “Definition” and then press **ENTER** .

<b>Definition Search</b>
-

2 Type word(s).

<b>Definition Search</b>
alcoholic drink_

\* You can enter up to five words with spaces. This method will find the entries which contain the entered words in their definitions.

A space can be entered by using **▶** .

*Example: alcoholic drink*

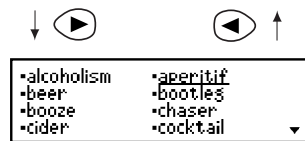
3 Press **ENTER** .

The corresponding headword list will be displayed.

•alcoholism	•aperitif
•beer	•bootleg
•booze	•chaser
•cider	•cocktail

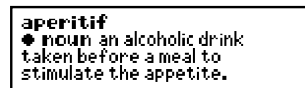
4 Select a headword using the cursor keys.

*Example: aperitif*



5 Press **ENTER** or **DICT** .

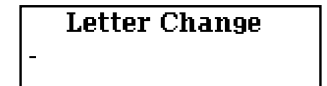
The definition for the headword “aperitif” will be displayed.



## ■ Letter Change

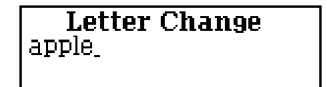
The unit will allow you to view possible alternative words by changing one letter at a time.

1 Select “Letter Change” and then press **ENTER** .



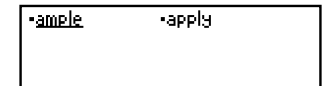
2 Type a word.

*Example: apple*



3 Press **ENTER** .

The corresponding headword list will be displayed.



\* Use the pick function as described on Page 30.

\* Please note that not every word returned by the Solvers is included in the dictionary or thesaurus.

## Games

There are 8 great word games that will help you to improve your spelling and vocabulary.

### ● Selecting a game

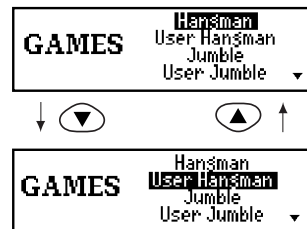
1 Press **GAMES** .

The unit selects the last game used each time you select the game mode.

2 Select the game you wish to play by pressing **▼** or **▲** .

8 word games:

Hangman, User Hangman, Jumble, User Jumble, Crossword Quiz, Time Bomb, Memory, Hidden



- By pressing the first letter of a game, you can directly select the desired game. Further games starting with the same letter can be selected by pressing the same letter again.

(NOTE)

- \* To skip the displayed question, press **CLR** , then the next question will appear. This will not be counted in your score.
- \* The Game Levels can be changed from the SET menu. (See page 77.)
- \* To display the next mystery word, press any alphabet key at the answer display.

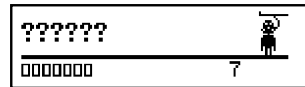
## ■ Hangman

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.

The number of times you can try is shown at the right of the screen.



- 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”.*



44

- \* 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.

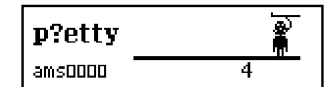
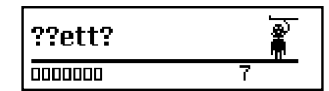
*Example: Enter “t”.*

- \* 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.

45



↓ (4 R)

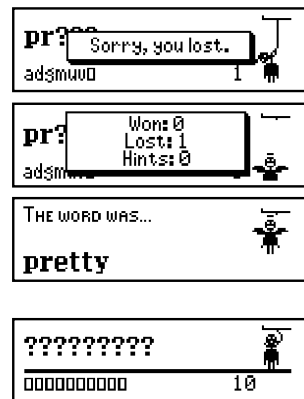


\* One letter will be displayed in turn as a “Tip” every time you press **[?]** .

\* 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.



## ■ User Hangman

This is the Hangman game for 2 players using words that you can select.

1 Select “User Hangman” and then press

**[ENTER]** .

2 Player 1 enters a word.

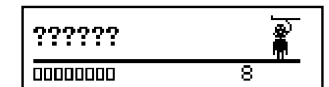
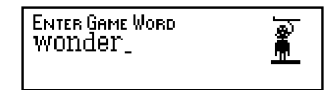
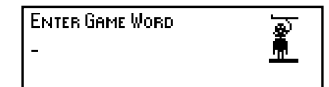
You can use up to 12 letters.

*Example: wonder*

3 Press **[ENTER]** .

4 Player 2 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

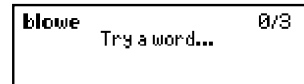
Using letters displayed at random, you attempt to find a specified number of words.

- 1 Select “Jumble” and then press **(ENTER)**.

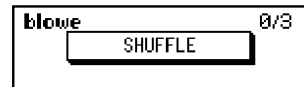
The selected letters and the number of answers will be displayed, to the right of the “/”.

*Example: blowe*

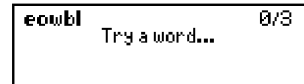
- \* To shuffle the letters, press **(ENTER)**.
- 2 Enter a try using all the selected letters.
- \* If your answer is incorrect, the message “Please try again.” will appear and the selected letters will be displayed again.



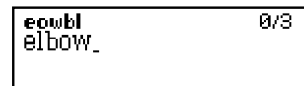
blowe Try a word... 0/3



blowe SHUFFLE 0/3



eowbl Try a word... 0/3



eowbl elbow\_ 0/3

- 3 Press **(ENTER)**.

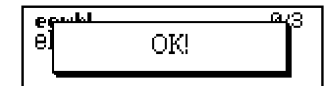
If your answer is correct, the selected letters will be displayed again.

Enter the next word and press **(ENTER)**.

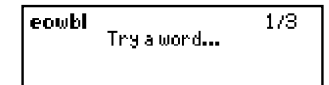
- \* The answered words can be seen again by using **(▼)** or **(▲)**. Press **(CLR)** to return.

- 4 If you enter all the answers, a congratulatory message will be displayed and counted in the “Won” column.

- \* To give up entering letters, press **(?)**.
- \* Press **(DICT)** ( **(THES)** ) to find the definitions (synonyms) for the selected word.
- \* Please note that not every word used in the Games is included in the dictionary or thesaurus.



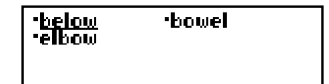
eowbl OK! 0/3



eowbl Try a word... 1/3



eowbl YOU'RE A WINNER! 3/3



below below  
elbow below

## ■ User Jumble

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

- 1 Select “User Jumble” and then press **ENTER**.
- 2 Enter a word.  
You can use up to 12 letters.  
*Example: ascot*
- 3 Press **ENTER**.  
The selected word and the number of other words will be displayed.
- 4 Enter the word using all the selected letters.

ENTER GAME LETTERS  
 -

ENTER GAME LETTERS  
 ascot\_

ascot
0/4
Try a word...

ascot
0/4
coast\_

- 5 Press **ENTER**. If your answer is correct, the selected letters will be displayed again. Enter the next word and press **ENTER**.
  - \* The answered words can be seen again by using **▼** or **▲**. Press **CLR** to return.
- 6 If you enter all the answers, a congratulatory message will be displayed and counted in the “Won” column.
  - \* To give up entering letters, press **?**.
  - \* Press **DICT** ( **THES** ) to find the definitions (synonyms) for the selected word.
  - \* Please note that not every word used in the Games is included in the dictionary or thesaurus.

ascot
0/4

EXCELLENT!

ascot
1/4
Try a word...

ascot
4/4

YOU'RE A WINNER!

*coast	*coats
*costa	*tacos

### \*\*\* 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 correct anagrams.

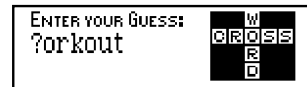
## ■ Crossword Quiz

Enter a letter or letters to replace the question marks.

- 1 Select “Crossword Quiz” and then press **ENTER**.

The question will be displayed.

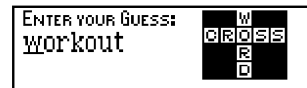
*Example: ?orkout*



- 2 Enter letters to replace the question marks.

*Example: w*

- \* The entered letter can be changed. Press **◀▶** to select the letter and then enter the new letter.

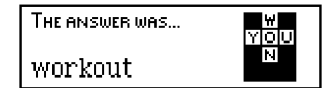


- 3 Press **ENTER**.

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

The answer will then be displayed.

- \* 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.
- \* The first correct solution will then be displayed, you can check any alternative solutions by pressing **LIST**. Press **DICT** (**THES**) to find the definitions (synonyms) for the selected word.
- \* Please note that not every word used in the Games is included in the dictionary or thesaurus.



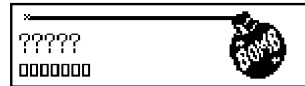
## ■ Time Bomb

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 “Time Bomb” and then press **ENTER** .

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

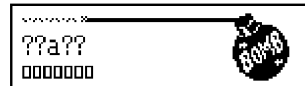
The number of times you can try is indicated by boxes.



- 2 When you enter one of the letters used in the mystery word, the question mark will be replaced by the letter.

*Example: Enter “a”.*

The fuse will also begin to burn down.



- 3 If you complete the spelling of the mystery word before you have used up all the tries or the fuse burns out, a congratulatory message will be displayed and counted in the “Won” column.

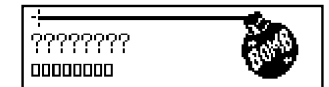
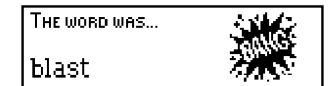
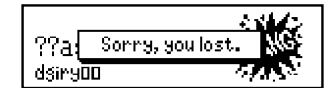
The answer will then be displayed.

- \* 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, if the fuse burns out, 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.

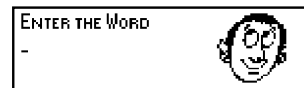
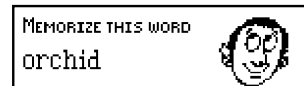


## ■ Memory

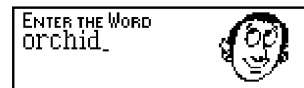
Correctly enter the spelling of the word momentarily displayed.

- 1 Select “Memory” and then press **ENTER** .  
The word will be displayed for about one second.

*Example: orchid*



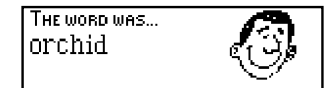
- 2 Enter the spelling of the word which has just disappeared from the screen.



- 3 Press **ENTER** .

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

The answer will then be displayed.



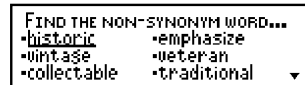
- \* If your answer is incorrect, “Sorry, you lost.” will be displayed and counted in the “LOST” column. And the answer will then be displayed.

## ■ Hidden

Find the non-synonym word from the displayed words.

1 Select “Hidden” and then press **ENTER** .

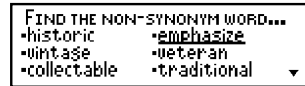
A list of synonyms is displayed with one random word added that does not belong.



FIND THE NON-SYNONYM WORD...  
•historic •emphasize  
•vintage •veteran  
•collectable •traditional ▾

2 Select the non-synonym word by using

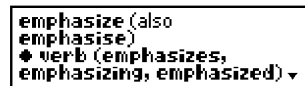
▶ ◀ or ▼ ▲ .



FIND THE NON-SYNONYM WORD...  
•historic •emphasize  
•vintage •veteran  
•collectable •traditional ▾

↓ **DICT** **BACK** ↑

\* Press **DICT** ( **THES** ) to find the definitions (synonyms) for the selected word.



emphasize (also  
emphasise)  
◆ verb (emphasizes,  
emphasizing, emphasized) ▾

\* Press **?** to see a hint.

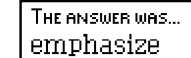
3 Press **ENTER** .

When the correct word is selected, a congratulatory message will be displayed and counted in the “Won” column.

The answer will then be displayed.



FIND THE NON-SYNONYM WORD...  
•hist  
•vint  
•collectable  
VERY GOOD!  
YOU WON!



THE ANSWER WAS...  
emphasize

\* To give up selecting a word, press **ENTER** .

\* If your answer is incorrect, “Sorry, you lost.” will be displayed and counted in the “Lost” column.

The correct word will then appear.

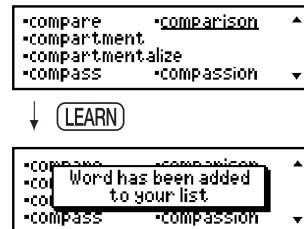
## Easy Learn

The Easy Learn function allows you to create your own word list from the Dictionary, Thesaurus, Spellchecker, Solvers and Games, which can then be used in the games.

### ● Building your word list :

The underlined word will be added to your word list by pressing (LEARN) .  
(See page 18.)

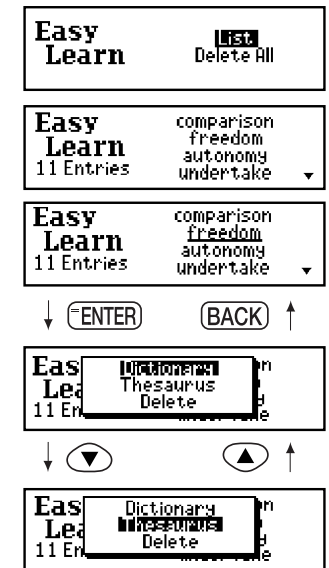
The unit can store words between 3 and 12 letters.



- \* If the word to be added is already contained in memory, the message “Word is already in your list” will appear.
- \* The unit's memory can store 100 words. When you try to add the 101st word, the message “Sorry, Memory is full” will appear.

### ● Finding a word

- 1 Press (LEARN) .
- 2 Press (ENTER) to select “List”.  
The word list will be displayed.
- 3 Press (▼) or (▲) to select a word.
- 4 Press (ENTER) .
- 5 Select Dictionary, Thesaurus or Delete by using (▼) or (▲) .  
Delete:  
Delete the selected word from the Easy Learn List



\* Press **ⓓ**, **Ⓣ** or **ⓐ** to skip the pop-up menu.

6 Press **ⓔ**.



\* After you've looked up the definition or synonyms, you can return to the Easy Learn List by pressing **ⓑ**.

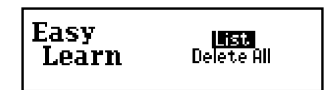
\* Please note that not every word returned by Spellchecker or Solvers, or used in the Games, is included in the dictionary or thesaurus.

\*\*\* **Tip for Parents** \*\*\*

This is a fun way to help your children learn new words from a list as part of their homework. Enter the words into the list as described above, then set the frequency of use in the SET menu. The words will then appear in the games.

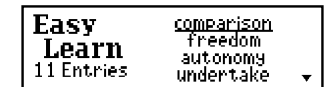
● **Deleting a word**

1 Press **Ⓛ**.

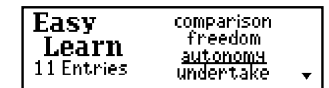


2 Press **ⓔ** to select "List".

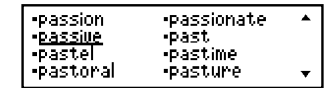
The word list will be displayed.



3 Press **ⓓ** or **ⓐ** to select the word you wish to delete.



4 Press **ⓐ**.

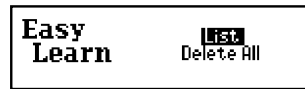


5 Press **ⓔ**. The selected word will be deleted from the word list.

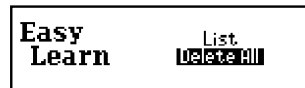
\* If you decide not to delete the word, select "No" then press **ⓔ**.

## ● Deleting all words

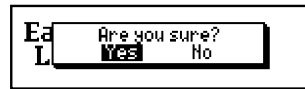
1 Press **LEARN** .



2 Press **▼** to select “Delete All”.



3 Press **ENTER** .



4 Press **ENTER** .

\* If you decide not to delete the word, select “No” then press **ENTER** .

MEMO

# Calculator

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## ● Keys and their Functions

1. **CALC** Selects Calculator and Unit Converters.
2. **CE/C CLR** Clears last entry with one press, clears all with two presses.
3. 1 ~ 0 Number input keys.
4. +, -, ×, ÷ 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 **CE/C CLR** 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 **CE/C CLR** to remove the “ E ” and continue.

## Converters

### ● Entering or Changing a Conversion Rate

- 1 Press **Ⓢ** .
- 2 Press **⏴** or **⏵** to display the conversion menu.
- 3 Press **Ⓜ** to select “Money”.
- 4 Press **⏴** to select “Exchange Rate”.
- 5 Press **Ⓜ** .
- 6 Enter the new rate and then press **Ⓜ** .  
*Example: £1=\$1.8*

```

Converter  Money
           Metric
           Clothing
    
```

```

Converter  Home Curr.
Money      + Local Curr.
           Exchange Rate
    
```

```

Exchange Rate
£1 = 1.
    
```

```

Exchange Rate
£1 = 1.8
    
```

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### ● Currency Conversion

*Example: 540 US Dollar to £ ( £1=\$1.8 )*

- 1 Press **Ⓢ** .
  - 2 Press **⏴** or **⏵** to display the conversion menu.
  - 3 Press **Ⓜ** to select “Money”.
  - 4 Press **⏴** to select “→Local Cur.”.
  - 5 Press **Ⓜ** .
  - 6 Enter the amount you wish to convert and then press **Ⓜ** . ( $540 = £300$ )
- \* You can convert a new amount by entering the new number and pressing **Ⓜ** .

```

Converter  Money
           Metric
           Clothing
    
```

```

Converter  Home Curr.
Money      + Local Curr.
           Exchange Rate
    
```

```

Local Curr. → Home Curr.
0.
    
```

```

Local Curr. → Home Curr.
540.
→          300.
    
```

69

## ● Metric / Imperial Conversion

*Example: Kilometres to Miles*

- 1 Press **Ⓢ** .
- 2 Press **⏴** or **⏵** to display the conversion menu.
- 3 Press **⏴** to select “Metric” and then **Ⓜ** .
- 4 Press **⏴** to select “Length”.
- 5 Press **Ⓜ** .
- 6 Select “Kilometre” by using **⏴** **⏵** or **⏴** **⏵** .
- 7 Press **Ⓜ** .

```
Converter  Money  ^
           Metric
           Clothing
```

```
Converter  Temperature
           Length
           Area
           Volume  v
```

```
Converter  Centimetre
           Inch
           Feet
           Yard  v
```

```
Converter  Feet  ^
           Yard
           Metre
           Kilometre  v
```

```
Converter  Centimetre
           Inch
           Feet
           Yard  v
```

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- 8 Select “Mile” by using **⏴** **⏵** or **⏴** **⏵** .
- 9 Press **Ⓜ** .  
Enter the number you wish to convert.
- 10 Press **Ⓜ** .  
(5 Kilometres = 3.10685596119 miles.)

```
Converter  Yard  ^
           Metre
           Kilometre
           Mile  ^
```

```
Kilometre → Mile
5.
```

```
Kilometre → Mile
5. → 3.10685596119
```

## Categories of Metric Conversion

**Temperature:** °C, °F

**Length:** Centimetre, Inch, Feet, Yard, Metre, Kilometre, Mile

**Area:** Centimetre<sup>2</sup>, Inch<sup>2</sup>, Feet<sup>2</sup>, Yard<sup>2</sup>, Metre<sup>2</sup>, Acre, Kilometre<sup>2</sup>, Mile<sup>2</sup>

**Volume:** Centimetre<sup>3</sup>, Inch<sup>3</sup>, Feet<sup>3</sup>, Yard<sup>3</sup>, Metre<sup>3</sup>

**Weight:** Gram, Ounce, Pound, Kilogram

**Capacity:** Millilitre, Ounce(AM), Ounce(BR), Litre, Quart(AM), Quart(BR), Gallon(AM), Gallon(BR)

**Power:** Kilowatt, Horsepower

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## ● Clothing Size Chart

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

- 1 Press **CALC** .
- 2 Press **▼** or **▲** to display the conversion menu.
- 3 Press **▼** to select “Clothing” and then **ENTER** .
- 4 Press **▼** to select “Women”.
- 5 Press **ENTER** .
- 6 Select “Dresses” by using **▼** **▲** or **▶** **◀** .

<b>Converter</b>	<b>Women</b>
	Metric
	Clothing

<b>Converter</b>	<b>Men</b>
<b>Clothing</b>	Women
	Children

<b>Converter</b>	<b>Blouses</b>
<b>Women</b>	Pullovers
	Dresses
	Coats

<b>Converter</b>	<b>Blouses</b>
<b>Women</b>	Pullovers
	<b>Dresses</b>
	Coats

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- 7 Press **ENTER** .

<b>Women: Dresses</b>		
<b>Brit.</b>	<b>Amer.</b>	<b>EU</b>
30	8	36
32	10	38

- 8 Press **▼** to see more sizes.

<b>Brit.</b>	<b>Amer.</b>	<b>EU</b>
30	8	36
32	10	38
33	12	40

## Categories of 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

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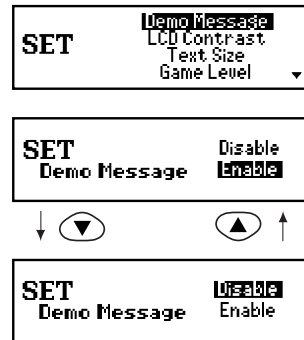
## Setting function

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

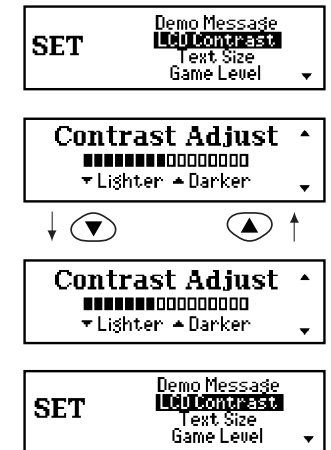
- 1 Press **SET** .  
Press **▼ ▲** or **▶ ◀** to select “Demo Message”.
- 2 Press **ENTER** .
- 3 Press **▼ ▲** or **▶ ◀** to select “Disable” or “Enable”.
- 4 Press **ENTER** to set it.  
(See page 13.)



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### ● Setting the LCD Contrast

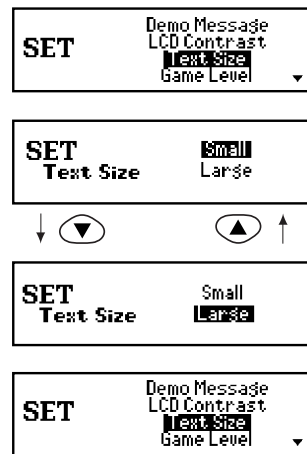
- 1 Press **SET** .  
Press **▼ ▲** or **▶ ◀** to select “LCD Contrast”.
- 2 Press **ENTER** .
- 3 Press **▼ ▲** or **▶ ◀** to adjust the contrast of the LCD display.
- 4 Press **ENTER** to set it.  
(See page 12.)



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## ● Setting the Text Size

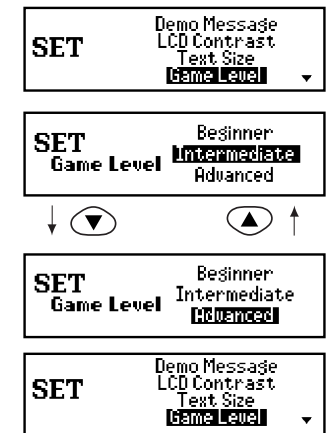
- 1 Press **SET** .  
Press **▼** **▲** or **▶** **◀** to select “Text Size”.
- 2 Press **ENTER** .
- 3 Press **▼** **▲** or **▶** **◀** to select “Small” or “Large”.
- 4 Press **ENTER** to set it.



## ● Setting the Game Level

The unit provides three skill levels for playing games (Beginner, Intermediate and Advanced). The level can be changed as required.

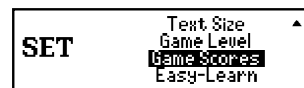
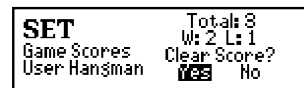
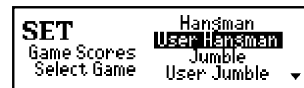
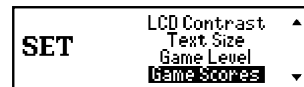
- 1 Press **SET** .  
Press **▼** **▲** or **▶** **◀** to select “Game Level”.
- 2 Press **ENTER** .
- 3 Press **▼** **▲** or **▶** **◀** to select one of the levels.
- 4 Press **ENTER** to set it.



## ● Game Scores

The unit can display the score of the games.

- 1 Press **SET** . Press **▼** **▲** or **▶** **◀** to select “Game Scores”.
- 2 Press **ENTER** .  
Press **▼** **▲** or **▶** **◀** to select one of the games.
- 3 Press **ENTER** to display the score of the selected game.
- 4 Press **ENTER** .  
“Clear Score?” will be displayed.  
Press **▼** **▲** or **▶** **◀** to select “Yes” or “No” and then press **ENTER** .

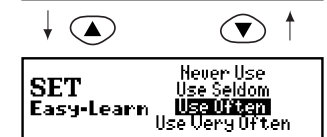
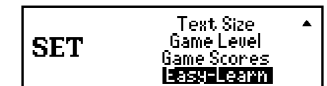


\* The Won and Lost score can be memorized up to a maximum of 255.  
You should clear the game score if you exceed the 255 limit.

## ● Setting the frequency for the Easy Learn list

The unit provides four frequency levels to use your user word list for playing games. (Use Very Often, Use Often, Use Seldom and Never Use)

- 1 Press **SET** .  
Press **▼** **▲** or **▶** **◀** to select “Easy Learn”.
- 2 Press **ENTER** .
- 3 Press **▼** **▲** or **▶** **◀** to select one of the frequency levels.
- 4 Press **ENTER** to set it.

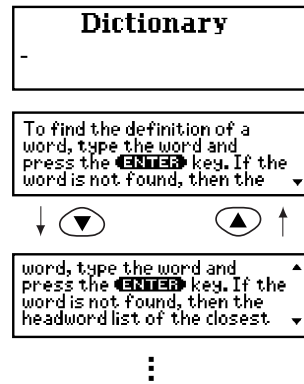


## Help function

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 **[DICT]** .
- 2 Press **[HELP]** .
- 3 Press **[▼]** to see the rest of the explanation.  
Press **[▲]** to scroll up.



MEMO

## 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.

## Specification

Display:	24 characters x 4 lines
Temperature range:	0° C to +40° C (32°F to 104° F)
Batteries:	Lithium CR2032 x 2 pcs.
Battery life:	approx. 250 hours (continuous use)
Automatic power off:	approx. 3 minutes
Size:	120 (W) x 85 (H) x 15.8 (D) mm
Weight:	approx. 106g (including batteries)

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