

SEIKO

Concise
Oxford
ENGLISH
Dictionary
Thesaurus & Spellchecker

ER6000 OPERATION MANUAL

ALWAYS press the “RESET” button on the bottom of the unit after battery replacement or if the unit fails to operate properly.

SII ● Seiko Instruments Inc.

Thank you for purchasing the ER6000.

Please read this operation manual carefully before using the product.

This unit is an Electronic Concise Oxford Dictionary (Tenth Edition), with Thesaurus and English Spellchecker, using data from Oxford University Press.

The Concise Oxford Dictionary, the Thesaurus, the Spellchecker, the Crossword/Anagram Solver and 10 Word Games enable you to effortlessly enhance your knowledge of English vocabulary.

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Functions and Features

1 Dictionary

High speed search of over 240,000 words, phrases and definitions covering current and historical English, as well as countless specialist and technical subjects.

2 Thesaurus

With a high speed search of over 4 million synonym links, you will never be lost for words again.

3 Spellchecker

Instant phonetic spelling correction for over 260,000 words ensures you will always have the answer at your fingertips.

4 Solver

Crossword Solver – Simply fill in the letters you know and put question marks (?) for the ones you don't, to complete those hard-to-finish crosswords.

Anagram Solver – Simply type a word and the solver will build a list of as many anagram words as possible.

5 Word Games

10 great vocabulary-building word games to challenge your command of the English language.

6 Calculator

A full function calculator with memory and % is included.

7 Converters

The conversion function enables you to convert foreign currencies and metric/imperial units of length, weight, liquid measure and temperature.

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

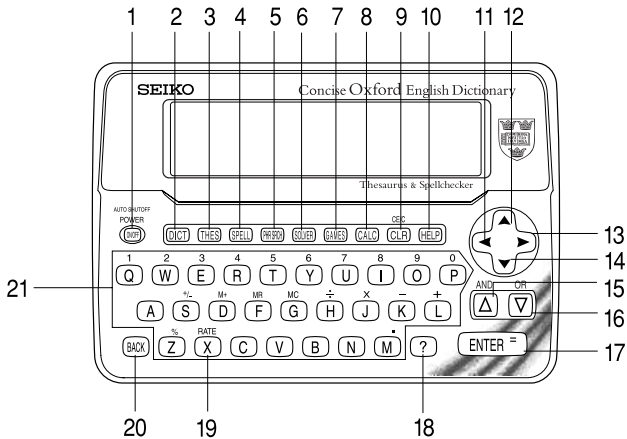
8 Help Function

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



9 Demo Function

A demonstration display explains the contents of the unit.

The Keys and their Functions



- When the power is turned back on, the unit will show the display used before the power was last turned off.
- The unit will automatically TURN OFF when not used for approximately 3 minutes.

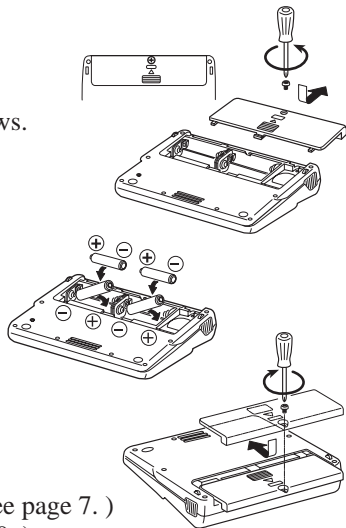
- 1 Turns power ON and OFF.
 - 2 Selects Dictionary mode.
 - 3 Selects Thesaurus mode.
 - 4 Selects Spellchecker mode.
 - 5 Selects Phrase Search function.
 - 6 Selects Solver mode.
 - 7 Selects Word Game mode.
 - 8 Selects Calculator mode, Currency, Metric/Imperial and Clothing Size Converters.
 - 9 Clears all the input characters.
 - 10 Activates Help function.
 - 11 For deleting the last input character.
 - 12 For scrolling back through the lists in memory.
 - 13 Enters a single blank space when pressed once.
A hyphen can be entered by pressing  or  after entering a space.
 - 14 For scrolling down through the lists in memory.
 - 15 For scrolling back through the lists in memory.
Used to insert of “AND” in the Phrase Search function.
 - 16 For scrolling down through the lists in memory.
Used to insert of “OR” in the Phrase Search function.
 - 17 Executes the functions.
 - 18 Used in place of letter(s) you are unsure of, when the correct spelling of a word is unknown.
 - 19 For entering the new rate in the conversion mode.
 - 20 Returns the display to the previous state.
 - 21 Letter and numeral input keys.
- * 11~16 For selecting the menu in the conversion mode.

Preparation for using the Unit

1. Installing Batteries

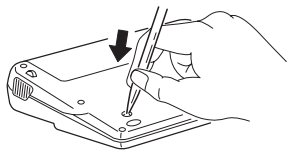
The unit is powered by four (4) “AAA” size batteries. Before using the unit, please install the batteries as follows.

1. Turn the unit over.
2. Remove the screw and the battery cover.
3. Insert four (4) new “AAA” batteries according to the polarity (+, -) marks inside the battery compartment.
4. Replace the battery cover and the screw.
5. Press the “RESET” button on the bottom of the unit. (See page 7.)
The contrast adjustment display will appear. (See page 9.)



● 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 bottom of the unit.



● Changing Batteries:

The batteries need to be changed as soon as display becomes dim.

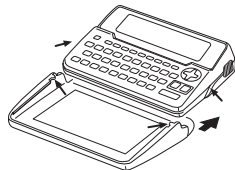
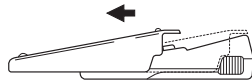
- Make sure that power is switched off before replacing batteries.
- Do not use a previously used battery together with a new battery.

CAUTION

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

● Removing and Setting up the Case Cover

1. Initially, the case cover is closed. Remove the case cover by sliding it in the direction of the arrow.
2. Turn the case cover over and align the rails on the inside of the cover with the guide slots on the unit. Then slide the device into the cover until it clicks into place.
3. The case cover then holds the device at the ideal angle for viewing the LCD screen.



3. Selecting the Spellchecker level

Due to the extensive coverage of the Oxford English Source Lexicon, you can select a level for the spellchecker to more closely match your needs.

1. After you've adjusted the contrast, the screen from which you can select the Spellchecker level will appear.



There are three levels available for you to select from: (A) Beginner, (B) Intermediate, and (C) Advanced.

- (A) Beginner: Approximately 63,000 words (student level)
- (B) Intermediate: Approximately 128,000 words (general and business use)
- (C) Advanced: Approximately 260,000 words (specialist use)

2. Select the level you require by pressing the corresponding key. For example, press **A** if you wish to select the “(A) Beginner” level.
A demonstration display will appear once you've selected the level.

- * If you want to reset the level, turn on the power by pressing **(ON/OFF)** while holding down **(L)** . The screen from which you can select the Spellchecker level will appear.

● Demo Function

After you've selected the Spellchecker level, a demonstration display will begin to explain the contents of the unit.

You can stop the demonstration by pressing any of the keys.

- * The next time you turn on the power, the demonstration display will not appear if you press **(ON/OFF)** while holding down **(D)** .
- * If you want to see the demonstration display again, turn on the power by pressing **(ON/OFF)** while holding down **(D)** .



⋮

Dictionary

Basic Procedure

1 Press **(DICT)**.

2 Type a word.

Example: apple

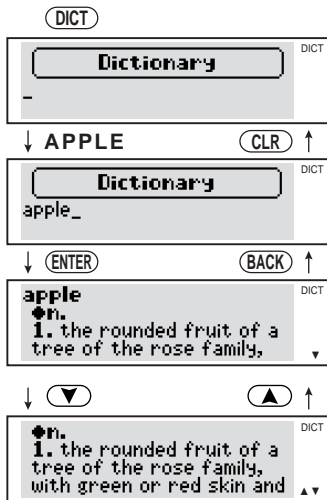
3 Press **(ENTER)**.

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

- The ▼ mark will appear on the display if there is insufficient space to display the whole definition.

4 Press **(▼)** to see the rest of a definition.

Press **(▲)** to scroll up.

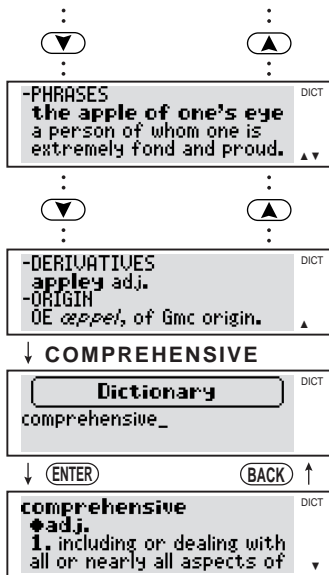


- When there are phrases, phrasal verbs, derivatives or origins, they will be recorded after the last definition.



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

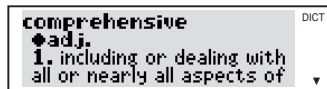
Example: comprehensive

Pressing **(DICT)** or **(CLR)** will also clear the display.



● Searching for Words

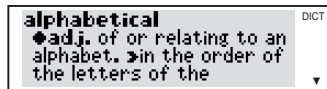
- To scroll alphabetically up or down through the Dictionary's headword list, press  or .

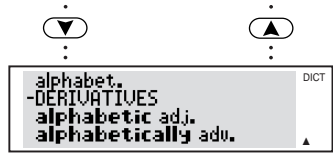


● Derivatives

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

Example: alphabetically





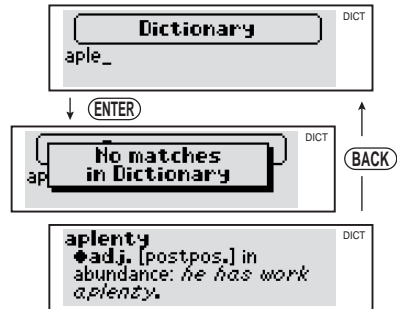
● Entering and Correcting Letters

- * Up to 30 letters can be entered.
- * Use to enter a space.
- * Corrections can be made by using .
- * The entire display can be cleared by pressing or .

● Misspelled Words or Words not in the Dictionary

If the word entered is not contained in the dictionary, pressing will display the word whose spelling comes closest to that of the word originally entered.

Example: aple




● Pick Function

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

Example: feature

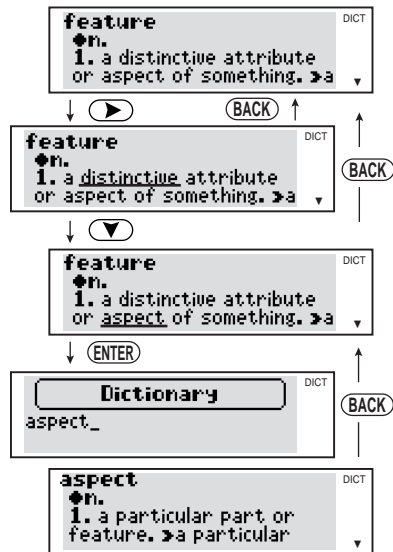
- 1 Press  to select the first word you can pick.

Selected word will begin to flash on and off.
(Press  to select the last word.)

- 2 Use arrow keys to select another word.

- 3 Press  or .

The definition for “aspect” will be presented.



- 4 Press **(THES)** and then **(ENTER)**.

The synonyms for “aspect” will be displayed.

Phrase Search

Unlike a print dictionary, you can use the phrase search to search for phrases and phrasal verbs, using only part of the phrase (keyword).

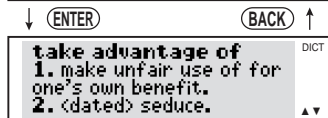
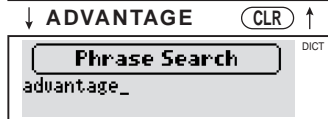
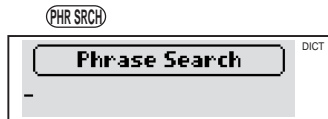
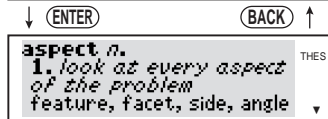
- 1 Press **(PHR SRCH)**.


- 2 Enter the specific keyword.

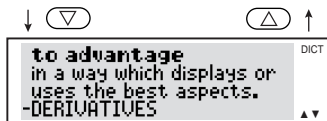
Example: advantage

- 3 Press **(ENTER)**.

The first phrase in the Dictionary containing your keyword will be displayed, along with its definition.



- 4 Pressing  will start the search again to find other dictionary phrases containing your keyword.




● Entering Multiple Keywords

You can search for up to four keywords in an entry. You can construct your search by linking your keywords in two ways.


Keywords with AND

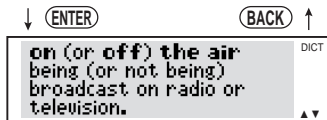
“▲” represents “and”.

This method will search for phrases which include all keywords.

- 1 Use  to enter “▲”.

Example: air ▲ on

- 2 Press .




Keywords with OR

“▼” represents “or”.

This method will search for phrases which contain any or all of the entered keywords.

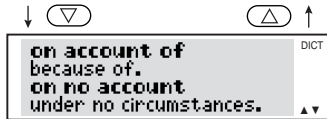
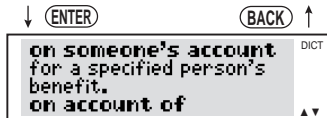
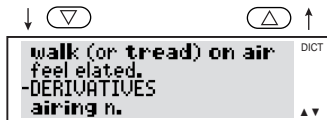
- 1 Use  to enter “▼”.

Example: air ▼ on

- 2 Press  .

● Words Not in the Dictionary

If no dictionary phrases contain the word (s) entered, the message “No matches found” will be displayed for about one second. The display will then return to the word originally entered.



Thesaurus

You can investigate the synonyms (and opposites) for a word you enter.

1 Press **THES**.

2 Type a word.

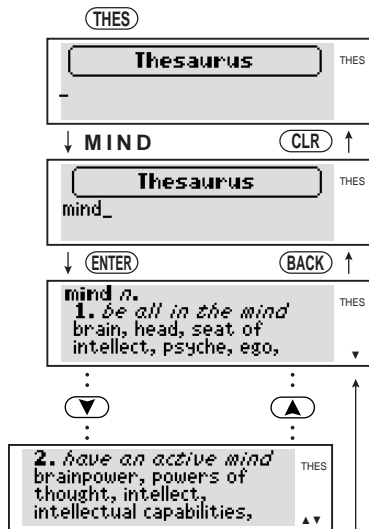
Example: mind

3 Press **ENTER**.



The example phrase using the meaning of the first group and synonyms will be displayed.

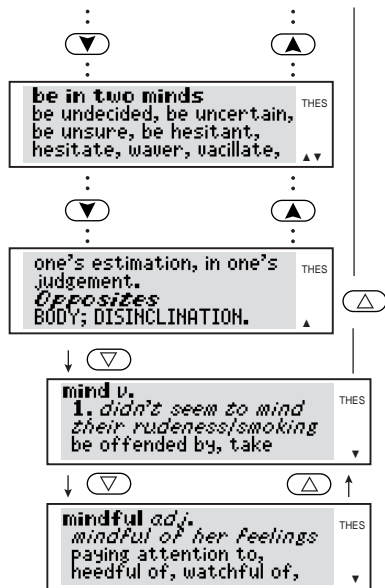
4 Press **▼** to see other synonyms.

Press **▲** to scroll up.



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



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



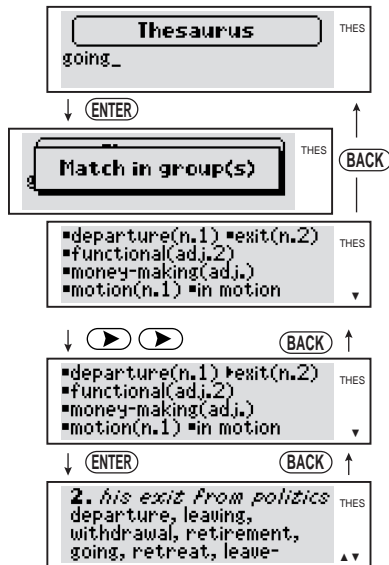
● Words not in the Thesaurus

If the word entered is not a Thesaurus headword but is contained in the synonyms or opposites data, the unit will find and display the group(s) of synonym or opposite.

Example: going

- 1 Press  to select the first group.
- 2 Use arrow keys to select another group.
- 3 Press  .

The example phrase using the meaning of the selected group and synonyms will be displayed.



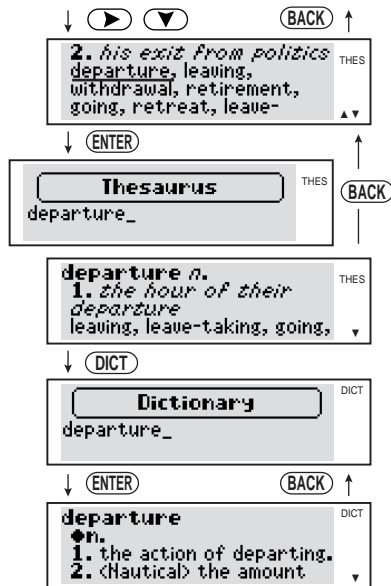
● Pick Function

- 1 Press **▶** to select the first word.
- 2 Use arrow keys to select another word.
- 3 Press **ENTER** or **THES**.

The synonyms for “departure” will be displayed.

- 4 Press **DICT** and then **ENTER**.

The definition for “departure” will be presented.

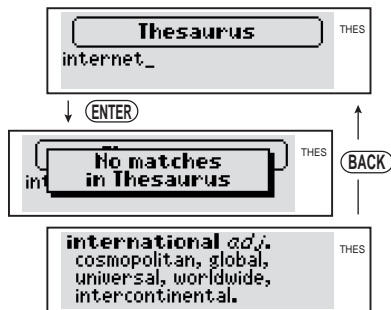


● Words not in Memory

If you press **(ENTER)** and the word you have entered is not contained in the unit's list of entries, or if the word you entered is misspelled, the unit will find and display a word which is spelled most closely to your entered word.

This happens even if the found word has no linguistic relationship to your entered word.

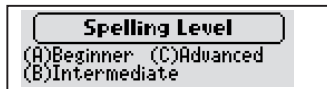
Example: internet



Spellchecker

● Selecting the Spellchecker level

1. If you want to reset the level, turn on the power by pressing **(ON/OFF)** while holding down **(L)**. The screen from which you can select the Spellchecker level will appear. (See page 10.)



- (A) Beginner: Approximately 63,000 words (student level)
 - (B) Intermediate: Approximately 128,000 words (general and business use)
 - (C) Advanced: Approximately 260,000 words (specialist use)
2. Select the level you require by pressing the corresponding key. For example, press **(A)** if you wish to select the “(A) Beginner” level.
- * If the spelling of an input word tallies with that of a word in the full vocabulary list of 260,000 words, the message “Correct!” will appear regardless of the level you’ve selected.
 - * Examples at the “Intermediate” level are used in the explanation.

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

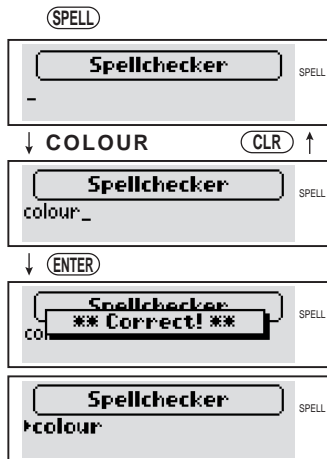
1 Press **(SPELL)** .

2 Type a word.

Example: colour

3 Press **(ENTER)** .

The message “Correct!” will appear and the arrow mark will begin to flash on and off.



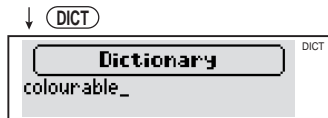
- 4 To scroll alphabetically up or down through the Spellchecker's word list, press ∇ (\blacktriangledown) or \triangle (\blacktriangle).

● Pick Function

A word in the spell checker can be picked and used as the entry word for other modes.

Press DICT .

The definition for “colourable” will be presented.



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

1 Press **(SPELL)**.

2 Type a word.

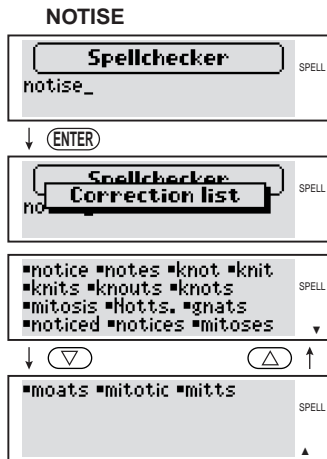
Example: notice

3 Press **(ENTER)**.

The corresponding word list will be displayed.

4 Press **(▽)** (**(▼)**) or **(△)** (**(▲)**).


You may scroll through the corresponding word list.



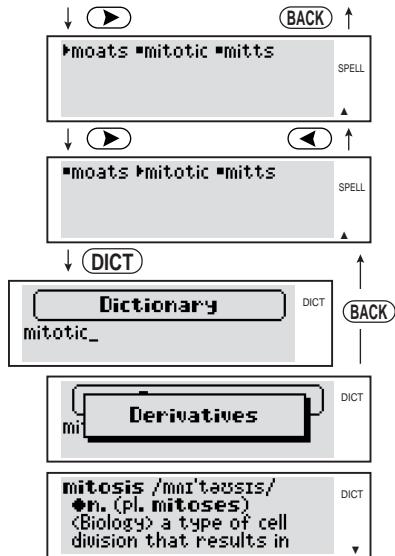
● Pick Function

1 Press  to select the first word.

2 Use arrow keys to select another word.

3 Press  .

The definition for “mitotic” will be presented.



● Using the Wildcard Function

If you are unsure of part of the spelling of a word, enter the word using question mark(s) for the letter(s) of which you are unsure.

1 Press **(SPELL)** .

2 Type a word.

Example: ??tio?

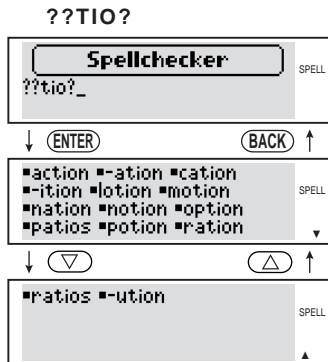
Use **(?)** to enter question marks.

3 Press **(ENTER)** .

The corresponding word list will be displayed.

4 Press **(▽)** (**(▼)**) or **(△)** (**(▲)**) .

You may scroll through the corresponding word list.



Word Games / Solver

The database for the word games is drawn from the British English Source Lexicon. This is one of the highest capacity databases of modern English available and has been exclusively produced by Oxford University Press. It covers an extensive range of subject material including references to technical, scientific, historical and many other terms.

The word games have therefore been developed to provide a stimulating challenge to help you to discover new words and broaden your vocabulary.

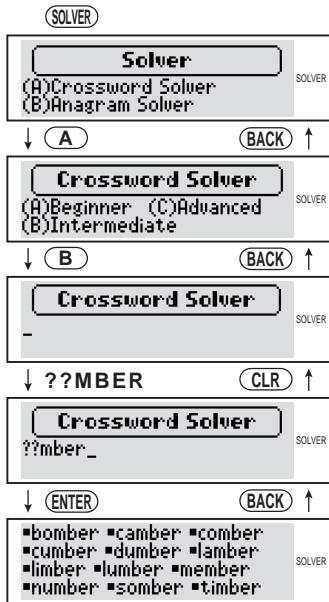
You can take on the challenge of 10 different word games set to any one of three levels of difficulty.

- The skill levels work as follows:
 - (A) **Beginner:** Approximately 63,000 words (student level)
 - (B) **Intermediate:** Approximately 128,000 words (general and business use)
 - (C) **Advanced:** Approximately 260,000 words (specialist use)
- 10 word games:
Hangman, User Hangman, Anagrams, User Anagrams, Beat the Clock, Jumble, Mumbo-Jumbo, Memory, Minefield and Hide & Seek

Crossword Solver

Look for the right word by entering letters you know along with question marks for any letters you don't know.

- 1 Press **(SOLVER)**.
- 2 Select "Crossword Solver" by pressing **(A)**.
- 3 Select "Intermediate" by pressing **(B)**.
- 4 Type a word.
Example: ??mber
Use **(?)** to enter question marks.
- 5 Press **(ENTER)**.
The corresponding word list will be displayed.



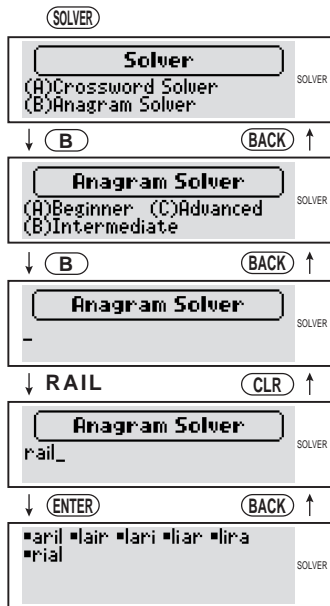
Anagram Solver

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

- 1 Press **(SOLVER)** .
- 2 Select “Anagram Solver” by pressing **(B)** .
- 3 Select “Intermediate” by pressing **(B)** .
- 4 Type a word.
Example: rail
- 5 Press **(ENTER)** .

The corresponding word list will be displayed.

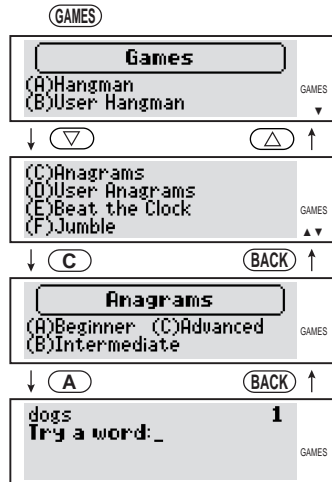
- * If the word or letters entered do not have any anagrams, the message “No anagrams !” will be displayed.



Selecting the Game and Setting the Level

Examples are based on “(A) Beginner” level.

- 1 Press **GAMES** .
- 2 Select the game you wish to play by pressing **▽** (**▼**) or **△** (**▲**) .
- 3 Select the game by pressing the alphabet key.
*Example: Select “Anagrams” by pressing **C** .*
- 4 Set the level and start the game.
*Example: Set the Beginner level by pressing **A** .*

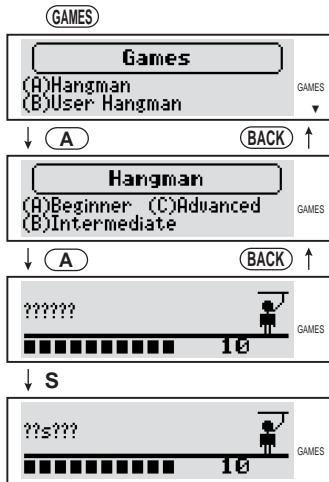


Hangman

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 Press **GAMES**.
- 2 Select “Hangman” by pressing **A**.
- 3 Set the level and start the game.
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.
(Beginner-10 / Intermediate-8 / Advanced-6)
- 4 When you enter one of the letters used in the mystery word, the question mark will be replaced by the letter.

Example: Enter “s”.



- * In case the same letter is used two or more times in the same word:

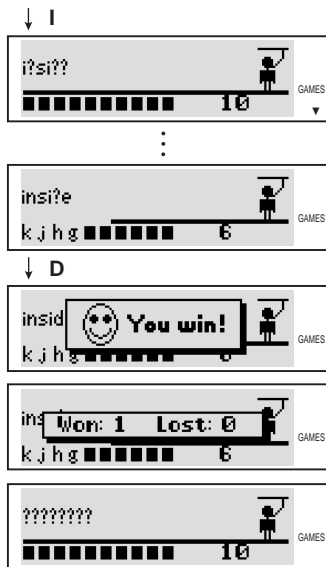
If you enter the letter, all the corresponding question marks will be replaced by the letter simultaneously.

Example: Enter “i”.

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

- 5 If all the letters in the word are displayed before you have used up all the tries, “You win!” will be displayed and counted in the “Won” column.

Then the next mystery word will be displayed.



- * One letter will be displayed in turn as a “Tip” every time you press **ENTER** .
- * All the letters will be displayed if you press **?** .
- * If you fail to find the word before you have used up all the tries you are allowed, or if you use **ENTER** for “Tips” or **?** half way through a game, “Sorry, you lost.” will be displayed and counted in the “Lost” column.

Then the answer will be displayed.



User Hangman

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

- 1 Press **(GAMES)** .
 - 2 Select “User Hangman” by pressing **(B)** .
 - 3 Set the level and start the game.
 - 4 Enter a word. You can use up to 13 letters.
Example: bottle
 - 5 Press **(ENTER)** .
- * The ensuing procedure is the same as that used in the Hangman Game.



↓ **BOTTLE** **(CLR)** ↑



↓ **(ENTER)**



*** Tip for Parents ***

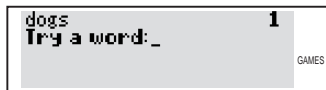
This game is a fun way for you to help your children to learn new words from a list or as part of their homework. Select a suitable level, secretly enter your chosen word and then work with them to correctly spell the mystery word.

Anagrams

Using all the letters of the displayed word, you attempt to find a specified number of other words. (Beginner-1 word / Intermediate-Up to 2 words / Advanced-No limit)

- 1 Press **(GAMES)** and then **(C)** to select “Anagram”.
 - 2 Set the level and start the game.
The selected word and the number of other words will be displayed. *Example: dogs*
 - 3 If you press **(ENTER)**, the order of the letters in the displayed word will change at random.
 - 4 Enter the word using all the letters of the selected word.
 - 5 Press **(ENTER)**.
If your answer is correct, “OK!” will be displayed.
If you enter all the answers, “You win!” will be displayed and counted in the “Won” column.
- * If you press **(?)**, “Sorry, you lost.” will be displayed and counted in the “Lost” column.

Then the answer will be displayed.



↓ **(ENTER)**



↓ **GODS**



↓ **(ENTER)**



User Anagrams

This is an anagram game using words that you can select.

- 1 Press **(GAMES)** and then **(D)** to select “User Anagram”.

There is no need to set the level.

- 2 Enter a word or jumble of letters. You can use up to 11 letters.

Example: ascot

- 3 Press **(ENTER)**.

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

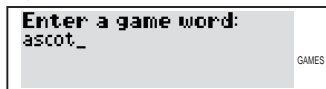
- 4 Enter the word using all the letters and press **(ENTER)**.

Example: coast

If your answer is correct, “OK!” will be displayed.



↓ ASCOT



↓ (ENTER)



↓ COAST (ENTER)



5 Enter the next word using all the letters and press **ENTER**.

Example: coats

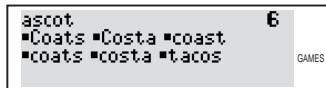
If your answer is incorrect, the message “Try Again.” will appear.

If you enter all the answers, “You win!” will be displayed and counted in the “Won” column.

* If you press **?**, “Sorry, you lost.” will be displayed and counted in the “Lost” column.



↓ **COATS**



***** 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 correctly find the anagrams.

Beat the Clock

The letters of a mystery word are displayed one at a time at regular intervals.

(Beginner-3 seconds / Intermediate-2 seconds / Advanced-1 second)

Enter the mystery word before they are all displayed.

1 Press **(GAMES)** and then **(E)** to select “Beat the Clock”.

2 Set the level and start the game.

The hidden letters will be displayed one by one.

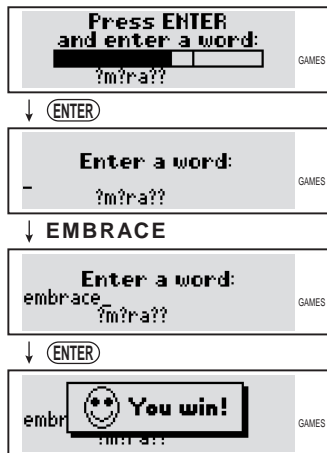
3 Press **(ENTER)** to stop the appearance of letters.

4 Enter the mystery word.

5 Press **(ENTER)**.

If your answer is correct, “You win!” will be displayed and counted in the “Won” column.

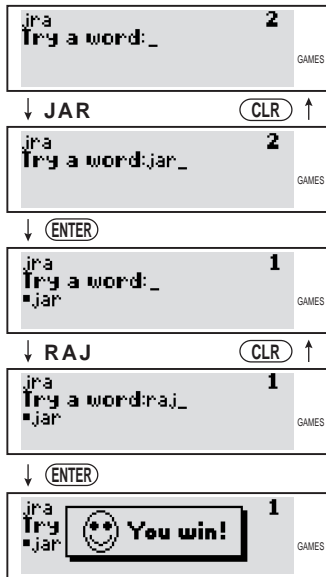
* If your answer is incorrect, or if you press **(?)**, “Sorry, you lost.” will be displayed and counted in the “Lost” column. Then the answer and the next mystery word will be displayed.



Jumble

Using letters displayed at random, you attempt to find a specified number of words. (Beginner-2 words / Intermediate-Up to 3 words / Advanced-No limit)

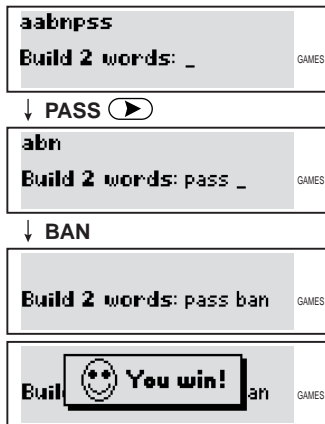
- 1 Press **(GAMES)** and then **(F)** to select “Jumble”.
- 2 Set the level and start the game.
The selected letters and the number of answers will be displayed. *Example: jra*
 - * When you press **(ENTER)** , the order of the letters in the displayed word will change at random.
- 3 Enter the word using all the selected letters and press **(ENTER)** .
If your answer is correct, “OK!” will be displayed.
- 4 Enter the next word using all the selected letters and press **(ENTER)** .
If you enter all the answers, “You win!” will be displayed and counted in the “Won” column.
 - * If you press **(?)** , “Sorry, you lost.” will be displayed and counted in the “Lost” column.
Then the answer will be displayed.



Mumbo-Jumbo

Try to find two or more specified words using the randomly displayed letters.
(Beginner - 2 words / Intermediate - 3 words / Advanced - 4 words)

- 1 Press **GAMES** and then **G** to select “Mumbo-Jumbo”.
- 2 Set the level and start the game.
- 3 Enter specified words divided by spaces, using all letters.
If your answer is correct, “You win!” will be displayed and counted in the “Won” column.
* If your answer is incorrect, or if you press **?** , “Sorry, you lost.” will be displayed and counted in the “Lost” column.



Memory

Correctly enter the spellings of words momentarily displayed.

1 Press **(GAMES)** and then **(H)** to select “Memory”.

2 Set the level and start the game.

The words will be displayed for about one second.

Example: courgette

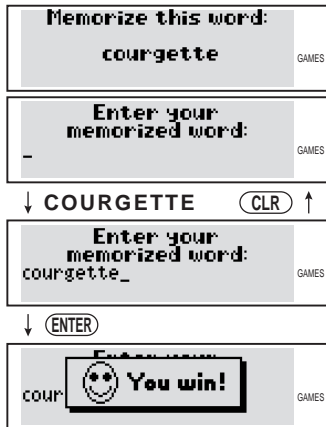
3 Enter the spelling of the word which has just disappeared from the screen.

4 Press **(ENTER)**.

If your answer is correct, “You win!” will be displayed and counted in the “Won” column.

If your answer is incorrect, or if you press **(?)**, “Sorry, you lost.” will be displayed and counted in the “Lost” column.

Then the next word will be displayed.



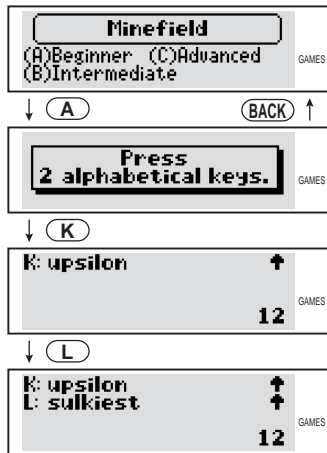
Minefield

The idea of this game is to find pairs of words hidden by the alphabet keys. It's rather like the card game known as "Pelmanism" or "Concentration."

- 1 Press **(GAMES)** and then **(I)** to select "Minefield".
- 2 Set the level and start the game.
There are two examples of the same word.
- 3 Start by pressing one of the alphabet keys.
The word hidden by the alphabet key will be displayed.

* Depending on the level of the game, there are a number of "mined" areas lurking in the alphabet keys.
(Beginner - 2 keys / Intermediate - 4 keys / Advanced - 6 keys)

The direction of the arrow on the right will tell you whether the "mined" area is hidden by alphabet keys before or after in alphabetical order.
- 4 Press the alphabet key that you think is right.
If you press the wrong alphabet key, "Try Again." will be displayed.



“OK!” will display if you select the correct pair, and the remaining number of pairs will be shown.

If you press one of the mined keys, the game will end there and then.

If you give up the game, press **(?)** .

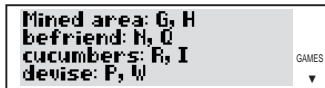
“Sorry, you lost.” will be displayed and counted in the “Lost” column.

- * If you select all the pairs without touching the “mined” area, “You win!” will be displayed and counted in the “Won” column.

Then all the pairs will be displayed.

- 5 Press **(ENTER)** .

You can proceed to the next game.



Hide & Seek

The idea of this game is to enter a letter common to missing parts of the words displayed.
(Beginner-3 words / Intermediate-Up to 4 words / Advanced-Up to 4 words)

1 Press **(GAMES)** and then **(J)** to select “Hide & Seek”.

2 Set the level and start the game.

At the advanced level, there is no indication of where the letters are missing.

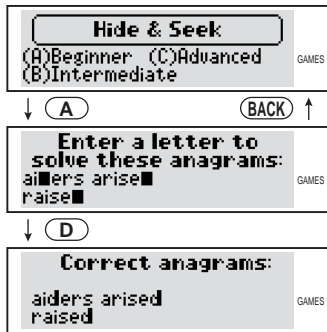
3 Type a letter.

If your answer is correct, “You win!” will be displayed and counted in the “Won” column.

If your answer is incorrect, or if you press **(?)**, “Sorry, you lost.” will be displayed and counted in the “Lost” column.

4 Press **(ENTER)**.

You can proceed to the next game.



Calculator

● Keys and their Functions

CALC – Selects Calculator mode, Currency, Metric/Imperial and Clothing Size Converters.

CE/C – Clears last entry with one press, clears all with two presses.

1 ~ 0 – Number input keys. **+**, **-**, **x**, **÷** – Mathematical function keys.

MC – Clears memory. **MR** – Recalls number from memory. **M+** – Enters number into memory.

+/- – Changes sign of number. **%** – 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 **(CLR)** (CE/C) 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, or 0 has been used as a divisor.

Press **(CLR)** (CE/C) to remove the “E” and continue.

Converters

● Selecting the Conversion Menu

- 1 Press **CALC**.
- 2 Press **▼** or **▲** (**◀** or **▶**) (**▽** or **△**) to select the conversion menu.

The menu is displayed in the following order.

-> **▼** (or **◀**) ->

(Temperature: °F → °C)

CM → Inch

Metre → Yard

Gram → Ounce

ML → Ounce (BR)

Litre → Gallon (BR)

Litre → Quarter (AM)

Temperature: °C → °F

Clothing Size

Inch → CM

Yard → Metre

Ounce → Gram

Ounce (BR) → ML

Gallon (BR) → Litre

Quarter (AM) → Litre

Temperature: °F → °C

→ Local Curr.

Metre → Feet

Kilometre → Mile

Kilogram → Pound

Litre → Quarter (BR)

ML → Ounce (AM)

Litre → Gallon (AM)

(Clothing Size)

→ Home Curr.

Feet → Metre

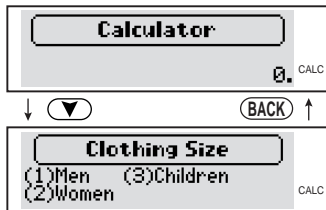
Mile → Kilometre

Pound → Kilogram

Quarter (BR) → Litre

Ounce (AM) → ML

Gallon (AM) → Litre



<- **▲** (or **▶**) <-

● Entering or Changing a Conversion Rate

You must enter a currency exchange rate before you can do a currency conversion.

Example: If the exchange rate is £ 1 = 3 German Mark

- 1 Press **(CALC)** and then enter the new rate. (= 3)
- 2 Press **(X)** (RATE).



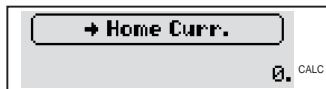
↓ **(X)** (RATE)



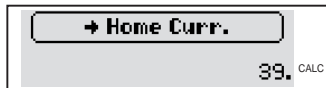
■ Currency Conversion

Example: German Mark to British Pound (£ 1 = 3 German Mark)

- 1 Press **(CALC)** and then select the conversion menu using **(▼)** or **(▲)** .
- 2 Enter the number you wish to convert.



↓ 39 **(CLR)** ↑



■ Clothing Size Chart

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

1 Press **(CALC)** and then select the conversion menu using **(▼)** or **(▲)**.

2 Select a category from Men, Women or Children.

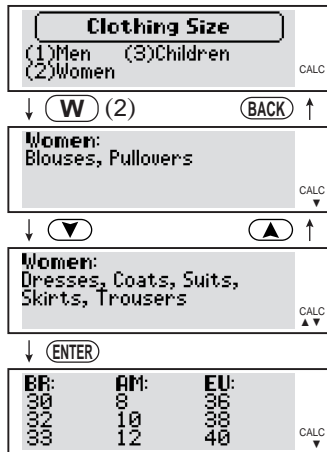
*Example: Press **(W)** (2) to select a category "Women".*

3 Select a sub- category using **(▼)** or **(▲)**.

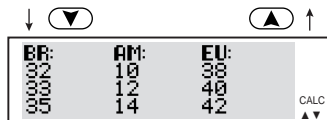
*Example: Press **(▼)** once.*

4 Press **(ENTER)**.

The conversion chart is displayed.



5 Use  to see more sizes.



BR:	AM:	EU:
02	10	38
03	12	40
05	14	42

● Categories of the Clothing Size Chart

Men: (Suits, Trousers, Overcoats, Pullovers)

(Socks)

(Shoes)

(Shirts)

(Hats)

Women: (Blouses, Pullovers)

(Dresses, Coats, Suits, Skirts, Trousers)

(Shoes)

(Stockings)

Children: (Dresses, Coats, Suits, Skirts, Trousers - Girls and Boys)

(Shoes - Girls and Boys)

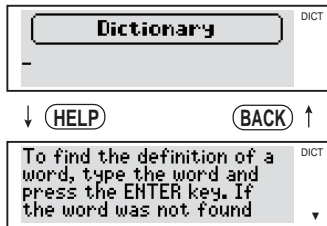
(Most Clothing - Girls and Boys)

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 **Ⓚ** .
- 2 Press **Ⓜ** .
- 3 Press **Ⓣ** to see the rest of the explanation.
Press **Ⓛ** to scroll up.



Abbreviations used in the dictionary

Abbreviations in general use, such as 'etc.', 'i.e.', and 'p.m.', are listed and explained as entries in the dictionary itself.

abbrev.	abbreviation
Aborig.	Aboriginal
adj.	adjective
adv.	adverb
Afr.	African
Afrik.	Afrikaans
alt.	alteration, altered
Amer.	American
appar.	apparently
Arab.	Arabic
assoc.	associated, association
aux.	auxiliary
b.	born
back-form.	back-formation
C	century
(as in C18, C19, etc.)	

Canad.	Canadian
cent.	century
cf.	compare with
Chin.	Chinese
colloq.	colloquial
comb. form	combining form
compar.	comparative
conj.	conjunction
contr.	contraction
corresp.	corresponding
Dan.	Danish
det.	determiner
dial.	dialect
dimin.	diminutive
Du.	Dutch
E.	East

eccles.	ecclesiastical
Engl.	English
exclam.	exclamation
fem.	feminine
Fr.	French
freq.	frequently
Ger.	German
Gk	Greek
Gmc	Germanic
Heb.	Hebrew
imper.	imperative
Ind.	Indian
Indo-Eur.	Indo-European
infin.	infinitive
interrog.	interrogative
Ir.	Irish
Ital.	Italian
L.	Latin
lang.	language
langs	languages

Latin Amer. Sp.	Latin American Spanish
lit.	literally
masc.	masculine
MDu.	Middle Dutch
ME	Middle English
med.	medieval
Mex. Sp.	Mexican Spanish
Mid. High Ger.	Middle High German
Mid. Low Ger.	Middle Low German
mod.	modern
n.	noun
N.	North
naut.	nautical
neg.	negative
neut.	neuter
north. Engl.	northern English
Norw.	Norwegian
obs.	obsolete
OE	Old English
OFr.	Old French

ON	Old Norse
ONorth. Fr.	Old Northern French
orig.	originally
part.	participle
perh.	perhaps
Pers.	Persian
phr.	phrase
phrs	phrases
pl.	plural
pop.	popular
Port.	Portuguese
possess.	possessive
postpos.	postpositive
predet.	predeterminer
prep.	preposition
pres.	present
prob.	probably
pron.	pronoun
pronunc.	pronunciation
ref.	reference

rel.	related, relative
Russ.	Russian
S.	South
Sc.	Scottish
Scand.	Scandinavian
sing.	singular
sl.	slang
Sp.	Spanish
Swed.	Swedish
ymb.	symbol
Turk.	Turkish
ult.	ultimately
usu.	usually
v.	verb
var.	variant
vars	variants
W.	West

Pronunciations

Pronunciations are not given for ordinary, everyday words such as **bake**, **baby**, **beach**, **bewilder**, **boastful**, or **budget**, since it is assumed that native speakers of English do not, as a rule, have problems with the pronunciation of such words.

In the *Concise Oxford Dictionary*, the principle followed is that pronunciations are given only where they are likely to cause problems for the native speaker of English, in particular for foreign words, scientific and other technical terms, rare words, words with unusual stress patterns, and words in which the standard pronunciation is disputed. For example, full pronunciations are given for the following words: **baba ganoush**, **baccalaureate**, **beatific**, **bijouterie**, **bucolic**, and **buddleia**.

The International Phonetic Alphabet (IPA) is used in representing the standard accent of English as spoken in the south of England (sometimes called Received Pronunciation or RP). It is recognized that, although the English of southern England is the pronunciation given, many variations are heard in standard speech in other parts of the English-speaking world.

The symbols used for English words, with their values, are given below.

Consonants

The following have their usual English values: *b, d, f, h, k, l, m, n, p, r, s, t, v, w,* and *z*.

Other symbols are used as follows:

g get	x loch	ð this	j yes
tʃ chip	ŋ ring	ʃ she	
dʒ jar	θ thin	ʒ decision	

Vowels

SHORT VOWELS	LONG VOWELS (: indicates length)	DIPHTHONGS	TRIPHTHONGS
a cat	ɑ: arm	ʌɪ my	ʌɪə fire
ɛ bed	ɛ: hair	aʊ how	aʊə sour
ə ago	ə: her	eɪ day	
ɪ sit	i: see	əʊ no	
i cosy	ɔ: saw	ɪə near	
ɒ hot	u: too	ɔɪ boy	
ʌ run		ʊə poor	
ʊ put			

- (ə) before /l/, /m/, or /n/ indicates that the syllable may be realized with a syllabic **l**, **m**, or **n**, rather than with a vowel and a consonant, e.g. /'bʌt(ə)n/ rather than /'bʌtən/.
(r) indicates an **r** that is sometimes sounded when a vowel follows, as in draw**r**, cha-cha**ing**.

Foreign pronunciations

Foreign words and phrases, whether naturalized or not, are always given an anglicized pronunciation. The anglicized pronunciation represents the normal pronunciation used by native speakers of standard English when using the word in an English context. A foreign pronunciation is also given for words taken from other languages (principally French, Dutch, German, Italian, Russian, and Spanish) where this is appreciably different from the anglicized form and where the other language is familiar to a reasonable number of English speakers.

Foreign-language transcriptions are based on current national standards. Regional variations have not been given, except in the case of Spanish transcriptions, where both Castilian and American Spanish variants are given. Transcriptions are broad, and many symbols, identical to those used for transcribing English, have similar values to those of RP. In a few cases, where there is no English equivalent to a foreign sound, a symbol has been added to the inventory. The additional symbols used to represent foreign pronunciations are given below.

Consonants

ç		gemütlich
ʃ		Monseigneur
β		bolivar
ʎ		alguacil
R	French 'r'	auberge

Vowels

SHORT VOWELS	LONG VOWELS (: indicates length)	NASALIZED VOWELS (~ indicates nasality)	DIPHTHONGS
ɐ Abitur	a: Autobahn	ã pincette	ai Gleichschaltung
e abbé	e: Wehrmacht	õ cordon bleu	
o cabildo	o: verboten	ũ chanson	
ɔ durchkomponiert		ẽ coup de main	
œ douceur		œ̃ vingt-et-un	
ø vieux jeu	ø: Gasthöfe	õ arrondissement	
u curandero			
y cru	y: gemütlich		
ʝ Dáil			
ʰ hauteur			

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:	27 characters x 4 lines
Temperature range:	0° C to +40° C (32°F to 104° F)
Battery:	AAA x 4 pcs.
Battery life:	approx. 100 hours (Manganese Batteries)
(continuous use)	approx. 200 hours (Alkaline Batteries)
Automatic power off:	approx. 3 minutes
Size:	148 (W) x 100 (H) x 27.5 (D) mm (without case cover)
	154 (W) x 102 (H) x 31.1 (D) mm (with case cover)
Weight:	approx. 250g (including batteries)

- * Specifications may change without notice due to our policy of continual product improvement.
- * The life of the battery will vary depending on how the unit is used.

ONE YEAR LIMITED WARRANTY

1. This product is warranted to be free from defects in material or workmanship for one year from date of purchase.
2. Repair (or at our discretion, 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 which 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.



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

EN50081-1 Electromagnetic Compatibility - Generic Emission

EN50082-2 Electromagnetic Compatibility - Generic Immunity

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

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.