

# CHAMBERS Speller

User's Guide  
[www.franklin.com/uk](http://www.franklin.com/uk)

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# Introduction

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With your new *Chambers Speller* you can ...

- check the spelling of thousands of words
- look up Confusables™ - words confused with one another, such as “discrete” and “discreet”
- find possible crossword answers when you know only a few letters
- play ten fun word games
- store names and numbers in the databank
- use the handy calculator and metric and currency converters

## ✓ Getting Started

This product uses 4 AAA batteries. Please insert batteries following the instructions on page 17 before getting started.



## ✓ Viewing the Demo

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

# Key Guide

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## Function Keys

- SPELL** Goes to the “ENTER a word” screen.
- XWORD** At the “ENTER a word” screen, types a ? to stand for one unknown letter. Use this to help solve Crossword Puzzles. Shows Confusables™ for words marked with a flashing . In games, reveals the game word and ends the round.
- LIST** Goes to the User List.
- GAMES** Goes to the Games Menu.
- ON/OFF** Turns *Chambers Speller* on or off.
-  Toggles between the calculator and the databank (phone list). Press **Z** in the calculator to go to the converter.
- CLEAR** Clears to the start of the selected mode.
- \*** At the “ENTER a word” screen, types a \* to stand for a series of letters. In the databank, deletes an entry. In games, gives a hint.
- ENTER** Enters words or numbers, selects items or scrolls text to the left.
- BACK** Goes back one step or erases a letter.

# Key Guide

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## Direction Keys

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

## ✓ Resuming Where You Left Off

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

## ✓ Adjusting Screen Contrast

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

# Correcting Misspellings

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## 1. Press **SPELL**.

## 2. Type a word whose spelling you are unsure of, for example type *serkut*.

To erase a letter, press **BACK**. To type a space, press ►. To edit a word, press ◀ and then type to insert characters. To type a capital or an accent, type the letter first and then press ▲. To enter a full stop, press ▼.

## 3. Press **ENTER**.


*Correction list* flashes on the screen and the first correction appears. The flashing arrow to the right of the screen indicates that more corrections are available. If you enter a correctly spelt word, *Correct word* flashes on the screen.

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

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

# Viewing Confusables™

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Confusables are words such as homonyms and spelling variants that people often confuse. When you see a flashing  to the right of the screen, it indicates that the word has Confusables. Try this example.

**1. Press SPELL.**

**2. Type *ere* and then press ENTER.**

**3. Press XWORD.**

A list of Confusables appears.

Each Confusable is followed by a word that explains its meaning.

**4. Use ▼ and ▲ to view more words.**

**5. Press CLEAR when finished.**

## ✓ Follow the Arrows

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

# Finding Parts of Words

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You can find parts of words by typing question marks (entered via **XWORD**) and asterisks (\*) in place of letters. Each question mark stands for any single letter. Each asterisk stands for any series of letters.

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

**1. Press SPELL.**

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

Press **XWORD** to enter a ?.

**3. Press ENTER.**

A list of words matching the pattern you entered appears. If *Chambers Speller* cannot find words that match the pattern you entered, *Sorry can't help* appears.

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

**5. Press CLEAR when finished.**

# Saving Words for Study

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

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

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

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

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

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

# Playing the Games

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You can play ten word games at five skill levels ranging from *Beginner* to *Wizard*. You can also select the source of the game words: *All words*, *User List*, *Enter your own*. *User List* words can be used in all games except *Anagram Solver*, *Word Deduction* and *Word Train*. *Enter your own* can be used in *Anagrams*, *Hangman*, *Jumble*, and *Word Blaster*. Where *User List* and *Enter your own* cannot be used, *Chambers Speller* will choose the game word.

After each round, press **ENTER** to play again.

## Using the Games Menu

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

The message *Pick Skill Level* flashes and you go to the top of the Skill Level menu.

3. Use **▼** and **▲** to find the skill level you want and press **ENTER**.

The message *Select a game* flashes.

## Playing the Games

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4. Use ▼ or ▲ (if necessary) to find **Set Game Words** and press **ENTER**.

5. Use ▼ or ▲ to find the setting you want and press **ENTER**.

The message *Select a game* flashes again. Then the first game option appears.

6. Use ▼ or ▲ to find the game you want.

7. Press **ENTER** to select it.

### Anagrams

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

### Anagram Solver

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

### Hangman

Hangman selects a mystery word and challenges you to guess it letter by letter.

# Playing the Games

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The letters of the mystery word are hidden by question marks. Type letters you think are in the mystery word and press **ENTER**. Press \* for a hint. Press **XWORD** to give up.

## **Jumble**

A jumbled word is displayed on the screen. Unscramble the letters to form a word and press **ENTER**. Press \* to shuffle the letters. Press **XWORD** to give up.

## **Spelling Bee**

A word flashes on the screen briefly. Enter the word you saw and press **ENTER**.

## **Flashcards**

A word appears on the screen for you to study.

## **Memory Challenge**

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

# Playing the Games

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## Word Blaster

You must guess the mystery word before it appears fully on the screen. When there are enough letters filled in for you to guess the word, press **ENTER** and type your guess.

## Word Deduction

This is a decoder game. You have a limited number of tries (the number is displayed to the left of the screen) to guess the word. Type a word with the required number of letters and press **ENTER**. You see **P** and **M** with numbers next to them. The number next to **P** stands for the number of letters in the correct position. The number next to **M** stands for the number of matching letters entered but in the wrong position. Continue typing words and pressing **ENTER** using the information from **P** and **M**.

## Word Train

You and the train take turns typing letters to form a word. Whoever types the last letter of the word wins. Winning words have to be at least four letters long.

# Using the Calculator

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## To Perform a Calculation

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


## ✓ Using the Calculator Memory

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

# Using the Converters

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

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

If you select *Money*, you must set the exchange rate. **Important!** The exchange rate should be the number of units of the other currency per one unit of the home currency. For example, to convert between USD (other) and EUR (home), enter 1.07, if 1.07 USD is equal to 1 EUR. The exchange rate is saved until you change it.

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


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

# Using the Databank

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This product has a databank that can save as many as 100 names and phone numbers. The total amount of names and numbers you can save depends upon the number of characters in each entry.

## To Add an Entry

1. Press  until you see *Add a new entry*, and then press ENTER.
2. Add a name and press ENTER.

Each name can contain up to 21 characters (with letters appearing as capitals only) and spaces.

To erase a letter, press **BACK**. To type a space, press ►. To edit a character, press ◀ and then retype a letter. To enter a full stop, press ▼.

3. Add a number and press ENTER to store the entry.

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

## Using the Databank

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To delete an entry, find the entry and press **\***. Press **Y** to delete. Press **N** to exit without deleting.

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

### ✓ **Checking the Memory**

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

### ✓ **Using a Password**

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

### ✓ **Keep Copies of Important Data**

**Warning!** Your databank information is safely stored in memory as long as the battery supplies power. However, if the battery loses all power, this information will be permanently lost. You should always keep written copies of your important information.

# About the Batteries

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The CSQ-206 uses 4 AAA batteries. The batteries should be changed when the screen contrast is too light even after adjustment. Please have a small Phillips screwdriver at hand before you follow the steps below.

- 1. Turn the unit off (if necessary) and turn it over.**
- 2. Unscrew the back cover and slide it off in the indicated direction.**
- 3. Install the new batteries following the markings in the compartment.**
- 4. Replace the back cover.**

## Important Notes

- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries should be removed.
- The supply terminals are not to be short-circuited.

# Product Care

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## **Model CSQ-206 *Chambers Speller***

- Size: 13.5 x 8.9 x 2.3 cm • LCD: 1 x 16 characters
- Battery: 4 AAA • Weight: 113.4 g

## **Product Care and Customer Service**

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

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## **Comply With FCC Standards**

Complies with the limits for a Class B computing device pursuant to Part 15 of FCC Rules.

FCC Tested to Comply with FCC Standards

FOR HOME OR OFFICE USE

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.



This unit may change operating modes due to Electrostatic Discharge. Normal operation of this unit can be re-established by pressing the reset key, **ON/OFF** or by removing/replacing batteries.

## Limited Warranty (EU and Switzerland)

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This product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin for a period of two years from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the European Union and Switzerland that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

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

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

This product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin for a period of one year from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the United States, the European Union and Switzerland that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

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