

**Franklin®**

LM-6000b

# Language Master

**USER'S GUIDE**

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# Contents

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Congratulations on your purchase of the Language Master! With this dictionary you can find over 110,000 entries, hear dictionary words and entire definitions spoken with or without

the use of headphones, view thesaurus entries, study the Grammar Guide, correct misspellings, save words to the User List, and play fun, educational word games.

<b>Installing Batteries .....</b>	<b>4</b>
<b>Changing Settings .....</b>	<b>4</b>
<b>Viewing a Demonstration .....</b>	<b>5</b>
<b>Finding Definitions .....</b>	<b>5</b>
<b>Finding Words in Definitions .....</b>	<b>7</b>
<b>Correcting Misspellings .....</b>	<b>8</b>
<b>Finding Synonyms .....</b>	<b>8</b>
<b>Finding Classmates™ .....</b>	<b>9</b>
<b>Finding Confusables® .....</b>	<b>10</b>
<b>Finding a Letter in a Word .....</b>	<b>10</b>
<b>Finding a Series of Letters .....</b>	<b>11</b>
<b>Highlighting Words .....</b>	<b>11</b>
<b>Viewing the Grammar Guide .....</b>	<b>12</b>
<b>Using the Phonics Key .....</b>	<b>14</b>
<b>Using the User List .....</b>	<b>15</b>
<b>Splitting the User List .....</b>	<b>17</b>
<b>Combining Lists .....</b>	<b>18</b>
<b>Playing the Games .....</b>	<b>19</b>
<b>Troubleshooting Guide .....</b>	<b>24</b>

# Key Guide

## Function Keys

-  Goes to the Entry screen.
-  Goes to the Games menu.
-  Goes to the Grammar Guide.
-  Goes to the User List menu. In definitions and games, adds words to the User List.
-  Goes to the Setup menu.
-  Turns Language Master on or off.
-  Pronounces and displays individual sounds of a word.
-  Reads definitions.
-  Speaks a word.
-  Finds definitions containing search words.

## Other Keys

-  Backs up, erases a typed letter, or turns off a highlight.
-  Begins a search, selects a menu item, or starts a highlight.
-  Shows help messages.
-  Shifts keys to type punctuation or capital letters.



Types a ? to stand for an unknown letter in a word; shows Confusables in text; shifted, types an \* to stand for a series of unknown letters.

## Direction Keys



Move in indicated direction.



Shows the previous or next definition.



Pages up or down.



Types a space or pages down.

## ► Adjusting the Contrast

You can adjust the screen contrast by using the contrast wheel (⦿) located on the right side of the unit.

## ► Help is Always at Hand

You can view a help message at virtually any screen by pressing . Press the direction keys to read it. To exit help, press .

At the Entry screen and menus, brief instructions are displayed right on the screen.

# Installing Batteries

Your Language Master uses 4 AA batteries. When the batteries require changing, a low battery warning will be displayed on the screen. Here is how to install or replace them.

**Warning:** When the batteries lose power or are removed from your Language Master, any custom settings that you entered will be erased; however, your User List will be kept intact.

1. Turn Language Master over.
2. Slide off the battery cover.
3. Install the batteries following the diagram outside the battery case.
4. Replace the battery cover.

## ► About Screen Illustrations

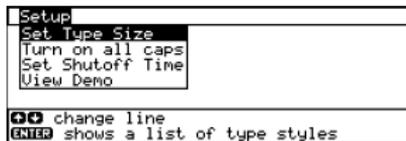
Some screen illustrations in this User's Guide may vary slightly from what you see on screen. This does not mean that your Language Master is malfunctioning.

# Changing Settings

You can adjust the font size, toggle the display of all capital letters, or adjust the shutoff time.

*Set Type Size* changes how small or large text appears on your screen. *Turn on all caps* displays text in all capital letters in every screen. *Set Shutoff Time* determines how long your Language Master stays on if you forget to turn it off.

1. Press .
2. Press .
3. Press the arrow keys to highlight *Set Type Size*, *Turn on all caps*, or *Set Shutoff Time*.



4. Press  to select it.
5. Highlight a setting, if needed.



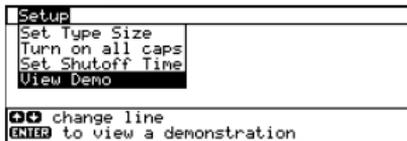
The active settings are marked with a ✓. To exit without changing settings, press .

6. Press  to select it.

# Viewing a Demonstration

You can view a demonstration of what your Language Master can do.

1. Press **CLEAR**.
2. Press **MENU**.
3. Press the arrow keys to highlight **View Demo**.



4. Press **ENTER** to select it.

To stop the demo at any time, press **CLEAR**.

## ▶ Follow the Arrows

The flashing arrows on the top right of the screen show in which direction you can scroll.

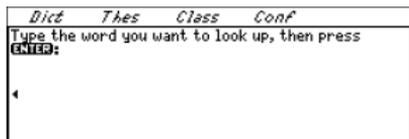
The arrows next to the icons tell you which arrow key you can press to navigate through the entries.

For a description of the icons, see **About Icons** on page 6.

# Finding Definitions

To look up a word in the dictionary, simply type it at the Entry screen and press **ENTER**. Try this example.

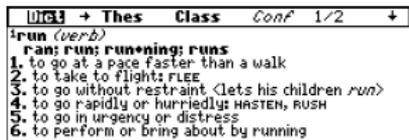
1. Press **CLEAR**.



2. Type a word (e.g., *run*).

To move the cursor, press **←** or **→**. To erase a letter, press **BACK**.

3. Press **ENTER**.



Notice that the Dict icon is highlighted, indicating that you are viewing a dictionary entry. Read "About Icons" on page 6 to learn more.

If more than one entry is found, the number of matches is displayed on the top of the screen (e.g., 1/2 indicates the first of two entries).

## Finding Definitions

4. Press  or  to read.

5. Press  to browse the next dictionary entry.

 + 			2/2	
<b>run</b> (noun)				
<i>plural runs</i>				
1. an act or the action of running				
2. a school of migrating fish				
3. a score in baseball				
4. BROOK, CREEK				
5. general tendency or direction				
6. a continuous series especially of similar things				

6. Press  when finished.

### ► About definitions

Some definitions contain the etymology, or history, of the word.

In others, examples of usage are shown in brackets (e.g., in the first entry for run, <lets his children *run*>).

## Finding Definitions

### ► About Icons

Icons on the top of the screen allow you to easily view dictionary (Dict), thesaurus (Thes), Classmates™ (Class), or Confusables® (Conf) entries for a word.

A highlighted icon indicates which category you are currently viewing.

A bolded icon means there are entries in that category for the current word.

An icon shown in italics indicates there are no entries in that category for the current word.

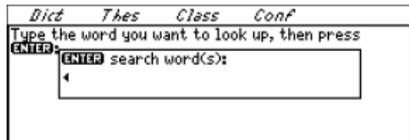
For example, when you view the dictionary entry for run, the Dict icon is highlighted (**Dict**), the Thes and Class icons are bolded (**Thes**, **Class**) indicating there are thesaurus and Classmates entries for this word, and the Conf icon is italic (*Conf*) meaning there are no Confusables for this word.

# Finding Words in Definitions

You can find all the definitions in which a specific word or phrase appears.

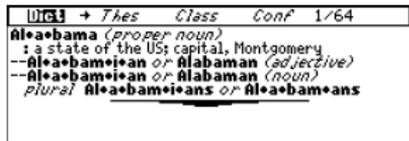
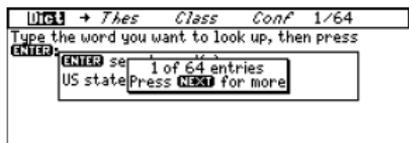
1. Press .

2. Press .



3. Type a word or phrase (e.g., *US state*).

4. Press .

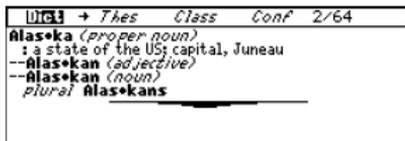


If more than one entry with the search word(s) is found, the number of matches is displayed on the top of the screen.

5. Press  or  to read.

# Finding Words in Definitions

6. Press  to view the next definition with your word(s) in it.



To see the previous one, press .

7. Press  when finished.

## ► Two Ways to Back Up

Pressing  takes you back to the previous screen you viewed. You can continue to back up until you get to the Entry screen.

Pressing  takes you to the previous screen of similar information. For example, if you were viewing a dictionary definition, you would go to the previous definition.

# Correcting Misspellings

If you misspell a word, your Language Master will automatically correct it. Even if you don't know how to spell something, you can type it in phonetically.

1. Press **CLEAR**.
2. Type a misspelled word (e.g. *nolij*).

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

3. Press **ENTER**.

Dict	Thes	Class	Conf
nolij			
1:	knowledge		
2:	newly		
3:	numbly		
4:	nylon		
5:	nonlife		
6:	neuralgia		
7:	moonlit		

4. Press **↓** or **↑** to highlight a correction.
5. Press **ENTER** to view its dictionary entry.

To go back to the correction list, press **BACK**.

6. Press **CLEAR** when finished.

# Finding Synonyms

When the Thes icon appears in bold type, it means that there is at least one thesaurus entry for that word.

1. Press **CLEAR**.
2. Type a word (e.g., *splendid*).
3. Press **ENTER**.

Dict	Thes	Class	Conf
<b>splendid</b>			
<i>splendid</i> (adjective)			
1.	SHINING, BRILLIANT		
2.	SHOWY, GORGEOUS		
3.	ILLUSTRIOUS		
4.	EXCELLENT		
[ETYMOLOGY: Latin <i>splendidus</i> , from <i>splendēre</i> "to shine"]			
-- <b>splendidly</b> (adverb)			

4. Press **⇨** or **⇧** to highlight the Thes icon.

Dict	Thes	Class	Conf	1/2
<b>splendid</b>				
<i>splendid</i> (adjective)				
1.	SHINING, BRILLIANT			
2.	SHOWY, GOR	Thesaurus entry 1 of 2		
3.	ILLUSTRIOUS	Press <b>⇨</b> for more		
4.	EXCELLENT			
[ETYMOLOGY: Latin <i>splendidus</i> , from <i>splendēre</i> "to shine"]				
-- <b>splendidly</b> (adverb)				

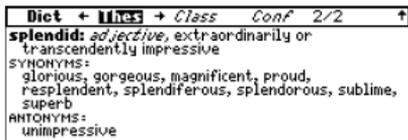
The first thesaurus entry will be displayed.

If more than one entry with the search word(s) is found, the number of matches is displayed on the top of the screen.

Dict	Thes	Class	Conf	1/2
<b>splendid</b>				
<i>splendid</i> : adjective, marked by great magnificence, display, and usually ceremony or formality				
SYNONYMS:				
grand, gorgeous, impressive, luxurious, sumptuous				

## Finding Synonyms

5. Press **↓**, **SPACE**, or **DN** to view synonyms.
6. Press **NEXT** to view more thesaurus entries.



To return to the previous thesaurus entry, press **PREV**.

7. Press **CLEAR** when finished.

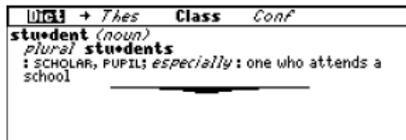
### ► Understanding Thesaurus Entries

A thesaurus entry consists of a thesaurus meaning and a synonym list. Antonyms and comparing words are also listed where applicable. A thesaurus meaning is a definition shared by a list of synonyms.

## Finding Classmates™

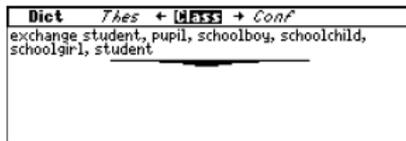
Classmates are words that are in the same category as the one you looked up. If a word has Classmates, the Class icon appears in bold type.

1. Press **CLEAR**.
2. Type a word (e.g., **student**).
3. Press **ENTER**.



Note that the Class icon is in bold type.

4. Press **←** or **→** to highlight the Class icon.



Press **NEXT** or **PREV** to see all Classmates entries.

5. Press **CLEAR** when finished.

# Finding Confusables®

Confusables are words that sound alike, but are spelled differently. If a word has Confusables, the Conf icon appears in bold type.

1. Press .
2. Type a word (e.g., *rein*).
3. Press .

Dict	Thes	Class	Conf	1/2	+
<b>rein</b>					
<i>rein</i> (noun) <i>plural reins</i> 1. a line of a bridle by which a rider or driver directs an animal 2. a restraining influence; CHECK 3. position of control or command 4. complete freedom: -- usually used in the phrase <i>give rein to</i>					

Note that the Conf icon is in bold type.

4. Press  or  to highlight the Conf icon.

Dict	Thes	Class	<b>Conf</b>	1/2	+
rein	harness				
rain	precipitation				
reign	rule				

A list of Confusables will be displayed.

5. Press  when finished.

# Finding a Letter in a Word

If you are uncertain about how to spell a word, type a question mark (?) in place of each unknown letter.

1. Type a word with ?'s (e.g., *int???ive*).
2. Press .

Dict	Thes	Class	Conf
int???ive:			
1: <b>intensive</b>			
2: intrusive			
3: intuitive			

3. Press  or  to highlight a match.
4. Press  to define it.

Dict	Thes	Class	Conf	1/2	+
<b>intensive</b>					
<i>intensive</i> (adjective) 1. involving or marked by special effort: highly concentrated 2. serving to give emphasis -- <b>intensively</b> (adverb) -- <b>intensiveness</b> (noun)					

5. Press  when finished.

## ► Word Finding Tips

You can also use ?'s to help solve crossword puzzles. For example, you can search for a five-letter word in which its second letter is *h* and its last letter is *w*. Enter *?h??w* to see possible answers.

# Finding a Series of Letters of Letters

To find prefixes, suffixes, and other parts of words, type an asterisk (\*) in a word. The asterisk stands for a series of letters or spaces.

**Note:** If you type an asterisk at the beginning of a word, it may take a little while to find the matching words.

## 1. Type a word with an \* (e.g., *intra\**).

To type an asterisk, hold  and press .

## 2. Press .

Dict	Thes	Class	Conf	+
intra*:				
1:	<b>intractable</b>			
2:	intramolecular			
3:	intramural			
4:	intramuscular			
5:	intramuscularly			
6:	intrans.			
7:	intransigence			

## 3. Press or to highlight a match.

## 4. Press to define it.

Dict	Thes	Class	Conf
intra* →			
<b>intractable</b> ( <i>adjective</i> )			
: not easily controlled; <b>OBSTINATE</b>			

## 5. Press when finished.

# Highlighting Words

Another way to look up words is by highlighting them in dictionary definitions, thesaurus entries, or word lists. Then you can find their definitions, thesaurus entries, Classmates™, Confusables®, or add them to the User List.

## 1. At any text, press to start the highlight.

Dict	Thes	Class	Conf	+
<b>run</b> ( <i>verb</i> )				
<b>run; run; run; run; runs</b>				
1:	to go at a pace faster than a walk			
2:	to take to flight; <b>FLEE</b>			
3:	to go without restraint <lets his children <i>run</i> >			
4:	to go rapidly or hurriedly; <b>HASTEN, RUSH</b>			
5:	to go in urgency or distress			
6:	to perform or bring about by running			

To turn the highlight off, press .

## 2. Press the arrow keys to highlight a word.

Dict	Thes	Class	Conf	+
<b>run</b> ( <i>verb</i> )				
<b>run; run; run; run; runs</b>				
1:	to go at a pace faster than a walk			
2:	to take to flight; <b>FLEE</b>			
3:	to go without <b>restraint</b> <lets his children <i>run</i> >			
4:	to go rapidly or hurriedly; <b>HASTEN, RUSH</b>			
5:	to go in urgency or distress			
6:	to perform or bring about by running			

## 3. Do one of the following:

To...

define the word

Press...

view thesaurus,

Classmates, or Confusables entry

then highlight appropriate icon.

add word to User List

say the word

see Dynamic Phonics Guide of the word

# Viewing the Grammar Guide

Your Language Master includes a complete grammar guide that describes parts of speech, punctuation usage, subject-verb agreement, etc. You can view it by pressing **GRAMMAR** at any time or by typing the topic you want in the Entry screen and pressing

**GRAMMAR**.

## ► Using the menu

1. Press **CLEAR**.
2. Press **GRAMMAR**.
3. Press **↑** or **↓** to highlight a topic (e.g., *Facts About Nouns*).
4. Press **ENTER**.
5. Use **↓** or **SPACE** to scroll. Use **PREV** and **NEXT** to scroll from topic to topic.

## ► Searching for a topic

1. Press **CLEAR**.
2. Type a keyword, punctuation mark, or vocabulary word.

For example, type *transitive* to study transitive verbs, ; to study about semicolons, or *run* to read about its grammar usage.

# Viewing the Grammar Guide

## 3. Press **GRAMMAR**.

Use **↑** or **↓** to highlight a specific topic, if needed, and press **ENTER**.

## 4. Use **↓**, or **SPACE** to scroll. Use **PREV** and **NEXT** to scroll from topic to topic.

## ► Grammar Quiz

Some sections of the Grammar Guide have quiz exercises to help you sharpen your grammar skills. The message “Press **GAMES** for exercises” will be found in the topics on which you can quiz yourself.

For example, press **GRAMMAR**, press **SPACE** to highlight *Ambiguous Use of Pronouns*, and then press **ENTER**. Press **DN** or **SPACE** until you see “Press **GAMES** for exercises”. Press **GAMES** and then follow the screen instructions to begin the quiz.

## ► Using Headphones

Your Language Master is equipped with a headphone jack should you need to listen in privacy.

# Hearing Words

You can hear a word pronounced at the Entry screen, in text, or in a list.

## ► At the Entry Screen

1. Press .
2. Type a word.
3. Press .

## ► In Text

Your Language Master can pronounce either a headword or a highlighted word.

1. Go to a definition, **thesaurus**, **Classmates™**, or **Confusables®** entry.

2. Press .

The headword is pronounced.

3. Press  to start the highlight.
4. Press the arrow keys to highlight a word you want to hear.

You can highlight most words.

5. Press .

The highlighted word is pronounced.

# Hearing Words

## ► In a List

You can hear words pronounced in either the User List or a game list.

1. When viewing a list, press  $\uparrow$  or  $\downarrow$  to highlight a word.
2. Press  to hear the word.

## ► Hearing Entire Definitions

Your Language Master can read out loud every word of a definition.

1. Press .

2. Type a word to define and press

.

3. Press .

The entire definition will be pronounced.

## ► Adjusting the Volume

You can adjust the volume by using the volume wheel ()))) located on the right side of the unit.

# Using the Phonics Key

When you press  at the Entry screen while viewing a definition or when a word is highlighted, the Dynamic Phonics Guide™ (DPG) is displayed. It shows how a word is pronounced letter by letter.

When viewing the phonics, press  repeatedly to hear the parts of the word pronounced one at a time, or press  to hear only the bolded part. Press  to hear the entire word spoken.

## ► At the Entry Screen

1. Press .
2. Type a word (e.g., *wonderful*).
3. Press .



In this example, the *w* is in bold type. Undereneath is the word *wet* with its *w* bolded to show that the *w* sound in *wonderful* is the same sound as in *wet*.

4. Press  repeatedly to pronounce the word phonetically.

Press  to speak the highlighted section phonetically. Or press  to pronounce the word.

5. Use  or  to change the active sound.

# Using the Phonics Key



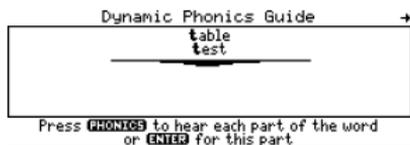
For example, press  once to highlight the *o* in *wonderful*. New example words, *up* and *but*, are displayed underneath with the *u* in both words highlighted. This shows that the *o* sound in *wonderful* is the same as the *u* sound in *up* and *but*.

6. Press  when finished.

## ► In Text

You can display the DPG for either a headword or a highlighted word.

1. Go to a definition, thesaurus, Classmates™, or Confusables® entry (e.g., the definition for *table*).
2. Press .

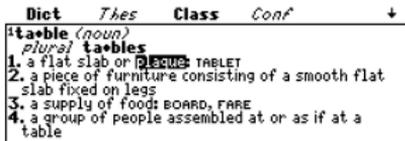


The headword, *table*, is displayed in the DPG.

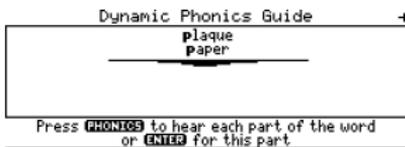
3. To display the DPG for a word in a definition, press  to return to the text.

## Using the Phonics Key

4. Press **ENTER** to start a highlight. Use **←** or **→** to move the highlight to a word you want to phonetically pronounce (e.g., *plaque*).



5. Press **PHONICS**.



The highlighted word appears in the DPG.

6. Press **CLEAR** when finished.

### ► In the User List

You can display the DPG for a word in your User List that is also in the Language Master dictionary.

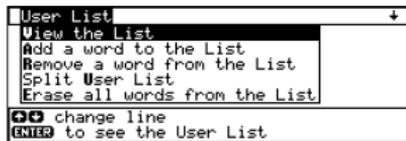
1. Press **LIST** to go to the User List menu and then select *View the list*.
2. Press **↑** or **↓** to highlight a word.
3. Press **PHONICS** to display the word in the DPG.

## Using the User List

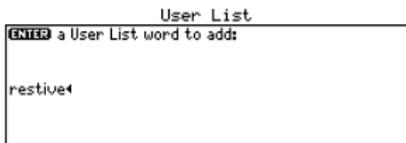
You can create a single User List of up to 100 words or two lists of up to 50 words each. See **Splitting the User List** on page 17 for more details. You can even add words to your User List that are not in this dictionary. Here's how to add and view a word.

### ► Adding Words at the User List Menu

1. Press **LIST** to view the User List menu.



2. Highlight *Add a word to the list*. Then press **ENTER**.
3. Type a word (e.g., *restive*).



4. Press **ENTER** to add the word.
5. Press **CLEAR** when finished.

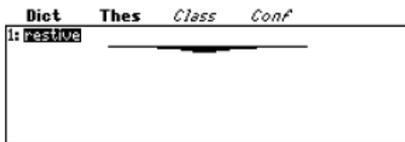
## Using the User List

### ► Viewing the User List

1. Press **LIST**.

2. Select **View the list**.

The number of items in your User List flashes on the screen.



This is a User List of one word.

3. Press **CLEAR** when finished.

### ► Adding Words Not Found in This Dictionary

When you want to add a word not in this dictionary, you're given three options: *Add Anyway*, *Cancel*, or *Correction list*. Select an option.

**Caution:** Adding words not in this dictionary uses considerably more memory than adding words that are. If you add only words that are not in the dictionary, your User List may hold as few as 10 words.

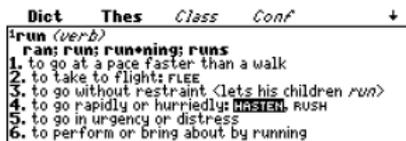
## Using the User List

### ► Adding Highlighted Words

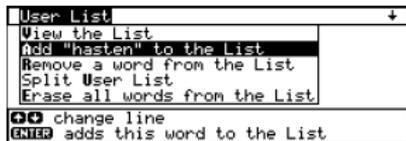
At any text, you can highlight a word and add it to your User List.

1. At text, press **ENTER** to start the highlight.

2. Use the direction keys to highlight a word.



3. Press **LIST**.



4. Select **Add "your word" to the List**.

### ► Another Way to Navigate the User List

You can select menu items in the User List by pressing the quick key assigned to each item. For example, to **Add a word to the list**, press **A**. To **split User list**, press **U**.

## Using the User List

You can delete one or all of the words in your User List. Here's how.

### ► Deleting One Word

1. Press .
2. Select **Remove a word from the list.**



3. Type the word you want to delete and press  to delete it.
4. Press  when finished.

### ► Deleting Your User List

1. Press .
2. Select **Erase all words from the list.**
3. Press  to erase the entire list. Or press  to cancel.

## Splitting the User List

You can split your User List into two lists of 50 words or less if more than one person needs a User List, or if a student wants a separate User List for vocabulary words and another for game words.

### ► Splitting the User List

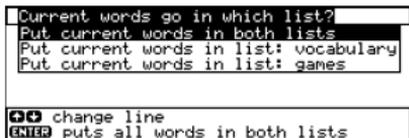
1. Press .
2. Select **Split User List.**
3. Type a name for the first list (e.g., **vocabulary**).



4. Press .
5. Type a name for the second list (e.g., **games**) and press .

If you entered words to the User List before splitting it, you can choose to put a copy of the words into each list, if it consists of 50 words or less, or select one list in which to put the words.

## Splitting the User List

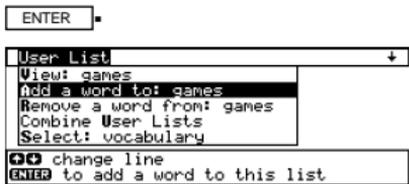


Highlight your choice and press .

“User List is split” will flash on the screen when you complete the splitting of your User List and you’ll return to the Entry screen.

### ► Selecting a Split List

1. Press .
2. Choose **Select: games**, for example, and press



The *games* list is now active. Any User List commands you select will affect the *games* list.

To re-select *vocabulary*, choose *Select: vocabulary*.

3. Press  when finished.

## Splitting the User List

### ► Changing the Name of a Split List

1. Select **Change name of: games**, for example.



Press  to erase letters; use  to edit.

2. Type a new name for the list and then press



### ► Combining Lists

1. Press .
2. Highlight **Combine User Lists** and then press



“User List is combined” flashes on the screen when your lists are successfully combined to one User List.

# Playing the Games

## ► About Games Settings

If a game has customizable settings, they will be displayed when you select that game.

**Word List** lets you pick with which words you'll play in the games. It also determines the skill level since you can choose between elementary, intermediate and advanced words. If you select *Enter your own*, you'll need to type in the words before the game starts.

**Word Size** lets you pick how many letters will be in the words (between three and 13).

**Speed** adjusts how fast a game is played.

**Tries** allows you to change how many guesses you are allowed during a game.

**Letters**, which is only used for Deduction, allows you to pick which range of letters to use in the game.

# Playing the Games

Language Master contains 12 games to help strengthen spelling and vocabulary skills.

## 1. Press .

Game List

1 Anagrams	7 Hangman
2 Jumble	8 Word Blaster
3 Word Builder	9 Word Train
4 Flashcards	10 Deduction
5 Spelling Bee	11 Word Deduction
6 Memory Challenge	12 Letris

Arrow to the game and press .

## 2. Press or to highlight a game.

You can also highlight a game by typing the game's number.

## 3. Press .

If the game has customizable settings, they will be displayed. If not, the game will begin.

**Note:** You can ask for a hint in a game by holding  and pressing . To reveal the word and forfeit the game, press .

## Anagrams

Anagrams challenges you to find words formed from the letters of another word.

## Playing the Games

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Before you play, select a word list. You can also type a word with which to play by selecting *Enter your own*. Then select a word size and press .

Each letter in a guess can only be used as many times as it appears in the game word. Each anagram must be a specified minimum length. This will flash on the screen before each game. The number of possible anagrams is shown on the top-right of the screen.

Type an anagram and then press . If your guess is a word that is in Language Master's dictionary, "Correct" flashes on the screen. If it isn't, "Unknown word" flashes. If you repeat a correct word, "Already used" flashes.

To review anagrams you've already entered, press the direction keys. Hold  and press  to shuffle the letters in the game word. Press  to end a round and reveal the missing anagrams. Highlight a word and then press  to see its dictionary definition. Press  to return to Anagrams.

## Playing the Games

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### Jumble

Jumble tests your ability to unscramble letters to form words.

Before you play, select a word list. You can also type a word to play by selecting *Enter your own*. Then select a word size and press .

Jumble shows you a series of letters. Type words made from these letters and then press . You must use up all the letters when forming a word. To scramble the words, hold  and press . Press  to reveal the words and forfeit the game.

At the end of a round, you can look up the definitions of the words in the list. Highlight a word and then press  to see its dictionary definition. Press  to return to Jumble.

### Word Builder

Unlike Anagrams and Jumble, Word Builder makes anagrams for you.

Word Builder asks you to type a word or a group of letters and

## Playing the Games

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then builds a list of words based on those letters. The minimum word size is three. Press **ENTER** to see the list. The amount of words created is shown in the top-right corner of the screen. Press **↑** or **↓** to view the list.

At the end of a round, you can look up the definitions of the words in the list. Highlight a word and then press **ENTER** to see its dictionary definition. Press **BACK** to return to Word Builder.

### Flashcards

Flashcards helps to build your vocabulary. Before you play, select a word list and word size. Then press **ENTER**.

Flashcards shows a word. Try to guess its definition.

Press **ENTER** to see its definition and then press **BACK** to return to Flashcards. Press **SPACE** to see the next word.

## Playing the Games

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### Spelling Bee

In Spelling Bee, you must memorize a word flashed on the screen then type in the correct spelling.

Before you play, select a word list, word size, and speed.

Press **ENTER** to start the game.

Type your guess and then press **ENTER**. At the end of the round, press **ENTER** to look up the current word or press **SPACE** for the next word.

### Memory Challenge

In Memory Challenge, you must remember a list of words and their correct spellings. Before you play, select a word list, word size and speed, then press **ENTER**.

Type the words in order, pressing **ENTER** after each.

Press **SPACE** to continue the game, or press **ENTER** to look up the game word.

## Playing the Games

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### Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time.

Before you play, select a word list, a word size, and the number of tries (wrong guesses allowed).

The number of wrong guesses you can make appears to the right of the ?'s. To reveal a letter, hold  and press . Or press  to end the round. Press

 to define the word. Press

 to return to Hangman. Press

 to start a new round.

### Word Blaster

Word Blaster selects a mystery word and reveals one letter at a time. To win, you must guess the word before all the letters are filled in.

When you are ready to type your guess, press . If you forget what the puzzle looks like as you take your guess, hold  and press  to show the puzzle.

Press  at any time to reveal the word and forfeit the game. Press

 to start a new round.

## Playing the Games

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### Word Train™

All aboard the Word Train spelling game! You and the train take turns typing letters to form a word. Whoever completes a word wins. To view the letters you can type at your turn, hold  and press . Or press  to end the round and reveal the word. Press  to view the definition of the word. Press  to start a new round.

### Deduction

Deduction tests your logic and memory by asking you to guess the sequence of a random list of letters within a range that you choose in the game's settings.

Type your guess, then press . Letters may be repeated. After each guess, the number of Perfect and Misplaced letters is shown on the right.

Hold  and press  to reveal a letter or press  to reveal the answer and to end the round. Press  to start a new round.

## Playing the Games

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### Word Deduction

Word Deduction selects a mystery word for you to guess in the amount of tries you've picked in the game's settings.

Type your guess, then press **ENTER**. After each guess, the number of Perfect and Misplaced letters is shown on the right.

Hold **SHIFT** and press **?\*** to reveal a letter or press **?\*** to reveal the word and to end the round. Press **SPACE** to start a new round.

To look up any word used during the round, press **ENTER** to start the highlight and then use **↑** or **↓** to select a word. Press **ENTER** again to view the

## Playing the Games

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definition. Press **BACK** to return to Word Deduction.

### Letris

In Letris, you must form words with the letters that drop from the top of the screen. The longer the word, the more points scored. Use **←** or **→** to position the letters and **↓** to drop. Words can be formed horizontally and vertically; however, the word being formed must stand alone. As your score increases, so will the speed of the falling letters. If a stack of letters reaches the top of the screen, the game ends.

Press **SPACE** at any time to pause the game. Press **BACK** to go back to the Games menu.

# Troubleshooting Guide

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<b>Problems</b>	<b>Causes</b>	<b>Solutions</b>
1. I don't see anything on the screen.	1a. The batteries may not be installed.  1b. The screen contrast may be too low.	1a. Install the batteries, following the instructions in this manual.  1b. Increase the contrast by moving the contrast control on the right side of the unit.
2. The screen is too dark.	2. The screen contrast is too high.	2. Lower the contrast by moving the contrast control on the right side of the unit.
3. The letters on screen are too small for me to see.	3. You are in the small-type display.	3. Select large-type display by pressing <input type="button" value="MENU"/> , then pressing right arrow, and then pressing <input type="button" value="ENTER"/> .
4. When I choose Thes, I don't get any synonyms.	4. The Language Master doesn't have a thesaurus entry for that word.	4. Try another word.
5. My Language Master is performing erratically.	5. The batteries may be low.	5. Replace the batteries, following the instructions in this manual.

# Specifications

Model: LM-6000b *Language Master*

- batteries: 4AA (included)
- size: 5.5 x 5.75 x 1.5 in
- weight: 12 oz.
- 9V DC 200 mA

## Cleaning Instructions

To clean the surface of this product, use a mild household glass cleaner. Spray the cleaner onto a paper towel and gently wipe the surface.

## AC Adapter Jack

Your Language Master may be equipped with an AC/DC adapter in the 4.5 to 6 volt range within a current range of 250 to 350 milliamps.



This symbol indicates that the inner core of the plug of an AC adapter is negative and that the outer part of the plug is positive. If the symbol on your AC/DC adapter does not match the above symbol, confirm its compatibility at its place of purchase.

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U.S. Patents: 4,490,811; 4,830,618;  
4,891,775; 5,113,340; 5,153,831;  
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5,333,313; 5,497,474; 5,396,606;

European Patent 0 136 379

Patents Pending

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# FCC Notice

**Note:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**Note:** This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

**Note:** The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

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