

License Agreement

READ THIS LICENSE AGREEMENT BEFORE USING THE PRODUCT. YOUR USE OF THE PRODUCT DEEMS THAT YOU ACCEPT THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE WITH THESE TERMS, YOU MAY RETURN THIS PACKAGE WITH PURCHASE RECEIPT TO THE DEALER FROM WHICH YOU PURCHASED THE PRODUCT AND YOUR PURCHASE PRICE WILL BE REFUNDED. PRODUCT means the software product and documentation found in this package and FRANKLIN means Franklin Electronic Publishers, Inc.

LIMITED USE LICENSE

All rights in the PRODUCT remain the property of FRANKLIN. Through your purchase, FRANKLIN grants you a personal and nonexclusive license to use this PRODUCT. You may not make any copies of the PRODUCT or of the data stored therein, whether in electronic or print format. Such copying would be in violation of applicable copyright laws. Further, you may not modify, adapt, disassemble, decompile, translate, create derivative works of, or in any way reverse engineer the PRODUCT. You may not export or reexport, directly or indirectly, the PRODUCT without compliance with appropriate governmental regulations. The PRODUCT contains Franklin's confidential and proprietary information which you agree to take adequate steps to protect from unauthorized disclosure or use. This license is effective until terminated. This license terminates immediately without notice from FRANKLIN if you fail to comply with any provision of this license.

Key Guide

-  (red) Writes words in cursive script.
-  (maroon) Writes words in manuscript printing.
-  Erases a letter, backs up to the previous screen, or turns off the highlight in definitions.
-  Clears the most recently entered word.
-  (purple) Enters words, starts the highlight in definitions, or selects items.
-  (purple) Shows the Games menu.
-  (light blue) Shows help messages.
-  (blue) Lets you use your word list, change settings, or view a demonstration.
-  Turns the Homework Wiz™ on or off.
-  Shifts the keys to type capital letters.
-  (green) Pronounces words aloud.
-  Types a ? to stand for a missing in a word, or shows confusables®.
-  Moves up, or makes the screen darker at the *Enter a word* screen.
-  Moves down, or makes the screen lighter at the *Enter a word* screen.
-  Moves the cursor or text to the left.
-  Moves right, or types a space.

Getting Started

Before you start, you should install new batteries and adjust the screen contrast. Note: Replace the batteries when the screen contrast is too light even after adjustment. When you remove batteries, stored information is erased.

1. Remove the battery compartment cover on the back of the unit.
2. Install four AAA batteries.
3. Press **ON/OFF**.
4. Type your name as you want it to appear in this dictionary. Or press **ENTER** if you do not want your name to appear.

To type a space, press **⇨**. The first letter of each word you type in your name will automatically appear as a capital in this dictionary.

5. Press **ENTER**.
6. Press **⇩** or **⇧** repeatedly to make the screen lighter or darker.

Note: You can make the screen lighter or darker only when *Enter a word* is on the screen.

RETAIN FOR FUTURE REFERENCE: Use batteries only of the same or equivalent type, inserted with the correct polarity, as recommended in this manual. Exhausted batteries should be removed. Do not mix old and new batteries or batteries of different types. In addition, the supply terminals should not be shorted.

✓ Seeing a Demonstration

You can see a brief demonstration by first pressing **LIST** (blue) and then pressing  until you see *See Me Work*. Then press **ENTER** to see the demonstration. To stop the demonstration, press **CLEAR**.

✓ Changing the Name

As you saw in “Getting Started,” you can enter your name or nickname so that it appears when you turn on the Homework Wiz or win a game.

To enter or change the name, first press **LIST** (blue) and then press  until you see *Enter Your Name*. Then press **ENTER** and use **BACK** to erase the letters. Type your name or nickname as you want it to appear and then press **ENTER** again.

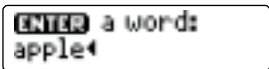
✓ Help is Always at Hand

You can view a help message at almost any screen by pressing **HELP** (light blue). To hear the help message, press **SPEAK** (green). To turn off the speech, press **BACK**. To go back to where you were, press **BACK** again.

Looking up a Word

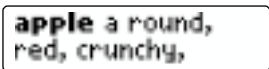
It's easy to look up the definitions of words with your Homework Wiz. Let's learn how.

1. Press **CLEAR**.
2. Type a word. For example, type *apple*.



To erase letters, use **BACK**. To type a space, press **↵**. To type a capital letter, hold down **SHIFT** while you type a letter.

3. Press **ENTER** to see its definition.



4. Press **↓** to read more of the definition.
5. To hear the definition, press **SPEAK** (green).
To turn off the speech, press **BACK**.
To learn more, read "Hearing Words."
6. Press **CLEAR** when you are finished.

✓ About the Automatic Shutoff

If you forget to turn off the Homework Wiz, it will turn off automatically in about two minutes.

Correcting Misspellings

If you misspell a word, the Homework Wiz automatically shows you a list of spelling corrections.

1. Press **CLEAR**.
2. Type a misspelled word. For example, type *jiraph*.



ENTER a word:
jiraph

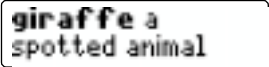
3. Press **ENTER**.



giraffe
Geiger

The “boing” sound indicates a misspelling.

4. Press **SPEAK** (green) to hear the word.
To highlight another correction, press ↴.
5. Press **ENTER** to see its definition.



giraffe
spotted animal

6. Press **BACK** to go back to the corrections.
7. Press **CLEAR** when you are finished.

Jumping to a Word

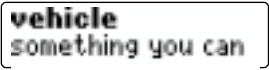
If you want to learn the meaning of a word that you see in a definition, you can highlight the word and then jump to its definition.

1. Press **CLEAR**.
2. Type a word. For example, type *truck*.
3. Press **ENTER**.
4. Press **ENTER** again to start the highlight.
To turn off the highlight, press **BACK**.
5. Press the arrow keys to highlight a word.
For example, highlight *vehicle*.



truck a large
vehicle that

6. Press **ENTER** to jump to the definition of the highlighted word.



vehicle
something you can

7. Press **SPEAK** (green) to hear the definition.
Then press **BACK** to stop the speech.
8. Press **BACK** again to go back to the word that you typed.
9. Press **CLEAR** when you are finished.

Finding Letters in Words

If you don't know how to spell a word, type a question mark (?) in place of each letter that you are unsure about.

You can type more than one question mark in a word. You can use ?'s to help you solve cross-word puzzles and other word games. Try this example.

1. Press **CLEAR**.
2. Type a word with ?'s in place of letters.
For example, type *p?rt*.



3. Press **ENTER**.



4. Use  to highlight a word.
5. Press **ENTER** to see the definition of the highlighted word.
6. Press **BACK** to go back to the matches.
7. Press **CLEAR** when you are finished.

Writing Letters and Words

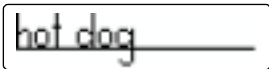
The Homework Wiz can write letters and words in both cursive script and manuscript printing.

1. Press **CLEAR**.
2. Type or enter one or more words. For example, type or enter *hot dog*.
To type a space, press **⇨**.
3. Press **abc** (red) to see the word(s) written in cursive script.



To see the word(s) written again, press **abc** (red) again or **ENTER**. If the word is too long to fit on the screen, use **⇨** to see it.

4. Press **abc** (maroon) to see the word(s) written in manuscript printing.



✓ Changing the Writing Speed

You can change the speed of the handwriting by pressing **LIST** (blue), pressing **↓** until you see *Handwriting Speed*, and then pressing **⇐** or **⇨**.

Viewing Confusables®

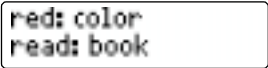
Confusables are words that are spelled or sound alike that people often confuse. When you see a question mark flashing to the right of a word, that word has confusables.

1. Press **CLEAR**.

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

Notice the flashing question mark.

3. Press **?**.



red: color
read: book

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

4. Press **↓** to view more confusables, if any.



read: book
reed: grass

5. To jump to the definition of a word, highlight it and press **ENTER**.

To learn how to highlight a word, read “Jumping to a Word.”

6. Press **BACK** to go back to the confusables.

7. Press **CLEAR** when you are finished.

Saving Words for Study

You can save as many as 80 words in your own word list for study and review. You can add words to the list that are not found in this dictionary, but they take up more space in your list.

To Add a Word to Your List

1. Press **CLEAR**.
2. Press **LIST** (blue).
3. Press  or  until you see *Add a Word* and then press **ENTER**.
4. Type a word and then press **ENTER**.

If the word is not in this dictionary, press  or  to see your options and then press **ENTER** to select one.

- or -

1. Press **CLEAR**.
2. Type or enter a word.

If you entered a word, you can press **ENTER** again and then use the triangle keys to highlight a word in the definition. You can also add highlighted words from spelling correction and confusables lists.

3. Press **LIST** (blue).
4. Press **ENTER** to add the word.

To See and Hear Your Words

1. Press **LIST** (blue).
2. Press **↓** or **↑** to see *See Your Words* and then press **ENTER**.
3. Press **↓** or **↑** to highlight a word.
4. Press **SPEAK** (green) to hear a word, **ENTER** to see its definition, **abc** (red) or **abc** (maroon) to see it written, or **?** to see its confusables, if any.

To Erase a Word

1. Press **LIST** (blue).
2. Press **↓** or **↑** to see *Erase a Word* and then press **ENTER**.
3. Press **↓** or **↑** to highlight a word.
4. Press **ENTER** to erase the highlighted word. Or press **BACK** to cancel.

To Erase Your Entire List

1. Press **LIST** (blue).
2. Press **↓** or **↑** to see *Erase List* and then press **ENTER**.
3. Press **Y** to erase your list. Or press **N** to cancel.

Hearing Words

The Speaking Homework Wiz can pronounce the words that appear on almost any screen—in definitions, handwriting examples, spelling correction lists, your word list, confusables, games, menus, prompts, and even help messages. Just press the green SPEAK key whenever you want to hear words.

To adjust the volume, turn the volume control wheel on the side of the Homework Wiz. You can plug headphones into the headphone jack on the other side to listen by yourself.

Try this example.

1. Press **CLEAR**.
2. Type *elephant* and then press **SPEAK** (green) to hear the word.

If you press **SPEAK** for a misspelled word or a word not in this dictionary, a “boing” sounds.

3. Press **ENTER** and then press **SPEAK** (green) to hear its definition.

A tone sounds at the end of the definition. To stop the speech, press **BACK**.

4. Press **ENTER** and then use the arrow keys to highlight a word in the definition.

Hearing Words

5. Press **SPEAK** (green) to hear the highlighted word.
6. Press **abc** (red) or **abc** (maroon) to see the highlighted word written.
7. Press **SPEAK** (green) to hear the written word.
8. Press **CLEAR** when you are finished.

✓ Turning the Sound Off or On

You can turn the sound on or off by pressing **LIST** (blue), pressing  to see *Sound*, and then pressing  or .

✓ Hearing the Menus

If the sound is turned on, you can press **SPEAK** (green) to hear the items on the List or Games menu. Just press **LIST** (blue) or **GAMES** (purple) and then press **SPEAK** (green) to try it.

✓ Just Follow the Arrows

Do you see the flashing arrows at the right of the screen? They show you which arrow keys you can press to see more words in lists and definitions.

Changing Games Settings

Homework Wiz has six fun word games. You can choose a skill level (easy or hard) and which game words (all or your list) to use.

1. Press **GAMES** (purple).
2. To change the skill level, press  or  to see *Skill Level* and then press  or  to switch between settings.
The check marks your current setting.
3. To change the game words, press  or  to see *Game Words* and then press  or  to switch between settings.

✓ Understanding the Skill Levels

The skill levels change the number of guesses in Hangman, the difficulty of the computer opponent in Tic-Tac-Toe, and the number of letters in Jumble, Flashcards, and Guess That Word. Tic-Tac-Toe 2-Player is unaffected by the skill level.

✓ Understanding the Game Words

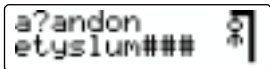
If you choose *All*, the game words will be chosen at random from the dictionary. If you choose *Your List*, the game words will be from the words in your list. Words in your list that have capitals, punctuation, or spaces will not appear in the games.

Playing the Games

Hangman

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

1. Press **GAMES**, if needed.
2. Press  or  to see *Hangman* and then press **ENTER**.
3. Type letters you think are in the word.



4. To give up and reveal the word, press **?**.
5. To see the definition of the word, press **ENTER**.
To go back to the game, press **BACK**.
6. Press  to play a new round.

Jumble

Jumble scrambles the letters of a mystery word. You must unscramble all the letters to form the word. Note: When you are playing Jumble using *Your List*, only words that are in this dictionary's word list will appear as game words.

1. Press **GAMES**, if needed.
2. Press  or  to see *Jumble* and then

Playing the Games

press **ENTER**.

3. To shuffle the letters, press **ENTER**.



4. Type your guess and press **ENTER**.

5. To give up and reveal the word, press **?**.

6. Press **ENTER** to see the definition of the word.

To go back to the game, press **BACK**.

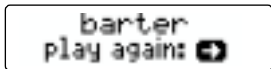
7. Press **↵** to play a new round.

Flashcards

Flashcards flashes words for you to spell or say.

1. Press **GAMES**, if needed.

2. Use **↓** or **↑** to see *Flashcards* and then press **ENTER**.



3. Press **SPEAK** (green) to hear the word.

4. Press **ENTER** to see the definition of the word.

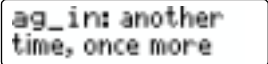
To go back to the game, press **BACK**.

5. Press **↵** to play a new round.

Guess That Word

In Guess That Word, you must type the missing letters in the mystery word.

1. Press **GAMES**, if needed.
2. Press **↓** or **↑** to see *Guess that Word* and then press **ENTER**.



To read the definition of the mystery word, press **↓**, if needed.

3. If needed, use **⇒** or **⇐** to select a missing letter, and then type the letter that you think belongs there.
4. Continue typing letters until the word is complete or no more tries are left. Or press **?** to give up and reveal the word.
5. Press **⇒** to play a new round.

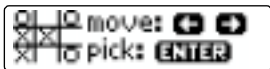
✓ Seeing Your Score

Your score appears after each round of most games until you change games or until you exit the game.

Tic-Tac-Toe

In Tic-Tac-Toe, your challenge is to get three X's in a row before your computer opponent can get three O's in a row.

1. Press **GAMES**, if needed.
2. Press **↓** or **↑** to see *Tic-Tac-Toe* and then press **ENTER**.
3. Use the arrow keys to move your X to the spot that you want and then press **ENTER**.
The computer will place its O.



4. Continue playing until one side wins or the round ends in a tie.
5. Press **↵** to play a new round.

✓ Playing Tic-Tac-Toe 2-Player

Tic-Tac-Toe 2-Player is the same as regular Tic-Tac-Toe except that you play with a friend instead of against the computer. One player plays X and the other plays O.

Limited Warranty (U.S. only)

Franklin Electronic Publishers, Inc. ("Franklin") warrants to the end user that this product will be free from defects in material and workmanship for a period of ONE YEAR from the date of original retail purchase, as evidenced by sales receipt. On discovery of a defect, the end user must return this product (transportation charges prepaid) either to the dealer from whom it was purchased or directly to Franklin at the address given below. Each product returned must include the user's name, address, and telephone number, as well as a brief description of the nature of the defect and a copy of the sales receipt as proof of the date of the original retail purchase. Franklin will, at its option, repair or replace any product at no further charge to the end user on determination by Franklin, in its sole discretion, that the product was defective and that such defect arose within the duration of this limited warranty. Enclose \$3.00 check or money order for shipping and handling to Franklin Electronic Publishers, Inc.

This warranty does not apply if, in the sole discretion of Franklin, the product has been tampered with, damaged by accident, abuse, misuse, or misapplication, or as a result of service or modification by any party, including any dealer, other than Franklin. FRANKLIN SHALL NOT BE RESPONSIBLE IN ANY WAY FOR ANY SERVICE OR MODIFICATION TO THIS PRODUCT BY ANY PARTY, INCLUDING ANY DEALER, OTHER THAN FRANKLIN.

This warranty applies only to products manufactured by or for Franklin. Batteries, corrosion of battery contacts and any damage caused by batteries are not covered by this warranty. ALL IMPLIED WARRANTIES, INCLUDING ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, SHALL BE STRICTLY LIMITED IN DURATION TO THAT OF THE EXPRESS WARRANTY SET FORTH ABOVE, THAT IS, ONE YEAR FROM THE DATE OF ORIGINAL RETAIL PURCHASE.

THE WARRANTY AND REMEDY SET FORTH ABOVE ARE THE EXCLUSIVE REMEDY OF THE RETAIL BUYER AND END USER IN CONNECTION WITH THE MANUFACTURE, SALE, OR USE OF THIS PRODUCT AND ARE IN LIEU OF ANY AND ALL OTHER WARRANTIES OR REMEDIES, WRITTEN OR ORAL, EXPRESS OR IMPLIED. NO FRANKLIN DEALER, AGENT, OR EMPLOYEE IS AUTHORIZED TO MAKE ANY ADDITIONAL WARRANTY IN THIS REGARD OR TO MAKE ANY MODIFICATION OR EXTENSION OF THIS EXPRESS WARRANTY.

FRANKLIN SHALL NOT BE RESPONSIBLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTY OR IN CONNECTION WITH THE MANUFACTURE, SALE, OR USE OF THIS PRODUCT UNDER ANY LEGAL THEORY, WHICH DAMAGES SHALL INCLUDE, BUT NOT BE LIMITED TO, LOST PROFITS, DAMAGES TO PROPERTY OR DAMAGES FOR PERSONAL INJURY (BUT ONLY TO THE EXTENT PERMITTED BY LAW). UNLESS OTHERWISE CONTRARY TO APPLICABLE LAW, FRANKLIN'S LIABILITY SHALL IN NO CASE EXCEED THE PRICE PAID FOR THE PRODUCT CLAIMED TO BE DEFECTIVE.

This warranty shall not be applicable to the extent that the enforcement of any provision may be prohibited by applicable law. This warranty gives you specific rights, and you may also have other rights which vary from state to state. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitation on how long an implied warranty may last so the above limitation or exclusion may not apply to you. Enclose \$3.00 check or money order for shipping and handling to:

FRANKLIN ELECTRONIC PUBLISHERS, INC.
ATTENTION: SERVICE DEPARTMENT
ONE FRANKLIN PLAZA
BURLINGTON, NEW JERSEY 08016-4907

Limited Warranty (outside U.S.)

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

Products purchased outside the United States 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.

Product Information

KID-240 Specifications

Dimensions: 2.3 x 10 x 16 cm • Weight: 7 oz • Batteries: 4 AAA, 1.5-volt • Screen size: 17 x 79 continuous pixel

Cleaning, Storage, Problems

To clean this spelling corrector, spray a mild glass cleaner onto a cloth and wipe its surface. Don't spray liquids directly on the spelling corrector. Don't use or store this dictionary in extreme or prolonged heat, cold, humidity, or other adverse conditions. If you have a problem with your unit, refer to the limited warranty. For sales and customer service, please call 1-800-266-5626.

FCC Notice

Complies with the limits for a Class B computing device pursuant to Subpart B of Part 15 of 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 undesirable operation.

Copyrights, Patents, and Trademarks

© 1998 Franklin Electronic Publishers, Inc., Burlington, N.J. 08016-4907 USA. All rights reserved.

© 1993 First Byte. All rights reserved.

Homework Wiz and Confusables are trademarks of Franklin.

U.S. Patents; 4,490,811; 4,830,618; 4,891,775; 5,113,340; 5,203,705; 5,218,536; 5,249,965; 5,333,313; 5,396,606.

Euro. Pat. 0 136 379. Patents Pending.

ISBN 1-56712-414-3

This unit may change operating modes due to electrostatic discharge. Normal operation of this unit can be reestablished by pressing .

Your Notes

FSS-28000-00
PN 7201216

Printed in the U.S.
Rev. B



USER'S GUIDE