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## Introduction

With your new *Collins Crossword Solver* you can ...

- find synonyms, antonyms and Classmates™ at the touch of a key
- check the spelling of thousands of words
- look up Confusables™
- use the three solvers to find possible crossword answers when you know only a few letters
- play seven fun word games
- save words for study
- use the handy calculator and metric and currency converters

## Key Guide

### Function Keys

	Goes to the word entry screen or displays the thesaurus entry for a word. In a thesaurus entry, goes to the next entry, if any. In word lists where you see a flashing  , displays the thesaurus entry.
	Selects the spelling corrector mode.
	Goes to the Solvers menu.
	Goes to the Games menu.
	Goes to your user list menu.
	Turns your device on or off.
	Goes to the main menu, where you can set the contrast, read help topics about this dictionary, and access the calculator and metric and currency converters.
	Clears to the start of the selected mode.
	Returns to your previous location or erases a letter.
	Enters words or numbers, selects items or scrolls text to the left.



At the word entry screen and crossword solver, types a ? to stand for a single letter in a word. In games, gives up. At the word entry screen, press  then up (▲) to type an \* to stand for a series of letters. In word lists or thesaurus entries where you see a flashing , displays Confusables.

### Navigation Button



At the word entry screen, moves the cursor left (◀) or right (▶). When the cursor is at the end of a word, press ▶ to type a space. In games, press ▶ to get a hint. At the word entry screen, press up (▲) to enter a capital letter or add an accent to a letter. In a menu, press ▲ to scroll up a list. In a menu, press down (▼) to scroll down a list.

## For Your Information

### ✓ Viewing the Demo

When you first use this product you will see a demonstration of what it can do. To stop the demo, press any key. To disable or re-enable the demo, first press **SPELL** or **THES** to go to the word entry screen, then type \*:\*d and press **ENTER**.

### ✓ Resuming Where You Left Off

To extend battery life, your device will automatically shut off within two minutes if you forget to turn it off. When you turn it on again, you see the automatic demo. If the demo is turned off, you return to the last screen you viewed.

### ✓ Follow the Arrows

The flashing arrows show which arrow keys you can press to move around menus or view more text.

## Getting Started

The CWM-109 uses one CR2032 Lithium battery that comes pre-installed. Turn the device over and gently pull the battery insulation sheet to remove it.

Press  to turn the product on. Use a paper clip to gently press the RESET button on the back of the device. For more information, please see "Resetting your Device". **Warning!** Pressing the reset button with more than light pressure may permanently disable your unit. In addition, resetting the unit may erase settings and information you may have entered.

## Replacing the Battery

The battery 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.

**Warning!** If the batteries wear out completely, or if you take more than a few seconds while changing the batteries, any user-entered information may be erased. You should always keep written copies of your important information.

1. Turn the unit off and turn it over.
2. Use the Phillips screwdriver to unscrew the battery cover screw.
3. Push gently on the tab of the battery cover and remove it.
4. Remove the old battery.
 

**Note:** Use a paper clip if necessary to remove the old battery.
5. Install 1 new CR-2032 lithium battery with positive polarity facing up.
 

**Important:** Be sure that the battery is installed correctly. Wrong polarity may damage the unit.
6. Replace the battery cover and secure it with the screw.

**Battery disposal:** Do not dispose of batteries with normal household waste. Please obey your local regulations when disposing of used batteries.

### Battery Precautions

- Non-rechargeable batteries are not to be re-charged. Never recharge batteries that come with the device.
- Rechargeable batteries are to be removed from the device before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- The supply terminals are not to be short-circuited.

- Do not expose batteries to direct heat or try to take batteries apart. Follow the battery manufacturer's instructions for battery use.
- Always remove a weak or dead battery from the device.
- To avoid damage caused by leakage of the battery fluid, replace the battery or batteries once every two years regardless of how much the device has been used during that time.
- Should a battery leak, the device may become damaged. Clean the battery compartment immediately, avoiding contact with your skin.
- Keep batteries out of reach of small children. If swallowed, consult a physician immediately.

## Finding Thesaurus Entries

Most thesaurus entries include a brief definition and a related list of available synonyms, antonyms, and Classmates™ (words related by subject). If a word has no thesaurus entry, "Not in thesaurus" appears. **Note:** A flashing  indicates if a word in lists and the spell corrector mode has a thesaurus entry. Press **THES** to see it.

### 1. Press CLEAR or SPELL.

**SPELL** returns you to the word entry screen from any mode.

### 2. Type a word. For example, type *forte*.

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 **▲**.

### 3. Press THES to search.

**Note:** If the text is too long to fit on the screen, press **ENTER** to start autoscrolling or press **▶** to scroll manually.

### 4. Press ▼ to view synonyms, antonyms, classmates and idioms, if any.

### 5. To go to the next thesaurus entry, if any, press THES.

### 6. Press CLEAR when finished.

## Correcting Misspellings

### 1. Press SPELL.

### 2. Type a word whose spelling you are unsure of. For example type *nolij*.

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 **▲**.

### 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 ▼ or ▲ to scroll through the list.

### 5. Press CLEAR when finished.

## Viewing Confusables™

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. Press **?** to see them.

### 1. Press SPELL.

### 2. Type *pair* and then press ENTER.

### 3. Press ?.

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

### 4. Press ▼ or ▲ to scroll through the list.

### 5. Press CLEAR when finished.

## Finding Parts of Words

You can find parts of words by typing question marks 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\**.

To type an asterisk, press **?** then **▲**.

### 3. Press ENTER.

A list of words matching the pattern you entered appears.

If the device cannot find words that match the pattern you entered, "Sorry can't help" appears.

### 4. Press ▲ or ▼ to scroll through the list.

### 5. Press CLEAR when finished.

## Using the Solvers

You can use three solvers to help you find words.

### XWord Solver

Use *XWord Solver* to find words where you only know some of the letters.

#### 1. Press SOLVERS.

#### 2. Press ▲ or ▼ until you see *XWord Solver* and then press ENTER.

#### 3. Type a pattern of letters and ?s (e.g., *con?e??*).

Remember, **?** replaces a single letter in a word.

#### 4. Press ENTER.

The list of words that match the entered pattern is displayed.

#### 5. Press ▲ or ▼ to scroll through the list of results.

#### 6. Press CLEAR when done.

### Anagram Solver

*Anagram Solver* builds words using all the letters you enter.

#### 1. Press SOLVERS.

#### 2. Press ▲ or ▼ until you see *Anagrams Solver* and then press ENTER.

#### 3. Type a group of letters (e.g., *ptosrte*).

#### 4. Press ENTER.

The list of anagrams that match the entered group of letters is displayed.

#### 5. Press ▲ or ▼ to scroll through the list of results.

#### 6. Press CLEAR when done.

## Word Builder

Word Builder generates a list of words that can be made from any number of the letters you enter.

### 1. Press SOLVERS.

### 2. Press ▲ or ▼ until you see *Word Builder* and then press ENTER.

### 3. Type a group of letters (e.g., *ptyssti*).

### 4. Press ENTER.

A list of words that can be spelt using any number of the entered letters is displayed.

### 5. Press ▲ or ▼ to scroll through the list of results.

### 6. Press CLEAR when done.

## Playing the Games

You can play seven word games.

### Using the Games Menu

#### 1. Press GAMES.

#### 2. Press ▼ or ▲ until you see *Set Skill Level* and then press ENTER.

The message "Pick skill level" flashes and you go to the top of the Skill Level menu.

You can select one of five skill levels:

*Beginner, Intermediate, Advanced, Expert, Wizard.* **Note:** Not all games are affected by the skill level.

#### 3. Press ▼ or ▲ until you see the skill level you want and then press ENTER.

The message "Select a game" flashes.

#### 4. Press ▼ or ▲ until you see *Set Game Words* and then press ENTER.

The message "Pick game words" flashes and you go to the top of the Game Words menu.

You can select one of three options. *All words* uses all the words. *User List* uses only those words saved in your user list. *Enter your own* allows you to type in a game word. This way, you can play with a friend.

#### 5. Press ▼ or ▲ until you see the setting you want and then press ENTER.

#### 6. Press ▼ or ▲ until you see the game you want.

#### 7. Press ENTER to select it.

## Anagrams Game

*Anagrams Game* challenges you to find anagrams of the game word. An anagram is a word formed from some or all the letters of another word. The number to the right of the screen indicates the number of anagrams that can be formed from the game word.

Type an anagram and press **ENTER**. Use ▼ and ▲ to view the anagrams already entered. Press ► to shuffle the letters. Press ? to give up. Press **ENTER** to play again.

## Flashcards

In *Flashcards*, a word appears on the screen for you to study. Try to remember its definition. Press **ENTER** for a new word. A flashing **I** to the right indicates the word has a thesaurus entry. Press **THES** to view it.

## Hangman

*Hangman* selects a mystery word and challenges you to guess its letter by letter. The letters of the mystery word are hidden by question marks. The number to the right of the screen indicates the number of guesses allowed.

Type letters you think are in the mystery word and press **ENTER**. Press ► for a hint. Press ? to give up. Press **ENTER** to play again.

## Spelling Bee

In *Spelling Bee*, a word flashes on the screen. After a few moments it will disappear. Try to type the word you saw and press **ENTER**. Press ► to flash the word on the screen. Press ? to give up. Press **ENTER** to play again.

## Word Blaster

In *Word Blaster*, you must guess the mystery word before it appears fully on the screen. It gets filled in one letter at a time. When there are enough letters filled in for you to guess the word, press **ENTER**. Type your guess and press **ENTER** to see if you were right. Press ► to flash the partially completed word on the screen. Press ? to give up. Press **ENTER** to play again.

## Word Deduction

In *Word Deduction*, you have to guess a mystery word based on the provided clues. The number to the left of the screen indicates how many guesses you have.

Type a word with the required number of letters and then press **ENTER**. You see *P* and *M* with numbers next to them. The number next to *P* stands for the number of letters in their correct position. The number next to *M* stands for the number of letters present in the mystery word but entered in the wrong position. Continue typing words and pressing **ENTER** using the information from *P* and *M*. Press ? to give up. Press **ENTER** to play again.

## Word Train

In *Word Train*, you and the computer take turns trying to complete a word. Continue typing letters until a word is typed. Winning words must be at least 4 letters long. Whoever types the last letter of the word wins. Press ► for a hint. Press ? to give up. Press **ENTER** to play again.

## Using My Word List

You can save up to 40 words in *My Word List* for personal study or review. *My Word List* is saved between sessions unless your product is reset.

### Adding Words from the Menu

1. Press **MY LIST**.
2. Press ▲ or ▼ until you see *Add a word* and then press **ENTER**.
3. Type a word.
4. Press **ENTER** to add the word.
5. Press **CLEAR** when done.

### Adding Words from the Word Entry Screen

You can add words to *My Word List* directly from the word entry screen or from a thesaurus entry.

1. Press **SPELL**.
2. Type the word you want to add to your word list (e.g., *poignant*).
3. Press **MY LIST**.  
Or you can press **THES** and then press **MY LIST** from the thesaurus entry.  
Your word is included in the menu item.
4. Press **ENTER** to add the word.
5. Press **SPELL** to return to the word entry screen.

## ✓ Adding Words Not in This Dictionary

When you type a word not contained in this dictionary, you are still allowed to add it. You see the message *Add anyway (Y/N)?*. Press **Y** to add the word or press **N** to cancel the addition. **Caution:** Adding words that are not in this dictionary uses considerably more memory than adding words that are. If you add only words that are not in this dictionary, *My Word List* may contain as few as 10 words.

## ✓ Viewing Available Memory

At any time, you can see how much room you have in your user list. In the User List menu, press ▲ or ▼ until you see *Space: ##% free*. This is the percent of memory you have available for your word list.

## Viewing My Word List

1. Press **MY LIST**.
2. Press ▲ or ▼ until you see *View list* and then press **ENTER**.  
The message "List is empty" will be displayed if there are no words in your list.
3. Press ▲ or ▼ to scroll through your list.
4. Press **CLEAR** when done.

## Removing a Word from My Word List

1. Press **MY LIST**.
2. Press ▲ or ▼ until you see *Delete a word* and then press **ENTER**.
3. Press ▲ or ▼ until you see the word you want to delete.
4. Press **ENTER** to delete the word.

## Erasing My Word List

1. Press **MY LIST**.
2. Press ▲ or ▼ until you see *Erase list* and then press **ENTER**.
3. Press **Y** to erase the list or press **N** to cancel.

## Using the Main Menu

At the main menu, you can set the contrast, read help topics about this dictionary, and access the calculator and metric and currency converters.

## Adjusting Screen Contrast

You can make the screen lighter or darker.

1. Press **MENU**.
2. Press ▲ or ▼ to highlight *Set Contrast* and then press **ENTER**.
3. Press ▲ or ▼ to choose the level you want.
4. Press **ENTER** when you reach the desired contrast level.

## Reading Help Topics

You can read help topics about most of the features of this dictionary.

1. Press **MENU**.
2. Press ▲ or ▼ to highlight *Help* and then press **ENTER**.
3. Press ▲ or ▼ to choose the topic you want.
4. Press ▲ or ▼ to select a sub-topic, if necessary.

The text automatically begins to scroll. Press **ENTER** to stop it. Then press ◀ or ▶ to scroll letter by letter. Press **ENTER** to re-start automatic scrolling.

5. Press **CLEAR** when finished.

## Using the Calculator

### Making Calculations

1. Press **CALC**.
  2. Type a number.  
You can type up to 10 digits.  
To enter a negative number, use **Z(+/-)**. To type a decimal point, press **G(.)**.
  3. Press **H(+)**, **J(-)**, **K(x)**, **L(÷)** to add, subtract, multiply, or divide.
  4. Type another number.
  5. Press **ENTER**.  
Or press **F(%)** to calculate the percentage.
- | To calculate ... | Press ...               |
|------------------|-------------------------|
| reciprocals      | <b>A(1/x)</b>           |
| square roots     | <b>S(√x)</b>            |
| squares          | <b>D(x<sup>2</sup>)</b> |
6. Press **CLEAR** to clear the calculator.

## Using the Calculator Memory

Try the following equation to practice using the calculator memory:  
 $(32 \times 12) - (8 \times 8) = 320$ .

1. Press **B(MC)** to clear the memory.
2. Type **32**, press **K(x)**, type **12** and then press **ENTER**.
3. Press **X(M+)** to add the result to memory. **M** indicates a number is stored in memory.
4. Type **8**, press **K(x)**, type **8** and then press **ENTER**.
5. Press **C(M-)** to subtract the result from memory.
6. Press **V(MR)** to retrieve the number from memory.
7. Press **CLEAR** to clear the current calculations.

## Using the Converter

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.

## Using the Metric Converter

1. Press **MENU**.
2. Press **▼** or **▲** until you see **Conversions** and then press **ENTER**.
3. Press **▼** or **▲** to find the conversion category you want and then press **ENTER**.
4. Press **▼** or **▲** to select a conversion and then press **ENTER**.
5. Type an amount and press **ENTER**.  
To type a decimal, press **G(.)**.
6. To make another conversion, press **BACK**.

## Using the Currency Converter

1. Press **MENU**.
2. Press **▼** or **▲** until you see **Conversions** and then press **ENTER**.
3. Press **▼** or **▲** until you see **Money** and then press **ENTER**.
4. Type a conversion rate and then press **ENTER**.

The rate should be in units of the other currency per one unit of the home currency (n other/1 home). For example, to convert between Euro and British Pounds, enter an exchange rate of 0.675732. This means that 0.675732 Euro is the equivalent of 1 British Pound.

5. Press **▼** or **▲** until you see the conversion you want and then press **ENTER**.
6. Type the amount you want to convert and then press **ENTER**.  
To type a decimal, press **G(.)**.
7. To make another conversion, press **BACK**.

## Resetting Your Device

If the keyboard fails to respond, or if the screen performs erratically, perform a system reset by following the steps below.

1. Hold **CLEAR** and press .  
If nothing happens, try Step 2.
2. Use a paper clip to gently press the reset button located on the back of the unit.  
The message "Erase all? (Y/N)" is displayed.  
**Note:** This message refers to user-entered information, not the text in the dictionary. User-entered information includes the user list and any settings you may have changed.
3. Press **N** to save your information.  
Press **Y** to erase your information.

**Warning!** Pressing the reset button with more than light pressure may permanently disable your device. In addition, resetting your device erases settings and user-entered information.

## Specifications

**Model:** CWM-109 *Collins Crossword Solver Plus Word Builder & Anagram Solver*

- **Dimensions:** 10.2 x 7.3 x 1.3 cm
- **Battery:** 1 CR-2032 V lithium
- ISBN 1-59074-414-4

## CLEANING AND STORAGE

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

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Collins Electronic Dictionary of Spelling and Hyphenation

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Collins Compact Thesaurus 3rd Edition 2006  
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U.S. Patents: 4,830,618; 4,891,775; 5,113,340;  
5,203,705; 5,218,536; 5,396,606

**Note:** This device should be disposed through your local electronic product recycling system - do not throw into the trash bin.



This unit may change operating modes, lose information stored in memory, or fail to respond due to electrostatic discharge or electrical fast transients. Normal operation of this unit may be re-established by pressing the reset key, by pressing , or by removing and replacing the batteries.

## FCC Notice

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.

**Warning:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**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.

## Disclaimer of Warranties

Except as specifically provided herein, Franklin makes no warranty of any kind, express or implied, with respect to this product.

For the US Limited Warranty in English visit [www.franklin.com/service](http://www.franklin.com/service).

## Limited Warranty (Australia)

Notwithstanding the disclaimer of warranties above, this product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin to be free of defects in materials or workmanship 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 in workmanship or materials during that time. 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 warranty does not affect the consumer's statutory rights.