

# SEIKO

# Spell Checker

with Converters, References & 10 Word Games

WP1010 Operation Manual  
SII ● Seiko Instruments Inc.

USE2CG9AA English

Thank you for purchasing the WP1010.  
Please read operation manual carefully before using the product.

WARRANTY RECORD	WP1010
Warranty Period : <b>One year</b> from the date of purchase	
Purchase Date :	
Customer Name:	
Address:	
Phone No. :	
Retailer Name:	
Address :	

Seiko Instruments Inc.  
Personal Instruments Division

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Chuo-ku, Tokyo 103-0006, Japan

FRANKLIN'S  
CUSTOMER SERVICE DESK:  
800-525-9673

## ONE YEAR LIMITED WARRANTY

- This product is warranted to be free from defects in material or workmanship for one year from date of purchase.
- Repair (or at our option, replacement) will be made on any unit which proves to be defective during this period. Carefully pack the unit along with proof of purchase and a completed copy of the Warranty Record you will find in this manual. Postage, insurance and shipping costs incurred in returning the product for warranty service are your responsibility.
- This warranty does not extend to units which have been subjected to misuse, abuse, neglect, accidents or to units that have been used in violation of the operation instructions. If in our judgement, the unit shows evidence of having been altered, modified or serviced without our authorization, it will be ineligible for service under this warranty.
- Battery replacement and broken Liquid Crystal Displays are not covered under this warranty.**

Seiko Instruments Inc. shall not be liable for any direct, consequential or incidental damages arising out of use of this product. Seiko Instruments Inc. shall not be responsible for damages to this unit as a result of a natural or unnatural disaster, except to the extent prohibited by applicable law. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited in duration to the duration of the warranty.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

## Proper Use

To ensure a long and useful life from this precision electronic instrument, do not expose the unit to the following:

Extreme heat or cold / Water or other liquids including spray cleaners / Extreme pressure (such as carrying it in a back pocket) Doing any or all of these things may:

Render the unit inoperable. Invalidate the warranty.

## Specifications

Display: 20 characters / Temperature range: 32°F to 104°F (0°C to +40°C) / Battery: CR2032 x 1 pc. / Battery life: approx.1000 hours (continuous use) / Automatic power off: 3 minutes / Size: 106 mm (W) x 70 mm (H) x 13 mm (D) / Weight: 80 g (including battery)

- Specifications may change without notice in order to make product improvements.
- The life of the battery will vary depending on how the unit is used.

## FCC Rules

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.

“This Class B digital apparatus complies with Canadian ICES-003.” “Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.”

## CE ON148

### EC DECLARATION OF CONFORMITY

This is to certify that this equipment fully conforms to the protection requirements of the following EC Council Directives on the approximation of the laws of the member states relating to:-

Directives Title  
89/336/EEC Electromagnetic Compatibility

Applicable Standards  
EN50081-1/92 Electromagnetic Compatibility-Generic Emission  
EN50082-1/92 Electromagnetic Compatibility-Generic Immunity

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## Functions and Features

### Spell checker

- This unit contains a vocabulary of over 110,000 words in its memory in both American and British English. The unit can correct misspelled words. Simply input the words and the unit will take educated guesses based on similarities to correctly spelled words in its memory.
- This unit can also correct “phonetic” spelling errors. If you enter a word “as it sounds”, the unit will suggest real words based on phonetic equivalents to what you entered.
- The “wildcard” function allows you to enter a “?” into a word at the point where you are unsure about its spelling. This function can help you tackle tough crossword puzzles and other word games.

### Calculator

- You may add, subtract, multiply and divide numbers with up to 12 digits.
- Memory and percentage calculations are included.

### Conversion/Reference

- Currency conversion enables you to convert from your home currency (US dollars or UK pounds) to other currencies.
- Metric conversion enables you to convert 7 metric units.
- Clothing size comparative tables for men, women, and children can be referred as required.

### Games

- This Unit provides 10 games (Crossword Quiz, Crossword Solver, Hangman, User-Hangman, Anagram Solver, Construction, Jumble, Against the Clock, Memory and Detection)
- There are three skill levels (beginner, intermediate and advanced).

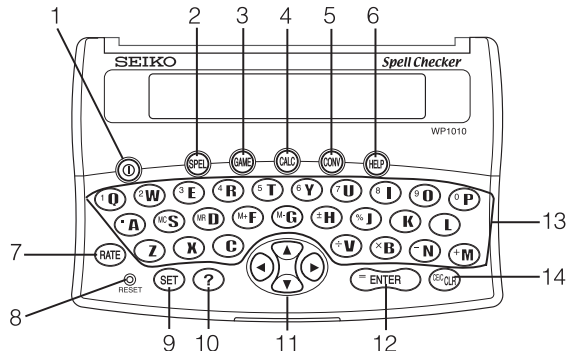
### Others

- Demo mode, contrast of screen and game levels can be customized.
- The main language can be selected between “American English” and “British English”.

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## GETTING STARTED

## The Keys and Their Functions



- Turns the power on and off.
- Selects [Spell Checker] mode.
- Selects [Game] mode.
- Selects [Calculator] mode.
- Selects [Conversion] mode.
- Displays the help messages.
- Sets the currency rate.
- Reset switch.
- Sets the demo mode, LCD contrast, language selection, and game levels.
- This key is used for the wildcard function.
- ↔ and ↔ keys are used to select a function displayed on the screen. ⏪ and ⏩ keys are used to shift the message on the screen to the left and right.
- Executes the functions. This key also executes the calculation entered.
- Letters and numerical input keys.
- Erases the entered data.

## Installing and Changing the Battery

The unit is powered by one CR2032 battery. The battery needs to be changed as soon as the screen becomes dim.

- Make sure that power is switched off before replacing battery.
- Turn the unit over and remove two screws. Then open the back cabinet.
- Install new CR2032 battery to the empty compartment with the plus (+) side facing you.
- Remove old battery and replace the back cabinet. Then tighten two screws on the back cabinet.

- Reset the unit;
  - at the first use of the unit.
  - if the unit does not operate properly after the battery has been replaced. See “Resetting the unit” for details.

- Do not install a previously used battery.
- Do not expose the battery to open flame or intense heat.
- The product battery may pose a choking hazard to small children.
- Keep the battery and product away from small children.

## Turning the Power ON

- Press **⏻**.  
The unit shows the demo messages.
  - To disable the demo mode, see “Disabling the Demo Mode”.
  - The power is automatically turned off, when not used for over three minutes.

## Resetting the Unit

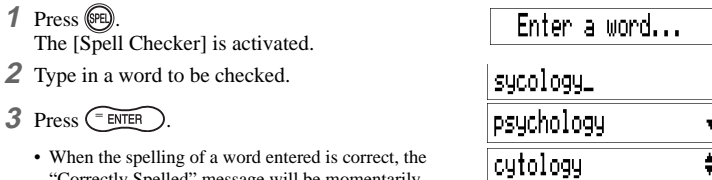
If the unit does not operate properly after the battery has been replaced, or if at any time the unit fails to operate properly, gently press the “RESET” switch on the unit with a pointed tool.

The unit goes into the setting mode of the LCD contrast and the language selection soon after resetting. See “Setting the LCD Contrast” and “Selecting the Language” for details.

## SPELL CHECKER

## Using the Spell Checker

Simply input the word as you best remember it, and the unit will take educated guesses based on similarity to correctly spelled words in its memory. The unit can also correct “phonetic” spelling errors. If you enter a word “as it sounds”, the unit will suggest real words based upon phonetic equivalents to what you entered. The “wildcard” function allows you to enter a **?** into a word at the point where you are unsure about its spelling. Words of up to 19 characters can be entered. The dictionary to be used by the [Spell Checker] is selected by the [Language Select] setting.



- When the spelling of a word entered is correct, the “Correctly Spelled” message will be momentarily displayed followed by the properly capitalized spelling of the entered word. A list of phonically similar words may also be displayed by pressing **↔** or **↔**.
- When the spelling of a word entered is incorrect, a list of correctly spelled words that are phonically similar to the entered spelling is displayed.
- When the entered word includes “?” (like “gu??s”) a list of correctly spelled words matching the entered letters is displayed. The “?” is used to match any character.

## CALCULATOR

## Using the Calculator

The unit provides a 12-digit calculator. The [Calculator] employs basic functions, percentage capabilities and memory.

### Basic calculation

Example: “30 ÷ 5”

- Press **⏻**.  
The [Calculator] is activated.
- Enter the number to be calculated.  
Example: “30”
  - To switch between “positive” and “negative”, press **⊖**.
  - To clear the entry, press **⏴**.
- Press a function key, then enter a number.  
Example: “+5”
  - To correct a mistaken mathematical function, simply press the intended function key. There is no need to clear the entry.
  - To switch between “positive” and “negative”, press **⊖**.
- Press **⏻** to execute the calculation.  
The result of the calculation appears on the screen.
  - To clear the formula, press **⏴**.

### If “E” appears on the screen

- The “E” is an indication that;
- the result of the calculation has been overflowed.
  - the memory has been overflowed.
  - divided by “0”.

To clear the “E”, press **⏴**.

### Function key assignment

1 - 0:	Number input keys.	M-:	Reduces the result of the current calculation from memory
+ , - , x , ÷ :	Mathematical function keys.	MC:	Clears memory.
MR:	Recalls number into memory.	±:	Changes sign of number
M+:	Adds the result of the current calculation into memory.	%:	Percentage key.
.		. :	Decimal point

### To skip to the [Converter] mode

A number displayed on the screen can be converted by the [Currency Converter] or the [Metric Converter].

Press **↔** or **↔** while a number is displayed on the screen. The unit goes into the [Converter] mode.

## Using the calculator’s memory function

A calculation can be stored in the memory of the [Calculator].

Example: “(2+5) × 5”

- Press **⏻**.  
The [Calculator] is activated.
- Enter a calculation to be stored.  
Example: “2+5”
  - To switch between “positive” and “negative”, press **⊖**.
  - To clear the entry, press **⏴**.
  - To correct a mistaken mathematical function, simply press the intended function key. There is no need to clear the entry.
- Press **Ⓜ** or **Ⓜ** to store the entered calculation.  
The entered calculation is stored in the memory.  
Example: “Ⓜ”
- Enter the remainder of the calculation.  
i.e: “× 5”
- Press **⏻** to execute the calculation.  
The result of the calculation appears on the screen.

- To recall the memory, press **Ⓜ**.
- To clear the memory, press **Ⓜ**.

## CONVERTER & REFERENCE

## Using the Currency Conversion

This unit provides 2 home currencies, US dollars and UK pounds. Currency conversion enables you to convert from your home currency to and from another currency based upon the rate setting.

### To set the currency rate

The currency rate must be set before using the [Currency Converter].

- Set the [Language Selection] (American English or British English) before setting the currency rate. When “American English” is selected, the home currency is set to US dollar. When “British English” is selected, the home currency is set to UK pound.

- Press **Ⓜ**.
  - To check the current rate, press **Ⓜ**.
- Enter the rate to be converted, then press **⏻**.  
ex:\$1 is set to £1.5

- To exit the rate setting mode, press any other function key.

### To convert the currency

The currency can be converted from US dollars and UK pounds into the other currencies by the rate previously set. The currency is referred to the setting of the [Language Select].

- Press **Ⓜ**, then press **⏻** to select [Currency Converter].  
“Dollars ▶ Other Currency” or “Pounds ▶ Other Currency” appears on the screen.
- Press **↔** or **↔** to switch conversion between [Dollars ▶ Other Currency] and [Other Currency ▶ Dollars], then press **⏻**.  
“Enter Dollars” or “Enter Other Currency” appears on the screen.
- Enter the value of the home currency.
- Press **⏻** to convert.  
The value of the other currency is automatically calculated by the rate previously set.

- To exit the [Currency Converter] mode, press **Ⓜ**.
- To exit the [Converter] mode, press any other function key.

## Using the Metric Conversion

The unit provides the metric conversion for measurement as follows.

### Metric conversion list

Temperature		Volume	
°C ▶ °F	°F ▶ °C	Meter <sup>3</sup> ▶ Yard <sup>3</sup>	Yard <sup>3</sup> ▶ Meter <sup>3</sup>
Length		Meter <sup>3</sup> ▶ Feet <sup>3</sup>	Feet <sup>3</sup> ▶ Meter <sup>3</sup>
Centimeter ▶ Inch	Inch ▶ Centimeter	Meter <sup>3</sup> ▶ Centimeter <sup>3</sup>	Centimeter <sup>3</sup> ▶ Meter <sup>3</sup>
Meter ▶ Feet	Feet ▶ Meter	Weight	
Meter ▶ Yard	Yard ▶ Meter	Gram ▶ Ounce	Ounce ▶ Gram
KM ▶ Mile	Mile ▶ KM	KG ▶ Pound	Pound ▶ KG
Area		Capacity	
Meter <sup>2</sup> ▶ Acre	Acre ▶ Meter <sup>2</sup>	ML ▶ Ounce(BR)	Ounce(BR) ▶ ML
Yard <sup>2</sup> ▶ Acre	Acre ▶ Yard <sup>2</sup>	ML ▶ Ounce(AM)	Ounce(AM) ▶ ML
Feet <sup>2</sup> ▶ Acre	Acre ▶ Feet <sup>2</sup>	Liter ▶ QT(BR)	QT(BR) ▶ Liter
Meter <sup>2</sup> ▶ Yard <sup>2</sup>	Yard <sup>2</sup> ▶ Meter <sup>2</sup>	Liter ▶ QT(AM)	QT(AM) ▶ Liter
Meter <sup>2</sup> ▶ Feet <sup>2</sup>	Feet <sup>2</sup> ▶ Meter <sup>2</sup>	Liter ▶ Gal(BR)	Gal(BR) ▶ Liter
		Liter ▶ Gal (AM)	Gal(AM) ▶ Liter
		Power	
		kW ▶ Horsepower	Horsepower ▶ kW

**1** Press  to activate [Converter] mode, then press  or  to select [Metric Converter].

Metric Converter

**2** Press . [Metric Converter] is activated.

Temperature ...

**3** Press  or  to select one of the measurement. ex: [Length] is selected.

Length ...

**4** Press .  Centimeter   Inch

Enter Centimeters

**5** Press  or  to select the unit to be converted, then press .

ex: [Centimeter  Inch] is selected.

**6** Enter the value of the unit.

1. cm

**7** Press  to convert.

The value of the unit is automatically calculated.

- To exit the [Converter] mode, press any other function key.

## Referring to the Clothing Size

The unit provides comparative tables of clothing sizes (US, UK and EU) for men, women and children.

**Clothing size list**

Men sizes: Suits, Trousers, Overcoats, Pullovers, Socks, Shoes, Shirts, Hats

Women sizes: Blouses, Pullovers, Dresses, Coats, Suits, Skirts, Trousers, Shoes, Stockings

Children: Dresses, Coats, Suits, Skirts, Trousers-Girls and Boys, Shoes-Girls and Boys, Most Clothing-Girls and Boys

**1** Press  to activate [Converter] mode, then press  or  to select [Clothing Sizes].

Clothing Sizes

**2** Press . [Clothing Sizes] is activated.

Men Sizes

**3** Press  or  to select men, women or children, then press . ex: [Women] is selected.

- To scroll the message, press  or .

**4** Press  or  to select an item to be referred, then press .

ex: [Shoes] is selected.

**5** Press  or  to scroll the size to be referred.

BR:2 1/2 US:4 EU:35#

BR:3 US:4 1/2 EU:35#

- To exit the [Clothing Size] mode, press .

- To exit the [Converter] mode, press any other function key.

# GAMES

## Playing the Games

The unit provides 10 games that help you to improve your spelling.

- There are three skill levels (beginner, intermediate and advanced). Set the skill level before playing games. See “Setting the game level”.

- The spelling of words that are used in the games is based upon the [Language selection] setting.

**Playing the Crossword Quiz**

Find wildcard letters that will build a word randomly displayed in the [Crossword Quiz].

**1** Press  to activate [Games] mode, then press  or  to select [Crossword Quiz].

h?t?h

- To skip the displayed question (word), press . The next question appears.

**3** Enter the letters to complete the game word.

- To skip the current question, press . The next question appears.

- For a hint, press .

hitch

**4** Press  to execute the quiz.

When the spelling of the word is correct, congratulatory message (along with your current score) appears on the screen.

When the spelling of the word is incorrect, “Sorry, you lost” appears, then the correct word appears on the screen. Press  to check your current score.

- To give up finding the spellings, press . “Sorry, you lost” appears, then the correct spellings and your current score appears on the screen.

- To exit the [Crossword Quiz] mode, press any other function key.

**Playing the Crossword Solver game**

You can find the spelling of a word with the [Crossword Solver]. The [Crossword Solver] can be used as the wildcard search in the [Spell Checker] mode.

**1** Press  to activate [Games] mode, then press  or  to select [Crossword Solver].

**2** Press . The [Crossword Solver] is activated.

Enter letters...

**3** Type in a word with wildcard letters .

- To clear the entered letters, press .

til?

**4** Press .

The relevant word appears on the screen.

tile

- To check any remaining possibilities of the searched word, press  or .

- To exit the [Crossword Solver] mode, press any other function key.

**Playing the Hangman game**

Guess the wildcard letters that will build a complete word within a limited number of attempts. A word randomly appears on the screen.

**1** Press  to activate [Games] mode, then press  or  to select [Hangman].

**2** Press .

A wildcard word appears on the screen.

In this case, you must guess a word with 5 characters within 10 attempts.

- To skip the displayed question (word), press . The next question appears.

**3** Enter a letter you guess.

If the letter you guessed is correct, the letter is put in the corresponding positions.

- For a hint, press .

??a??  1/9

whack

Won: 1 Lost: 0

When a complete word is built within the limited attempts, a congratulatory message (along with your current score) appears on the screen.

When all your attempts have been exhausted, “Sorry, you lost” appears, then the correct word (along with your current score) appears on the screen.

- To exit the [Hangman] mode, press any other function key.

**Playing the User-Hangman game**

This is a [Hangman] game using words that you can select.

**1** Press  to activate [Games] mode, then press  or  to select [User Hangman].

**2** Press . [User Hangman] is activated.

Enter Game Word

**3** Enter a word to be solved.

bottle\_

**4** Press .

The entered word is displayed with wildcards with a limited number of attempts.

**5** Repeat step 3 and 4 of [Hangman] above.

- To exit the [User Hangman] mode, press any other function key.

**Tip for parents**

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

**Playing the Anagram Solver game**

You can find the anagram of a spelling you entered with the [Anagram Solver].

**1** Press  to activate [Games] mode, then press  or  to select [Anagram Solver].

**2** Press . The [Anagram Solver] is activated.

Enter letters...

ocst\_

- To clear the entered letters, press .

**4** Press .

A correctly spelled word containing the entered letters will be displayed.

cost

cots

- To display any additionally found words, press  or .

- To exit the [Anagram Solver] mode, press any other function key.

**Playing the Construction game**

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

**1** Press  to activate [Games] mode, then press  or  to select [Construction].

**2** Press . The [Construction] is activated.

**3** Enter a word. You can use up to 14 letters.

- To clear the entered letters, press .

**4** Press .

A word you entered is fixed, and a number of other words appears on the screen.

- If there are no words, “No anagrams found!” appears on the screen. Try to enter another word.

**5** Enter a spelling of the word, then press .

When the spelling of the entered word is correct, try to find other words.

In this case, there are three candidates. So you must guess two more words.

When the spelling of the entered word is incorrect, “Please try again” appears on the screen. Try to find the correct spelling.

taste\_

teast  1/3

**6** Repeat step 5 to find all spelling candidates.

When all spelling candidates are found, a congratulatory message (along with your score) appears on the screen.

When the spelling of the word is incorrect, “Sorry, you lost” appears, then the correct word appears on the screen. Press  to check your current score.

- To check the correct word, press .

- To exit the [Construction] mode, press any other function key.

**Tip for parents**

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

**Playing the Jumble game**

Using all the letters of the displayed word, you attempt to find a specified number of other words.

**1** Press  to activate [Games] mode, then press  or  to select [Jumble].

Jumble

**2** Press .

A word with jumbled letters appears on the screen.

In this case, you should guess two words with “u,m,s,h”.

- To skip the displayed question (word), press . The next question appears.

umsh  0/2

**3** Enter a word using all the letters of the selected word, then press .

If the word you guessed is correct, try to build another word.

mush\_

**4** Repeat step 3 until you find all words.

- When you entered the same word that has already been tried, “Word already used!” appears on the screen. Try to find another word.

When all spelling candidates are found, a congratulatory message (along with your current score) appears on the screen.

- To give up finding the spellings, press . “Sorry, you lost” appears, then the correct spellings and your current score appears on the screen.

- To exit the [Jumble] mode, press any other function key.

**Playing the Against the Clock game**

This game is a [Hangman] with a limited time. Guess the wildcard letters to build a complete word within a limited time and number of attempts. In [Against the Clock], each letter automatically appears every 4 seconds (for beginner), 3 seconds (for intermediate), and 2 second (for advanced). You must guess the complete word before all letters appear.

**1** Press  to activate [Games] mode, then press  or  to select [Against the Clock].

Against the Clock

**2** Press .

A wildcard word appears on the screen.

In this case, you must guess a word with 5 characters within a limited time and 8 attempts.

- To skip the displayed question (word), press . The next question appears.

?????  0/8

**3** Press  to display a letter, or enter a letter. A letter appears on the screen.

???t?  0/7

**4** Repeat step 3 within a limited time and attempts to build the complete word.

When the complete word is entered within a limited number of attempts, before all the letters appear, a congratulatory message (along with your score) appears on the screen.

When an incorrect letter is entered, one of the correct letters appears every 4, 3 or 2 seconds.

If you could not find the complete word within a limited time and number of attempts, “Sorry, you lost” appears, then the correct word (along with your current score) appears on the screen.

- To exit the [Against the Clock] mode, press any other function key.

**Playing the Memory game**

Enter a correct spelling of a word that is randomly displayed.

**1** Press  to activate [Games] mode, then press  or  to select [Memory].

Memory

**2** Press .

The [Memory] is activated, and then a word randomly selected by the unit momentarily appears on the screen.

reap

**3** Enter the memorized word.

- To clear the entered letters, press .

reap\_

**4** Press .

When the correct word is entered, a congratulatory message (along with your score) appears on the screen. When an incorrect word is entered, “Sorry, you lost” and the correct word (along with your current score) appears on the screen.

- To exit the [Memory] mode, press any other function key.

Won: 1 Lost: 0