# SEIKO

# Oxford
# ENGLISH
# Spellchecker

**ER1000   OPERATION MANUAL**

ALWAYS press the "RESET" button on the front of the unit after battery replacement or if the unit fails to operate properly.

SII ● Seiko Instruments Inc.

Thank you for purchasing the ER1000. Please read this operation manual carefully before using the product.

This unit is an English Spellchecker using data from Oxford University Press.
The Spellcheck function, the Crossword/Anagram Solver and seven Word Games enable you to effortlessly enhance your knowledge of English vocabulary.

The British English Source Lexicon © Oxford University Press 1998

# CONTENTS

# Functions and Features

### 1 **Spellchecker**

Instant phonetic spelling correction for over 200,000 words ensures you will always have the answer at your fingertips.

### 2 **Word Games**

You can take on the challenge of seven different word games set to any one of three levels of difficulty.

### 3 **Solver**

Crossword Solver
Look for the right word by entering letters you know along with question marks for any letters which you don't know.

Anagram Solver
Look for new words using the same letters as the word or letters you have entered.

### 4 **Calculator**

A full function calculator is included with a convenient and easy to use keyboard layout.

### 5 **Converters**

Conversion function enables you to convert foreign currencies and metric/imperial units of length, weight, liquid measure and temperature.
In foreign countries you can easily check the clothing sizes: shirts, shoes, hats etc. for men, women and children.
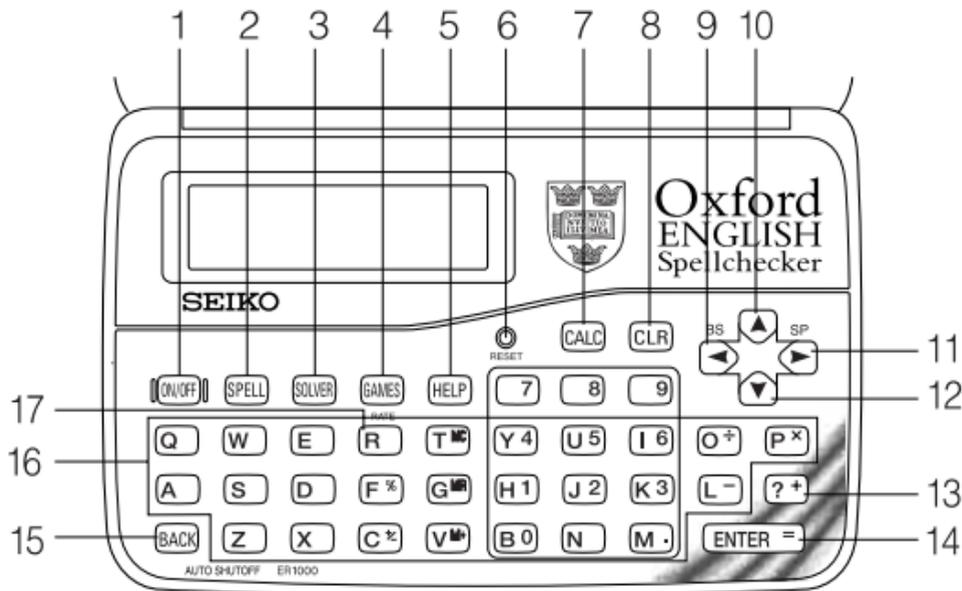
### 6 **Help function**

An explanation of how to operate the various functions is simply explained on the screen at each operational stage in each mode.

### 7 **Demo function**

A demonstration display explains the contents of the unit.

# The Keys and their Functions



- Unit will automatically TURN OFF when not used for approximately 3 minutes.

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1  Turns power ON and OFF.
2  Selects Spellchecker mode.
3  Selects Crossword / Anagram Solver mode.
4  Selects Word Game mode.
5  Activates Help function.
6  RESET button
7  Selects Calculator mode, Currency, Metric/Imperial and Clothing Size Converters.
8  Clears all the input characters.
9  For deleting the last input character.
   For shifting the display to the left. *
10 For scrolling back through the lists in memory. *

11 Enters a single blank space when pressed once. / A hyphen can be entered by pressing ▼ or ▲ after entering a space. For shifting the display to the right. *
12 For scrolling down through the lists in memory.
13 Used in place of letter(s) you are unsure of when correct spelling of a word is unknown.
14 Executes the functions.
15 Returns the display to the previous state.
16 Letter and numeral input keys.
17 For entering the new rate in the conversion mode.
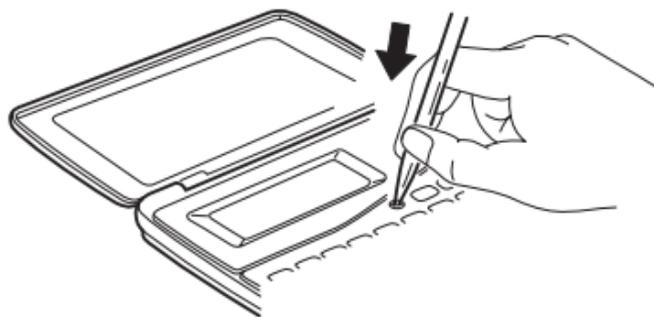
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\* For selecting the menu in the conversion mode.

# Preparation for using the Unit

## 1. Resetting

Before using the unit, press the "RESET" button on the front of the unit.

The contrast adjustment display will appear. ( See page 7. )



ALWAYS press the "RESET" button on the front of the unit after battery replacement or if the unit fails to operate properly.

# 2. Contrast Adjustment

1. <u>After resetting</u>, the contrast adjustment display will appear.

2. You can use either $\blacktriangledown$ or $\blacktriangle$ to adjust the contrast of the display Level 1 to Level 20. (Initial setting =10)

*Contrast: 10* $\updownarrow$

$\blacktriangledown$      $\blacktriangle$

*Contrast: 9* $\updownarrow$

3. Press (ENTER) to finish.
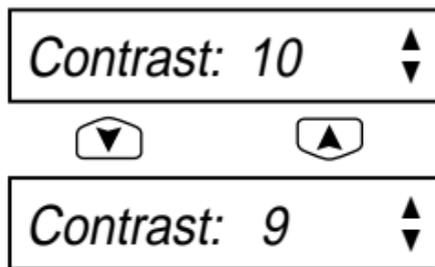
The screen from which you can select the Spellchecker level will appear. ( See page 8. )

* If you want to adjust the contrast of the display again, turn off the power and then press and release (ON/OFF) while holding down (C) .

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# 3. Selecting the Spellchecker level

Due to the extensive coverage of the Oxford English Source Lexicon, you can select a level for the Spellchecker to more closely match your needs.

There are three levels available for you to select from: Beginner, Intermediate, and Advanced.

| | | | |
|---|---|---|---|
| Beginner: | Approximately | 60,000 | words (student level) |
| Intermediate: | Approximately | 90,000 | words (general and business use) |
| Advanced: | Approximately | 200,000 | words (specialist use) |

1. After you've adjusted the contrast, the screen from which you can select the Spellchecker level will appear.

*Set Spell Level*

*Intermediate* ↕

▲      ▼

*Beginner* ▼

2. Select the level you require by using ▲ or ▼ .
   For example, press ▲ if you wish to select the "Beginner" level.

3. Press (ENTER) to finish.
   A demonstration display will appear.
   ( See page 10. )

* If you want to reset the level, turn on the power by pressing (ON/OFF) while holding down (L) . The screen from which you can select the Spellchecker level will appear.
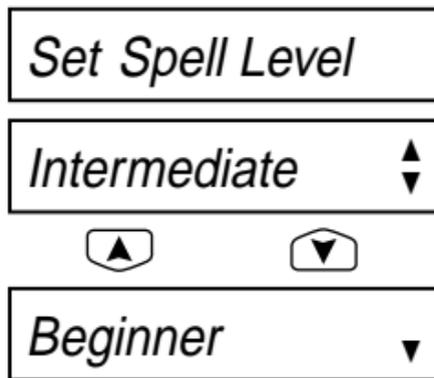
# 4. Demo Function

After you've selected the Spellchecker level, a demonstration display will begin to explain the contents of the unit.

| |
| --- |
| *Welcome to the* |

| |
| --- |
| *OXFORD* |

| |
| --- |
| *Spellchecker* |

| |
| --- |
| *To end this demo* |

⋮

\* You can stop the demonstration by pressing any of the keys.

\* The next time you turn on the power, the demonstration display will not appear if you press (ON/OFF) while holding down (D).

\* If you want to see the demonstration display again, turn on the power by pressing (ON/OFF) while holding down (D).

## ● **Changing the Battery**

The battery needs to be changed as soon as the display becomes dim. Make sure that the power is switched off before replacing the battery.

1. Turn the unit OFF.
2. Remove the screw and the battery cover from the back of the unit.
3. Remove the old battery.
4. Insert the new (CR2025) battery with the "+" side facing up.
5. Replace the battery cover and the screw.
6. Press the "RESET" button.
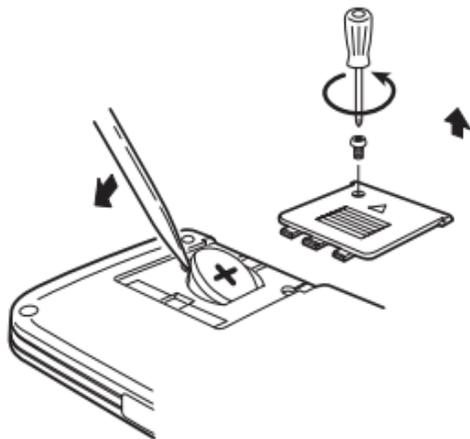
# ⚠ CAUTION

- The battery may pose a choking hazard to small children.
- Keep the battery and product away from small children.
- Do not expose the battery to open flame or intense heat.
- Never use batteries other than those specified.

## Resetting:

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" button.

# Spellchecker

● **Selecting the Spellchecker level** (See page 8.)

1. If you want to reset the level, turn on the power by pressing (ON/OFF) while holding down (L) . The screen from which you can select the Spellchecker level will appear. (See page 9.)

2. Select the level you require by using (▲) or (▼) .

3. Press (ENTER) to finish.

\* If the spelling of an input word tallies with that of a word in the full vocabulary list of 200,000 words, the message "*Correct!*" will appear regardless of the level you've selected.

\* Examples at the "Intermediate" level are used in the explanation.

● **If the spelling of a word you enter is correct :**

**1** Press (SPELL) .

> Spellchecker

> Enter a word

**2** Type a word.
*Example: colour*

> colour _

**3** Press (ENTER) .

The message "*Correct!*" will appear.

> Correct !

The display will then return to the
entered word.

> colour

- To scroll alphabetically up or down through the unit's list, starting from the displayed word, press ▼ or ▲ .

  ▼        ▲

**4** *Example: Press* ▼ .

  *colourable*

- To clear the display and spell check another word, simply enter your new word.

  Pressing (SPELL) will also clear the display.

**5** *Example: apply*

  *apply _*
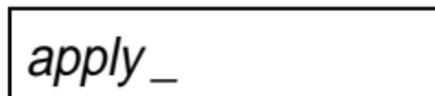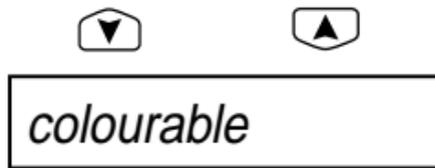
## ● **If the spelling of a word you enter is incorrect :**

The Spellchecker will take "educated guesses" as to the word you may have intended.

| | *Spellchecker* |

**1** Press (SPELL) .

| | *Enter a word* |

**2** Type a word.
*Example: coloure*

| | *coloure _* |

**3** Press (ENTER) .

"*Checking ...*" will be displayed while it finds words in the memory closely matching your entered word.

| | *Checking . . .* |
| | *Correction list* |

After the display "*Correction list*", the first proposed word will be displayed.

| | *colour*  ▼ |

**4** Press $\boxed{\blacktriangledown}$ to see other proposed words.

\* The message "*End of list*" will appear if you press $\boxed{\blacktriangledown}$ when the final proposed word is displayed.

Similarly, the message "*Start of list*" will appear if you press $\boxed{\blacktriangle}$ when the first proposed word is displayed.

$\boxed{\blacktriangledown}$ $\qquad$ $\boxed{\blacktriangle}$

| *collar* | $\updownarrow$ |
| --- | --- |

⋮

| *Coloured* | $\blacktriangle$ |
| --- | --- |

$\boxed{\blacktriangledown}$

| *End of list* |
| --- |
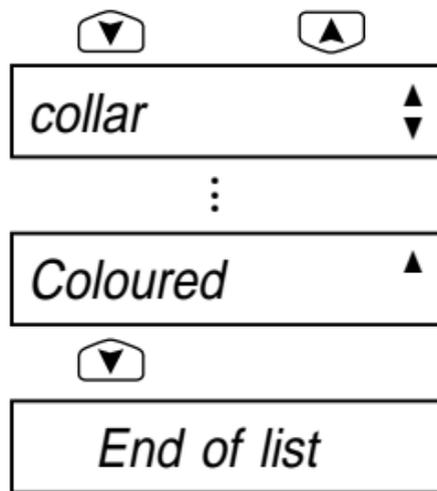
● **Entering and Correcting Letters**

\* Up to 16 letters can be entered.
\* Use $\boxed{\blacktriangleright}$ to enter a space.
  Press $\boxed{\blacktriangledown}$ or $\boxed{\blacktriangle}$ after entering a space to enter a hyphen.
\* Corrections can be made by using $\boxed{\blacktriangleleft}$ .
\* The entire display can be cleared by pressing $\boxed{\text{CLR}}$ or $\boxed{\text{SPELL}}$ .

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## ● **Using the Wildcard function**

If you are unsure of part of the spelling of a word, enter the word using question mark(s) for the letter(s) of which you are unsure.

**1** Press (SPELL) .

| Spellchecker |
|---|

| Enter a word |
|---|

**2** Type a word.
   *Example: ??tio?*
   Use (?) to enter question marks.

| ??tio?_ |
|---|

**3** Press (ENTER) .

After the display " *Checking ...*", the first corresponding word will be displayed.

**4** You may continue to scroll through the corresponding word list by using (▼) and (▲) .

| Checking . . . |
| :--- |

| action | ▼ |
| :--- | :--- |

(▼)  (▲)

| cation | ▲▼ |
| :--- | :--- |

(▼)  (▲)

| lotion | ▲▼ |
| :--- | :--- |

⋮

• To clear the display and spell check another word, simply enter your new word.
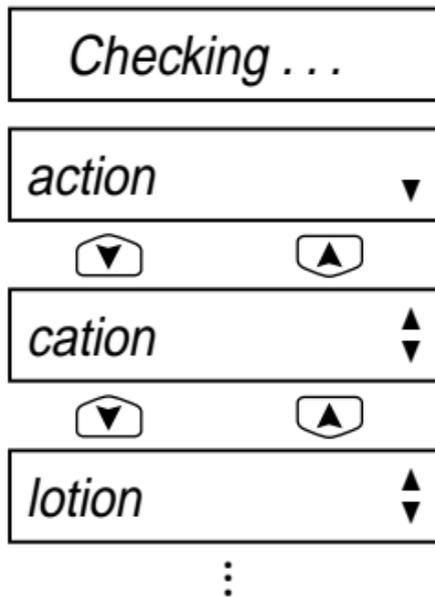
# Word Games / Solver

The British English Source Lexicon is one of the highest capacity databases of modern English available and has been exclusively researched by Oxford University Press. It covers an extensive range of subject material including references to technical, scientific, historical and many other terms.

The word games have therefore been developed to provide a stimulating challenge to help you to discover new words and broaden your vocabulary.

The skill levels work as follows:

| | | | |
|---|---|---|---|
| Beginner: | Approximately | 60,000 | words (student level) |
| Intermediate: | Approximately | 90,000 | words (general and business use) |
| Advanced: | Approximately | 200,000 | words (specialist use) |

You can take on the challenge of seven different word games set to any one of three levels of difficulty and two solvers.

## ● Selecting the game or solver

**1** Press (GAMES) or (SOLVER).

**2** Select the game or solver you wish to play by pressing ▼ or ▲.

The game is displayed in the following order.

*Hangman, User Hangman, Anagrams, User Anagrams, Beat the Clock, Jumble, Memory*

(GAMES)

*Select a Game*

*Hangman* ▼

▼ ▲

*User Hangman* ↕

▼ ▲

*Anagrams* ↕

⋮

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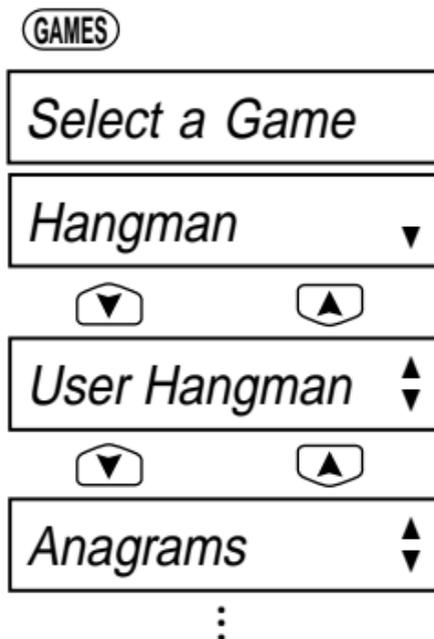
## ● **Setting the level of the game and solver**

**1** Choose the game by pressing (ENTER).
*Example: Anagrams*

| Anagrams | ↕ |
| --- | --- |

(ENTER)

| Set your skill |
| --- |

**2** Set the level for selected game by
pressing (▼) or (▲).

You can choose from "*Beginner*",
"*Intermediate*" and "*Advanced*".

| Beginner | ▼ |
| --- | --- |

(▼)        (▲)

| Intermediate | ↕ |
| --- | --- |

(▼)        (▲)

**3** Press (ENTER) to start the game.

| Advanced | ▲ |
| --- | --- |

\* Examples at the "Intermediate" level are used in the explanation.

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## ■ Hangman

This is a game in which you have to find a mystery word whose spelling is unknown to you with a limited number of allowed tries.

**1** Select "*Hangman*" and set the level and then press $\boxed{\text{ENTER}}$.

| ?????? | 10 |
|---|---|

The number of letters in the mystery word is indicated by question marks.

The number of times you can try is shown at the right of the screen.
( Beginner - 10 / Intermediate - 8 / Advanced - 6 )

**2** When you enter one of the letters used in the mystery word, the question mark will be replaced by the letter.

| ?????e | 10 |
|---|---|

*Example: Enter "e".*

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* In case the same letter is used two or more times in the same word:

  If you enter the letter, all the corresponding question marks will be replaced by the letter simultaneously.

  *Example: Enter "t".*

| ??tt?e | 10 |

* The number of tries you are allowed will decrease progressively every time you enter an incorrect letter.

| bott?e | 5 |

(L)

**3** If all the letters in the word are displayed before you have used up all the tries," *You win!*" will be displayed and counted in the " *Won*" column.

  Then the next mystery word will be displayed.

| *You win!* |

| Won : 1   Lost : 0 |

| ?????? | 10 |

* One letter will be displayed in turn as a "Tip" every time you press ENTER.

* All the letters will be displayed if you press ?.

* If you fail to find the word before you have used up all the tries you are allowed, or if once you use ENTER for "Tips" or ? half way through a game, "*Sorry, you lost.*" will be displayed and counted in the "*Lost*" column.

  Then the answer will be displayed.

  Then the next question will be displayed.

| Sorry, you lost. |

| Answer was . . . |

| bottle |

| Won : 0  Lost : 1 |

| ??????            10 |

## ■ User Hangman

This is a Hangman Game using words that you can select.

1. Select "*User Hangman*" and set the
   level and then press (ENTER) .

   *Enter game word*

2. Enter a word. You can use up to 13
   letters.

   *Example: bottle*

   *bottle _*

3. Press (ENTER) .

   *??????       10*

* The ensuing procedure is the same as
  that used in the Hangman Game.

--- **\*\*\* 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.

## ■ Anagrams

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

**1** Select "*Anagrams*" and set the level and then press (ENTER).

The selected word and the number of other words will be displayed.

| *ascot* | *4* |

( Beginner- 3 to 6 letter word / Intermediate- 4 to 9 letter word / Advanced- over 5 letter word )

*Example: ascot*

**2** Enter the word using all the letters of the selected word.

| *coast* _ |

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**3** Press $\boxed{\text{ENTER}}$.

If your answer is correct, "*OK!*" will be displayed.

Then the selected word will be displayed again, and the number of other words will decrease.

* The entered answers can be seen again by using $\boxed{\blacktriangle}$ or $\boxed{\blacktriangledown}$ .

**4** If you enter all the answers, "*You win!*" will be displayed and counted in the "*Won*" column.

Then the next selected word will be displayed.

| OK! |
| --- |

| ascot | 3▲ |
| --- | --- |

⋮

| You win! |
| --- |

| Won : 1   Lost : 0 |
| --- |

* If your answer is incorrect, the message "*Try again*" will appear and the selected word will be displayed again.

* If you press ⟨**?**⟩ , "*Sorry, you lost.*" will appear and the answers will be displayed sequentially.

| *Sorry, you lost.* |
|---|

| *Answer was . . .* |
|---|

| *ascot* ▾ |
|---|

⟨▾⟩

| *coast* ♦ |
|---|

⋮
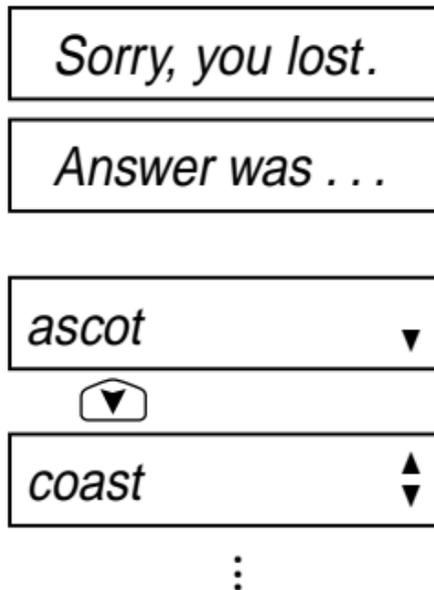
* If you press ⟨**ENTER**⟩, the "*Lost*" column will be displayed. Then the next selected word will be displayed.

## ■ User Anagrams

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

**1** Select "*User Anagrams*" and then press (ENTER).

\* There is no need for setting the level.

*Enter game word*

**2** Enter a word. You can use up to 13 letters.
*Example: ascot*

*ascot _*

**3** Press (ENTER).
The selected word and the number of other words will be displayed.

*ascot        6*

\* The ensuing procedure is the same as that used in the Anagrams Game.

---
**\*\*\* Tip for Parents \*\*\***

This game is a fun way for you to help your children to learn new words. Simply enter your chosen word and then work with them to correctly find the anagrams.

---

## ■ Beat the Clock

The letters of a mystery word are displayed one at a time at regular intervals.

( Beginner - 3 seconds / Intermediate - 2 seconds / Advanced - 1 second )

Enter the mystery word before they are all displayed.

**1** Select "*Beat the Clock*" and set the level and then press (ENTER) .

The hidden letters will be displayed one by one.

| ?????? |
|---|

| b????? |
|---|

| b?tt?? |
|---|

| b?tt?e |
|---|

**2** Press (ENTER) to stop the appearance of letters.

| Enter answer |

**3** Enter the mystery word.
*Example: bottle*

| bottle _ |

**4** Press (ENTER) .

If your answer is correct, "*You win!*" will be displayed and counted in the "*Won*" column.

| You win! |

Then the next mystery word will be displayed.

| Won : 1   Lost : 0 |

\* If your answer is incorrect, or if you press (?) , "*Sorry, you lost.*" will be displayed and counted in the "*Lost*" column.

Then the answer and the next mystery word will be displayed.

## ■ Jumble

Using letters displayed at random, you attempt to find a specified number of words.

**1** Select "*Jumble*" and set the level and then press (ENTER).

The selected letters and the number of answers will be displayed.

| tcsoa | 5 |

( Beginner- 3 to 6 letter word / Intermediate- 4 to 9 letter word / Advanced- over 5 letter word )

*Example: tcsoa*

**2** Enter the word using all the selected letters.

| coast _ |

(The ensuing procedure is the same as that used in the Anagrams Game.)

## ■ Memory

Correctly enter the spellings of words momentarily displayed.

**1** Select "*Memory*" and set the level and then press (ENTER) .

The words will be displayed for about one second.

| bottle |
| --- |

| Enter a word |
| --- |

( Beginner- 3 to 6 letter word / Intermediate- 4 to 9 letter word / Advanced- over 5 letter word )

*Example: bottle*

**2** Enter the spelling of the word which has just disappeared from the screen.

| bottle _ |
| --- |

**3** Press (ENTER) .

If your answer is correct, "*You win!*"
will be displayed and counted in the
"*Won*" column.

Then the next word will be displayed.

> *You win!*
>
> *Won : 1   Lost : 0*

\* If your answer is incorrect, or if you press (**?**) , "*Sorry, you lost.*"
will be displayed and counted in the "*Lost*" column.

Then the answer and the next word will be displayed.

## ■ Crossword Solver

Look for the right word by entering letters you know along with
question marks for any letters you don't know.

**1** Press (SOLVER) .

| Select a Solver |

| Crossword Solver▾ |

**2** Select "*Crossword Solver*" and set
the level and then press (ENTER) .

| Enter letters |

**3** Type a word.
  *Example: ??tio?*
  Use (**?**) to enter question marks.

| ??tio?_ |

**4** Press (ENTER) .

After the display "*Checking ...*", the first corresponding word will be displayed.

| *Checking . . .* |

| *action* ▼ |

▼      ▲

**5** You may continue to scroll through the corresponding word list by using ▼ and ▲ .

| *cation* ▲▼ |

▼      ▲

| *lotion* ▲▼ |

⋮

**6** To clear the display and enter another word, press (ENTER) .
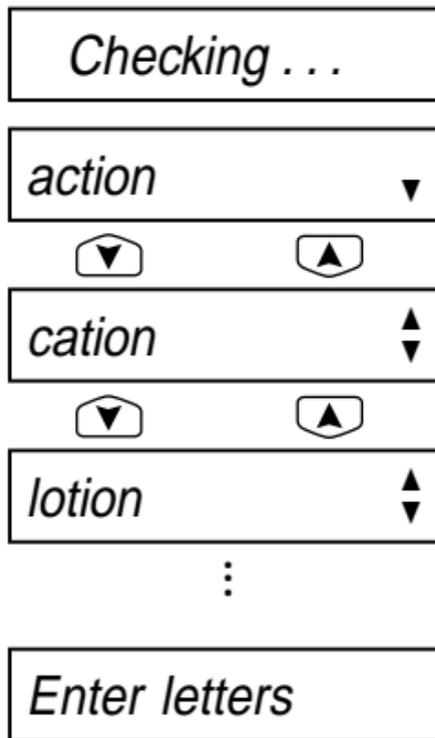
| *Enter letters* |

## ■ Anagram Solver

Look for the right word using the same letters as the word or letters you have entered.

**1** Press (SOLVER).

| Select a Solver |
| --- |

| Crossword Solver▾ |
| --- |

**2** Select "*Anagram Solver*" by pressing ▼ and set the level and then press (ENTER).

| Anagram Solver  ▲ |
| --- |

| Enter a word |
| --- |

**3** Type a word.

   *Example: fine art*

* You can enter words, multiple words or even jumbled letters up to a maximum of 16 characters.

| fine art _ |
| --- |

* Use ▶ to enter a space.
  Press ▼ or ▲ after entering a
  space to enter a hyphen.

**4** Press (ENTER).
  After the display "*Checking ...*", the
  first corresponding word will be
  displayed.

| Checking . . . |

| fainter |

**5** To clear the display and enter another
  word, press (ENTER).

| Enter a word |

* If the word or letters entered do not have any anagrams, the
  message "*No anagrams !*" will be displayed.

# Calculator

## ● Keys and their Functions

| | | |
|---|---|---|
| 1. | CALC | Selects Calculator mode, Currency, Metric/Imperial and Clothing Size Converters. |
| 2. | BACK | Clears last entry with one press, clears all with two presses. |
| 3. | 1 ~ 0 | Number input keys. |
| 4. | +, −, x, ÷ | Mathematical function keys. |
| 5. | MC | Clears memory. |
| 6. | MR | Recalls number from memory. |
| 7. | M+ | Enters number into memory. |
| 8. | +/− | Changes sign of number. |
| 9. | % | Percentage key. |

\* The number stored in the memory is held when the calculation is changed, the mode is switched or the power is turned off.

## ● Correcting and Clearing Entries

If you enter an incorrect number, press (BACK) to clear the entire displayed number, then re-enter the correct number.
If you press an incorrect mathematical function key, simply press the correct function key afterwards.

If " E " appears in display:

- The answer to a calculation is more than 12 digits.
- The memory is full.
- 0 has been used as a divisor.
  Press (BACK) to remove the " E " and continue.

# Converters

## ● Selecting the conversion menu

**1** Press $\boxed{\text{CALC}}$ .

**2** Press $\boxed{\blacktriangledown}$ or $\boxed{\blacktriangle}$ ( $\boxed{\blacktriangleright}$ or $\boxed{\blacktriangleleft}$ ) to select the conversion menu. The menu is displayed in the following order.

-> $\boxed{\blacktriangledown}$ (or $\boxed{\blacktriangleright}$ )->

| (Temp: °F -> °C) | Clothing Size | Local Curr. | Home Curr. |
|---|---|---|---|
| CM    Inch | Inch    CM | Metre    Feet | Feet    Metre |
| Metre    Yard | Yard    Metre | KM    Mile | Mile    KM |
| Gram    Ounce | Ounce    Gram | KG    Pound | Pound    KG |
| ML    Ounce (BR) | Ounce (BR)    ML | Litre    QT (BR) | QT (BR)    Litre |
| Litre    Gal (BR) | Gal (BR)    Litre | ML    Ounce (AM) | Ounce (AM)    ML |
| Litre    QT (AM) | QT (AM)    Litre | Litre    Gal (AM) | Gal (AM)    Litre |
| Temp: °C    °F | Temp: °F    °C | (Clothing Size) | |

<- $\boxed{\blacktriangle}$ (or $\boxed{\blacktriangleleft}$ )<-

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## ● Entering or Changing a Conversion Rate

You must enter a currency exchange rate before you can do a currency conversion.

*Example: If the exchange rate is £1 = U.S. $1.45*

**1** Press (CALC).
Enter the new rate. ( = 1.45 )

| 1.45 |
| --- |

**2** Press (R) (RATE).

| New rate |
| --- |

## ■ Currency Conversion

*Example: U.S. Dollar to British Pound ( £1 = U.S. $1.45 )*

**1** Press (CALC), then enter the number you wish to convert.

| 29. |
| --- |

**2** Select the conversion menu using $\blacktriangledown$ or $\blacktriangle$ .

> *Home Curr.* $\updownarrow$

**3** Press $\boxed{\text{ENTER}}$ .
(U.S. \$29 = £20)

> *20.*

## ■ Metric/Imperial Conversion

*Example: Kilometres to Miles*

**1** Press $\boxed{\text{CALC}}$ , then enter the number you wish to convert.

> *5.*

**2** Select the conversion menu using $\blacktriangledown$ or $\blacktriangle$ .

> *KM    Mile* $\updownarrow$

**3** Press $\boxed{\text{ENTER}}$ .
(5 kilometres = 3.10685596119 miles.)

> *3.10685596119*

## ■ Clothing Size Chart

In foreign countries you can easily check the clothing sizes: shirts, shoes, hats etc. for men, women and children.

**1** Press (CALC) and then select the conversion menu using ▼ or ▲ .

*Clothing Size* ▼

**2** Press (ENTER) and then select a category from Men, Women or Children using ▼ or ▲ .

*Example: Press ▼ once.*

*Men* ▼

▼        ▲

*Women* ↕

**3** Press (ENTER) and then select a sub-category using ▼ or ▲ .

*Example: Press ▼ once.*

*Women: Blouses,* ▸▼

▼        ▲

*Women: Dresses,* ▴▸

**4** Press (ENTER).
You can refer to the sizes.

`BR:30 AM: 8 EU:3 ▾`

**5** Use ▼ to see more sizes.

`BR:32 AM:10 EU:3▴▸`

● **Categories of the Clothing Size Chart**

Men:     (Suits, Trousers, Overcoats, Pullovers) (Socks) (Shoes)
         (Shirts) (Hats)
Women:   (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)

# Help function

An explanation of how to operate the various functions is simply explained on the screen at each operational stage in each mode.

*Example:*

**1** Press (SPELL) .

*Spellchecker*

**2** Press (HELP) .

The help explanation is displayed automatically from right to left.

*To spell check a . . .*

*. . . word, type it . . .*

\* You can stop display of the explanation by pressing any of the keys.

## Proper Use

To ensure a long and useful life from this precision electronic instrument, do not expose the unit to extreme heat or cold, water or other liquids including spray cleaners or extreme pressure (such as carrying in a back pocket). Doing any or all of these things may render the unit inoperable and invalidate the warranty.

## Specification

| | |
|---|---|
| Display: | 16 characters x 1 line |
| Temperature range: | 0° C to +40° C  (32°F to 104° F) |
| Battery: | Lithium CR2025 x 1 pc. |
| Battery life: | approx. 550 hours (continuous use) |
| Automatic power off: | approx. 3 minutes |
| Size: | 115 (W) x 73 (H) x 13 (D) mm |
| Weight: approx. | 70g (including battery) |

\* Specifications may change without notice due to our policy of continual product improvement. / The life of the battery will vary depending on how the unit is used.

# ONE YEAR LIMITED WARRANTY

1. This product is warranted to be free from defects in material or workmanship for one year from date of purchase.

2. 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.

3. 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 authorisation, it will be ineligible for service under this warranty.

4. In Europe, this warranty does not affect your statutory rights.

5. **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.

CE **⊂N148**

**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 | Electromagnetic Compatibility - Generic Emission |
| EN50082-2 | Electromagnetic Compatibility - Generic Immunity |

**SEIKO UK Limited** SC House, Vanwall Road, Maidenhead, Berks. SL6 4UW U.K.

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.