

Ages 5+
Item no. 06007

zoundz

A FUSION OF
LIGHTS AND MUSIC

USE & CARE
MANUAL

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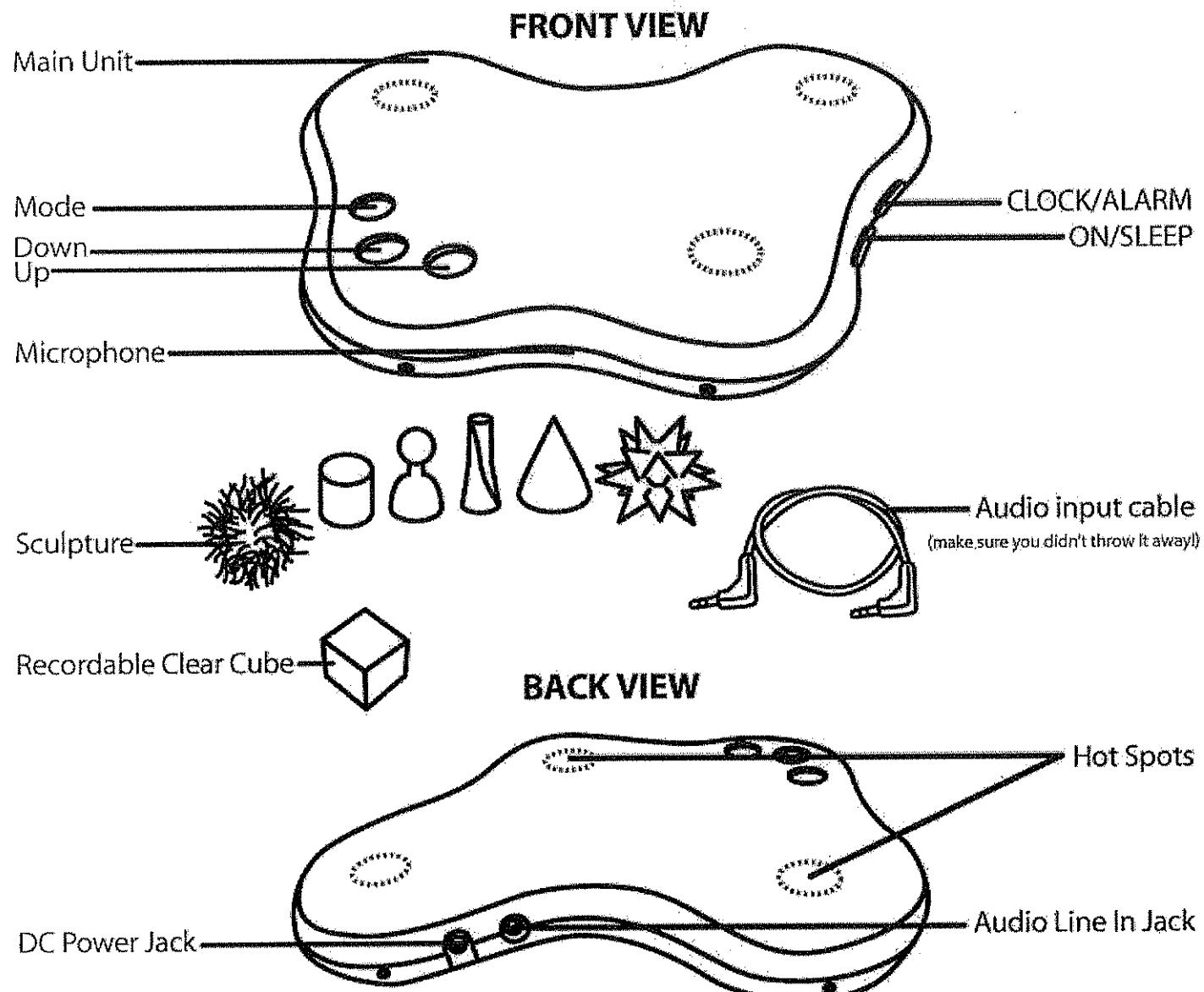
Carefully remove Zoundz from the box, removing all straps and ties and collecting all small pieces to be disposed of properly. Make sure that you are not accidentally throwing away the audio input cable.

Read the instructions all the way through before turning ON the toy. This will give you a good overview of how to operate the product before you begin.

IMPORTANT: Please retain these instructions for future reference.

Getting Started:

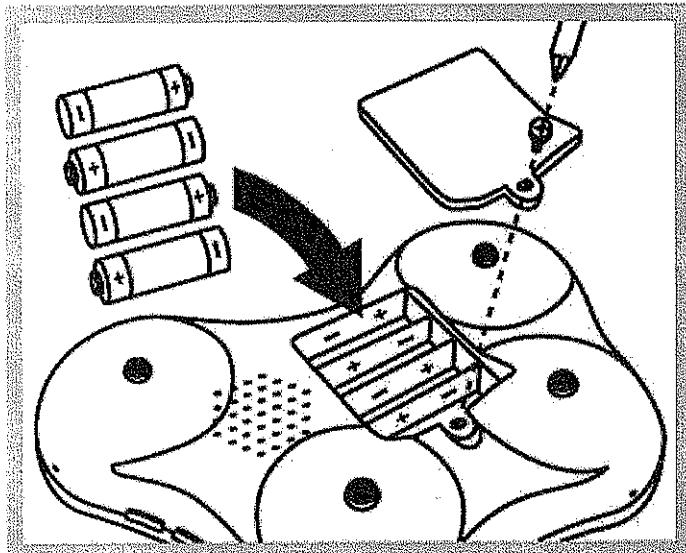
Inside the box you should have the following components. Please check to make sure they are all present. These are: main unit, audio input cable and 7 sculptures.



Battery Installation:

CAUTION!

Battery installation should only be performed by an adult.
See BATTERY INFORMATION section later in this manual for other warnings and information.



After removing Zoundz from the packaging, locate the battery compartment. Use a Philips®-head screwdriver to remove the screw over the battery cover. Insert batteries, paying close attention to the positive (+) and negative (-) position of the batteries as indicated in the battery compartment.

Insert four (4) AA batteries using the diagram provided. Replace the battery cover and tighten the screw.

Basic Operation:

The base has three "pulsing" HOT SPOTS that respond with music and lights to the different objects when they are placed on them. Each object has three different musical riffs associated with it. As you move an object from one HOT SPOT to another, a different riff will play at each spot. Mix the objects around until you find a combination you like.

Turning the Zoundz ON and OFF:

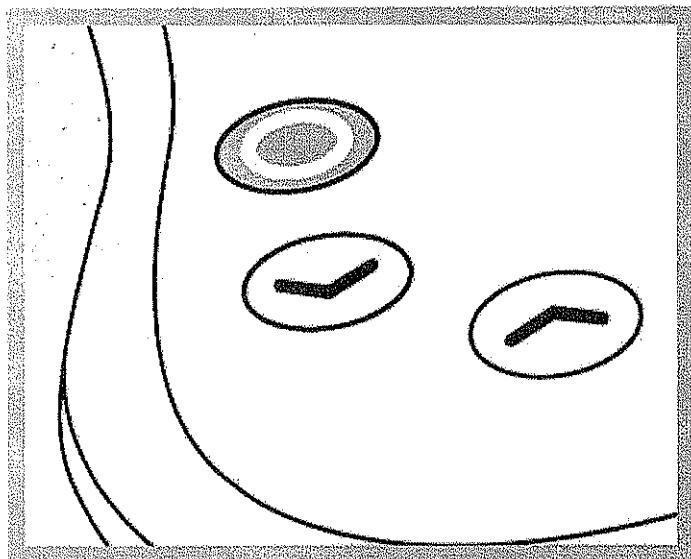
To begin playing press the ON/SLEEP button to turn ON Zoundz. Zoundz will say "Hello."

To turn Zoundz OFF immediately, press and hold the ON/SLEEP button for a couple of seconds and the unit will power down.

Creating Music:

Turn Zoundz ON by pressing the ON/SLEEP button.

Place any one of the sculptures on a HOT SPOT to hear the sound it makes. You have three active hot spots on the board.



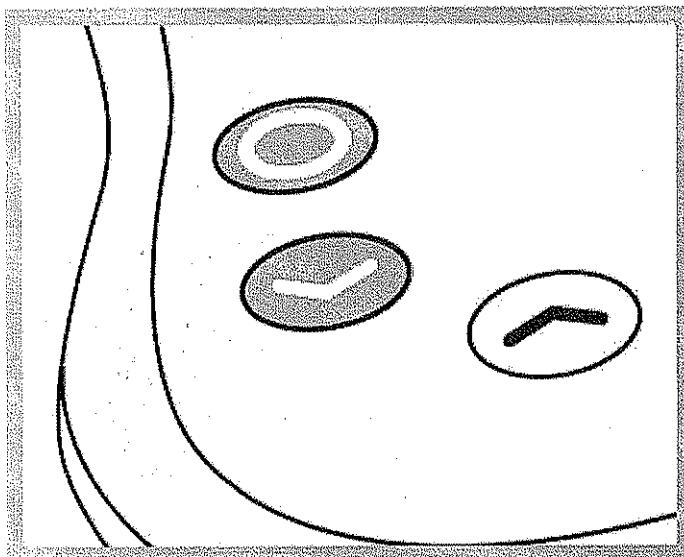
All other effects are controlled by the three touch switches located on the surface of the board. Lightly touch the MODE button (the one with the circle) to cycle through the 4 modes: VOLUME, TEMPO, ECHO and REVERB.

Touch and hold the MODE button to hear the time announced. See the section on "Setting the Clock, Alarm and Chime."

Touching the UP arrow button increases the level of an effect. If you are in VOLUME mode, touching the UP button will increase the volume level. If you are in the TEMPO mode, touching the UP button will make the music play faster. In the ECHO mode, it will increase the echo effect and in reverb, the level of reverberation will increase.

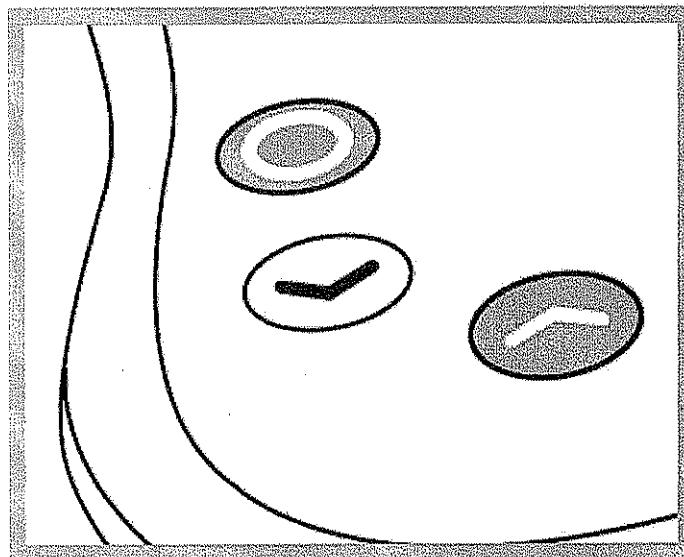
Touching the DOWN arrow button decreases the level of an effect. If you are in VOLUME mode, touching the DOWN button will decrease the volume level. If you are in the TEMPO mode, touching the DOWN button will make the riff play slower. In the ECHO mode, it will decrease the echo effect and in REVERB, the level of reverberation will decrease (unless it is already at zero).

Clearing the effects and resetting the board:



If you find that you don't like the effects that you have added to a mix, touching and holding the MODE and DOWN buttons at the same time will reset the level of all the effects to the original settings. You will also hear a sound effect to indicate that the reset worked.

Recording sounds onto the square sculpture:



Place the clear square sculpture onto one of the hot spots. Touch and hold the MODE and UP buttons at the same time until you hear "begin". When you are out of time, the unit will signal this too. You have 6 seconds of record time.

Recording will start when the cube glows red. Recording will continue as long as you hold the buttons down, for a maximum of 5 seconds. You can now play, mix and alter your recorded sound just like any of the other built-in sounds. You can record using the built-in microphone or from an external music source plugged into the audio jack.

Pressing both ON/SLEEP and CLOCK/ALARM simultaneously causes the unit to remember the current mix and use it as the alarm (if the alarm is active).

Connecting an MP3, iPod or other music device:

Zoundz can act as a speaker for any music device with an 1/8" output (like a headphone jack). Zoundz will not only play your music, but it will also add a cool light show that changes and pulses with the music.

Plug the AUDIO INPUT CABLE that came with Zoundz into the headphone jack of your music device and into the "audio in" jack on the back edge of the main unit.

The volume of the music can be controlled by your music device and the main unit.

To add an effect, use the MODE button to select the effect (ECHO or REVERB) and then use the UP and DOWN buttons to increase or decrease the effect.

To clear the effects and reset them back to normal, press the MODE and DOWN buttons at the same time.

You can also record from your music device directly into the clear cube as described in the "Recording" section above.

Setting the Clock, Alarm and Chime Features:

Clock Set:

Press and hold the CLOCK/ALARM button until you hear "CLOCK SET".

If you press CLOCK/ALARM a second time without adjusting the time, it will change the mode to ALARM set (see section on ALARM SET).

Pressing MODE causes Zoundz to toggle between setting the hours, setting the minutes and setting the chime feature. If you press the button too many times and go past the setting you were looking for, just keep pressing and it will become available again. Each press is associated with a sound and light effect.

To select the proper time in hours and minutes, you use the UP and DOWN arrow buttons. Scroll through the number of hours, and AM and PM, by pressing the button once for each hour you wish to advance. Zoundz will say the hour and AM or PM after each press. If you press the button quickly, you will not be able to hear the entire hour, but the hours will still advance. Stop pressing to hear the entire hour announced.

Now press MODE to select the correct number of minutes, from one to fifty-nine, using the UP and DOWN arrow buttons. UP moves you forward and DOWN moves you backward through the minutes.

Pressing CLOCK/ALARM saves your selection, and returns Zoundz to normal play.

Alarm Set:

Press and hold the CLOCK/ALARM button until you hear "CLOCK SET". Then immediately press the button a second time until you hear "ALARM SET".

Set the hours and minutes for the alarm time in the same way that you set the clock time, using the MODE button, and UP and DOWN arrow keys.

Pressing MODE causes the unit to toggle between hours and minutes. Each press is associated with a sound and Light effect.

Pressing CLOCK/ALARM saves the adjusted time as the alarm time, and causes the game to return to normal play.

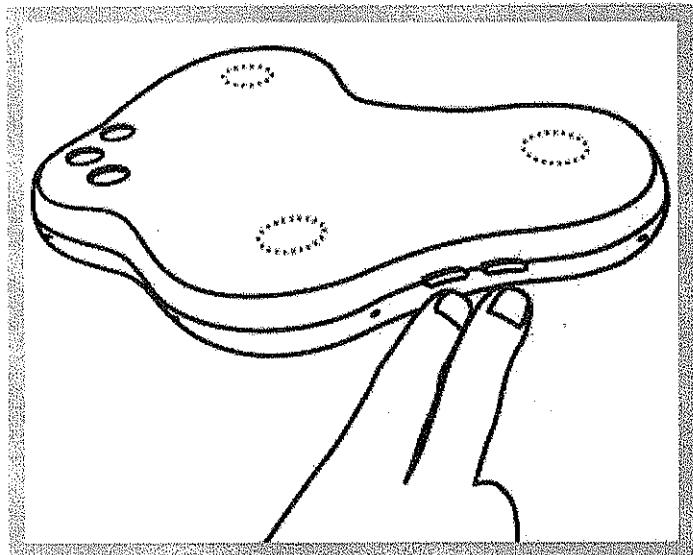
Alarm ON or OFF:

Pressing the ALARM/CLOCK button briefly (not holding it in) will toggle between the two settings ON and OFF.

If the alarm is turned ON, Zoundz will "wake up" and begin playing your saved music (only if you saved a mix by pressing both ON/SLEEP and CLOCK/ALARM buttons at the same time) or the current mix set up on the board. If haven't yet stored a mix of your own, the unit plays the mix for whatever sculptures are on the HOT SPOTS on the board. The alarm starts at a low volume level and slowly gets louder until it reaches full volume. It will play at full volume for about 15 minutes before going into sleep mode.

There is no snooze function. If you hit any button other than CLOCK/ALARM, the unit will announce the current time, then shut down (the alarm is still turned on, and the unit will wake up again in 24 hours). Press CLOCK/ALARM to immediately turn off Zoundz.

Saving your favorite mix:



You can save your favorite mix and it will become your alarm. When the alarm goes off, and the unit "wakes up" it will begin to play your saved mix.

Pressing both ON/SLEEP and CLOCK/ALARM simultaneously causes Zoundz to remember the current mix and use it as the alarm (if the alarm is active).

Chime Set:

The chime feature will "wake up" Zoundz at the top of each hour and "chime" the time, or announce the time out loud (i.e. twelve o'clock), kind of like a modern day cuckoo clock.

Press the CLOCK/ALARM button until you hear "CLOCK SET". Then press the MODE button until you hear "CHIME SET".

Press the UP or DOWN button to move through "off", "tone" or "voice" selections for the chime. Select "off" to disable the chime. Select "tone" if you would like for the unit to "chime" the hours, or "voice" if you would like the time spoken aloud. Each press is associated with a sound and LED effect.

Press the CLOCK/ALARM button to save your selection and return to normal play mode.

Setting Sleep/Sooother Function:

Pressing the ON/SLEEP button briefly (not holding it in) will cause Zoundz to enter the SLEEP/SOOTHER mode. Each press advances sleep time 15 minutes up to 60 minutes. The first setting will be "off", then 15 minutes, 30 minutes, 45 minutes, 60 minutes and back to "off". When SLEEP time is set to OFF, the unit will automatically go into sleep mode after 15 minutes if there is no activity. This will increase your battery life if you are powering the unit using batteries only.

When sleep mode is turned ON, the unit will go to sleep after the given number of minutes that you selected.

Connecting DC Power Adapter: (optional, purchased separately)

Your Zoundz unit is equipped to use a 9V, 500mA AC to DC power adapter (central positive) if you choose. An appropriate adapter can be found at your local electronics store. Please have an adult check carefully to be sure that the adapter has the correct voltage and has the correct connector on the end.

- the toy is not intended for children under 3 years old;
- the toy must only be used with the recommended transformer;
- the transformer is not a toy;
- toys liable to be cleaned with liquid are to be disconnected from the transformer before cleaning.
- transformers used with the toy are to be regularly examined for damage to the cord, plug, enclosure and other parts, and that, in the event of such damage, the toy must not be used with this transformer until the damage has been repaired.

Battery Information:

CAUTION:

As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths.

If they are swallowed, promptly see a doctor and have the doctor phone the poison control center.

Make sure that batteries are inserted correctly and follow the toy and battery manufacturer's instructions.

Battery installation should be done by an adult.

Zoundz uses four (4) AA batteries.

Different types of batteries, or new and used batteries are not to be mixed. When replacing batteries, replace all four (4) batteries.

If Zoundz fails to respond, or begins to act in an erratic manner, try replacing the batteries with fresh ones.

Do not mix alkaline, standard or rechargeable batteries.

Do not dispose of used batteries in a fire. This could cause the batteries to explode.

Non-rechargeable batteries are not to be recharged.

Rechargeable batteries are to be removed from the toy before being charged (if removable).

Rechargeable batteries are only to be charged under adult supervision (if removable). Only batteries of the same or equivalent type as recommended are to be used.

Batteries are to be inserted with the correct polarity.
Exhausted batteries are to be removed from the toy.
The supply terminals are not to be short-circuited.
Replace with new batteries at the first sign of erratic operation.

Information to User:

Caution: changes or modifications 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 experienced radio/TV technician for help.

IMPORTANT SAFETY INSTRUCTIONS

Read and understand all instructions.

Follow all warnings and instructions marked on the product.

Unplug this product from the wall outlet before cleaning. Do not use liquid cleaners or aerosol cleaners. Use a dry cloth for cleaning.

Do not use this product near water, for example, near a bath tub, wash bowl, kitchen sink or laundry tub, in a wet basement, or near a swimming pool.

Unplug this product from the wall outlet and refer servicing to qualified service personnel under the following conditions:

- When the supply cord is damaged or frayed.
- If liquid has been spilled onto the product.
- If the product has been dropped or the cabinet has been damaged.
- If the product does not operate normally by following the operating instructions.

SAVE THESE INSTRUCTIONS

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.

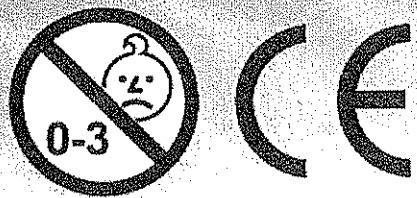
Meets or exceeds all safety requirements of ASTM F963.



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