

AGES 7+  
PLAYERS: 1 or more

ELECTRONIC  
**AIR SNARES**  
GAME™

Instructions



# AIR SNARES<sup>®</sup>

## Electronic Game

### Instructions

#### **PLAYERS**

1 or more

#### **CONTENTS**

1 Master Air Snare stick

1 Secondary Air Snare stick

1 Connector cable

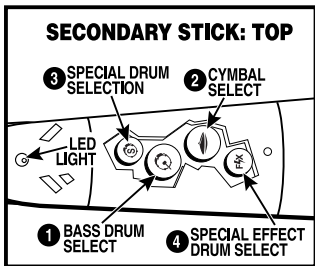
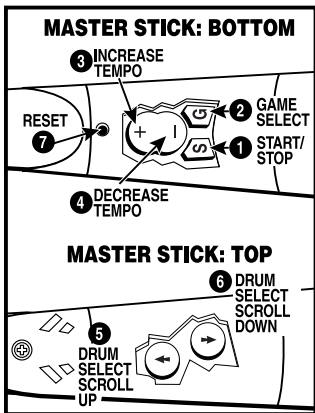
3 AAA batteries included, 6 AAA required

Instructions

Please remove all contents from the package and compare them to the above list. If any of the items are missing, please call 1-800-524-TOYS.

**ADULT NOTE: TO EXIT DEMO MODE, PRESS RESET  
OR REMOVE AND REPLACE THE BATTERIES.**

## A LOOK AT YOUR GAME UNIT



## GAME CONTROLS

### Master Stick:

- 1) START/STOP** – Starts and stops the current selected game or selects the next melody.
- 2) GAME SELECT** – Allows you to choose which game you want to play. —**1 audible beep** indicates **Game #1**, **2 audible beeps** indicate **Game #2**, and **3 audible beeps** indicate **Free Play mode #3**.
- 3) + / INCREASE TEMPO** – Increases the music tempo and difficulty.
- 4) - / DECREASE TEMPO** – Decreases the music tempo and difficulty.
- 5) DRUM SELECT UP** – Scrolls up through 16 different drum sounds.
- 6) DRUM SELECT DOWN** – Scrolls down through 16 different drum sounds.
- 7) RESET** – Resets the unit.

### Secondary Stick:

- 1) BASS DRUM SELECT** – Scrolls through 4 different bass drum selections.
- 2) CYMBAL SELECT** – Scrolls through 4 different cymbal selections.
- 3) SPECIAL DRUM SELECTION** – Scrolls through 4 special drum sounds.
- 4) SPECIAL EFFECTS DRUM SELECTION** – Scrolls through 4 different sound effects.
- 5) RESET** – Press Reset and shake stick simultaneously.

## ENTERING SELECTIONS

Scroll through games 1,2 and Free Play mode by pressing the game select button. Hit start to begin that game.

### OBJECT:

**Game #1:** Repeat the drum beat sequence that Air Snares plays. Air Snares will accompany the drum beat sequence with one of 20 different melodies including rock, reggae and techno.

**Game #2:** Air Snares plays a musical melody that you try and play along with in rhythm to score and win.

**Free Play Mode:** Make up your own rhythms with 16 different drum sounds and let Air Snares provide the background music.

## HOW TO PLAY

### Game Play:

### CONNECTOR CABLE

In order to play games 1 and 2 completely you must plug the connector cable into both sticks. In the free play mode the connector cable is not needed. Games 1 and 2 can also be played with the Master Stick only.

### GAME #1

Press the game select button until you hear one audible beep and then press start. The sticks will play a basic drum

riff/beat accompanied by a simple back beat. The basic drumbeat will then stop and the sticks will light up letting you know it is time for you to repeat the drum rhythm that has just played. Air snares will automatically select the type of drum you are playing and will change accordingly with the music. (Example: Air Snares will change from a cymbal, to a bass, to a snare etc.) After you complete the drum beat sequence, the sticks will rate your performance by giving you an audible score by way of cheers and/or boos from the crowd. After you play a complete set, and score above a "poor" rating, you may pass the Air Snares to the next player or continue with the next melody. You have three chances to repeat the beat correctly and score above a "poor" rating before Air Snares automatically plays the next set. Each time the game goes to the next melody, Air Snares will play a fast forward sound effect. If you want to skip the current melody, press the start/stop button, which will select and play the next melody. Scoring is as follows:

- 1. Excellent** = The sticks play the cheer of the crowd.
- 2. Good** = The sticks play a medium size applause from the crowd.
- 3. Poor** = The sticks play boos and hisses from the crowd.

## **GAME#2**

Press the game select button until you hear two audible beeps and then press start. A back beat rhythm will play and the player must play along with the drum sounds/riff

within the same tempo and speed of the melody. Air Snares will automatically select the type of drum you are playing and will change accordingly with the music. (Example: Air Snares will go from a cymbal, to a bass, to a snare etc.). After the entire musical tune has played, the master stick will score your performance depending on how many times you were on and off rhythm. Scoring is the same as game #1:

Once you hear your score you may pass Air Snares to the next player or continue to the next melody.

If you want to skip the current melody press the start/stop button once, press it again to start the next melody. There are 20 different melodies, and you can adjust each one's tempo by pressing the + or – tempo button to make the game easier or more difficult.

## **FREE PLAY MODE**

Press the game select button until you hear three audible beeps. This enables you to play the sticks as you would a regular set of drums. You will not need to use the connector cable for the free play mode. You may change between 16 different types of drums such as hi's, low's, cymbals, and snares, bass, hats, and toms, along with a variety of special drum sounds and special effect sounds. Press the start button to have the sticks play a background melody. There is no scoring in game 3. Play in the air or on any surface.

**NOTE:**

To change or scroll through the drum sounds on the Master Stick, hold down the drum select "up" or "down" button and activate the stick by hitting in the air or on any surface. When you hear the sound you want, release the drum select button. To change sounds on the Secondary Stick press any of the 4 drum buttons. Each time you press one of the drum buttons the stick will scroll through the 4 different sounds dedicated to that button.

**LEVELS OF DIFFICULTY:**

Difficulty can be manually adjusted by increasing or decreasing the tempo of the melody. This is done by pressing on the + or – tempo buttons before or after pressing start. When the game is not playing the sticks will play a tempo beep that you can adjust with the tempo buttons.

**WAKING UP THE GAME:**

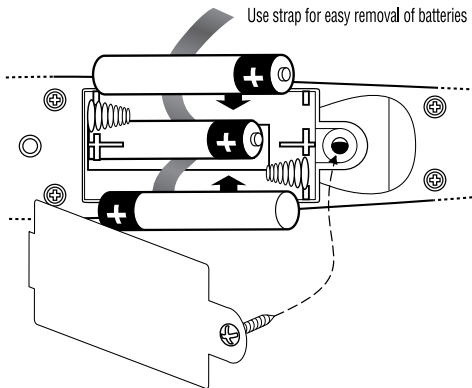
If no buttons are pressed for more than 90 seconds, the unit will go into "SLEEP MODE." To "wake" the game, simply press any button.



## INSTALLING BATTERIES

This game unit requires 6 AAA batteries. (3 batteries per stick.)

1. Replace batteries as shown. Match direction of "+" and "-" terminals.
2. Close the battery compartment and replace the screw.
3. For longer life, use only alkaline batteries.
4. ADULTS NOTE: Batteries included are for demonstration purposes only.



## **BATTERY SAFETY INFORMATION**

1. Non-rechargeable batteries are not to be recharged.
2. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
3. Do not mix old and new batteries.
4. Only batteries of the same or equivalent type as recommended are to be used.
5. Insert batteries with the correct polarity.
6. Remove exhausted batteries from the toy.
7. Do not short-circuit the supply terminals.
8. Dispose of batteries safely.
9. Do not insert anything into the sound gills of either stick.

## **TROUBLE SHOOTING**

1. If the unit is not working properly, press the reset button or try replacing the batteries.
2. If sound is weak replace the batteries.

## **CARE AND MAINTENANCE**

1. Prevent food and beverage spills on game unit.
2. Remove exhausted batteries from the product.

## **FCC STATEMENT**

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.
- Consult the dealer or an experienced radio/TV technician for help.

## 90 DAY LIMITED WARRANTY

Mattel, Inc. warrants to the original consumer purchaser that this product will be free of defects in material or workmanship for 90 days (unless specified in alternate warranties) from the date of purchase. If defective, return the product along with proof of the date of purchase, postage prepaid, to Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052 for replacement or refund at our option. This warranty does not cover damage resulting from accident, misuse, or abuse. **VALID ONLY IN U.S.A.** This warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

Send only the product to the address above. Send all correspondence to Consumer Affairs, Mattel, Inc., 333 Continental Blvd., El Segundo, California 90245-5012, U.S.A. Or you may telephone us toll-free at 1-800-524-TOYS, Monday - Friday, 8:00 a.m. - 5:00 p.m. PST; 11:00 a.m. - 8:00 p.m. EST.

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## CONSUMER INFORMATION

MATTY MATTEL™ toys



**YOU CAN TELL IT'S MATTEL!™** CALL us toll-free or write with any comments or questions about our products or service. Monday-Friday, 8:00 a.m.-6:00 p.m. Eastern Time. Outside U.S.A., see telephone directory for Mattel listing. **Consumer Relations, Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245 USA.**

**1 (800) 524-TOYS**



CONFORMS TO THE SAFETY  
REQUIREMENTS OF ASTM F963.

**We are dedicated to quality products.**

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