

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 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: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.



Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.



Ages
6+

T7003-0920

SONIC SLAM™

Play tennis indoors, outdoors, day or night without the ball!

INSTRUCTION MANUAL

Keep these instructions for future reference as they contain important information.

CONTENTS

- 2 racquets
- 1 Instructions Sheet

Please remove all components from the container and compare them to the contents list. If any items are missing, please call 1.800.803.9611. Outside the U.S., please consult the listing of your local Mattel offices at the end of these instructions.

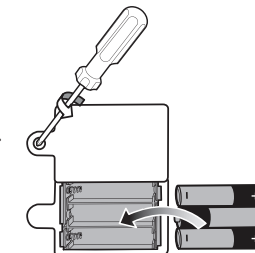


HOW TO REPLACE BATTERIES

Sonic Slam™ requires 6 AAA batteries, 3 for each racquet (not included). Use only Alkaline Batteries. Toy may not function with other types of batteries.

x 6 Not Included

1. Unscrew battery compartment cover with Phillips screwdriver (not included) and lift open.
2. Install 3 AAA size Alkaline Batteries in compartment as shown.
3. Replace cover by slipping tabs into place, pressing cover down and screwing shut.
4. If game malfunctions, check the battery installation.
5. Batteries should be changed when the sound distorts and the lights dim or no longer work.



BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- 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 product.
- The supply terminals are not to be short-circuited.
- Dispose of battery(ies) safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

CONSUMER INFORMATION

Need Assistance? Visit service.mattel.com or call 1.800.803.9611 (US and Canada only).

SERVICE.MATTEL.COM



CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

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RADICA USA Ltd. www.radicagames.com Helpline 1.800.803.9611 or service.mattel.com.

Mattel, Inc. 636 Girard Avenue, East Aurora, NY 14052, U.S.A.

Retain this address for future reference: Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline - 01628 500303.

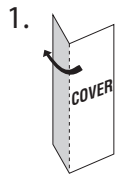
Mattel Europa, B.V., Gondel 1, 1186 MJ Amstelveen, Nederland.

Mattel Australia Pty. Ltd., Richmond, Victoria. 3121. Consumer Advisory Service - 1300 135 312. Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.

Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd. (993532-P) Lot 13.5, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 PJ. Tel: 03-78803817, Fax: 03-78803867.

INSTRUCTION SHEET SPECIFICATIONS

Toy: _____ SONIC SLAM
Toy No.: _____ T7003
Part No.: _____ 0920
Trim Size: _____ 11" W x 8.5" H
Folded Size: _____ 5.5" W x 8.5" H
Type of Fold: _____ Fold into half (W)
colors: _____ One
Colors: _____ Black
Paper Stock: _____ White Offset
Paper Weight: _____ 70 lb.
EDM No.: _____ 001



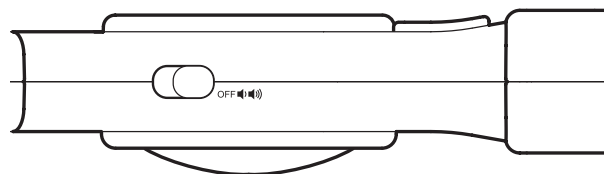
T7003 Manual_11-English
P/N 823-E0600, Rev.A
Date: MAR. 04, 2010

SET UP

- Insert the batteries as directed above.
- Choose an area free of obstructions and hazards that might get hit when you swing your racquet.
- The racquets have a range of approximately 35 feet from each other, so keep your play area within this limit.
- Put your hand through the safety strap and firmly grip the racquet.

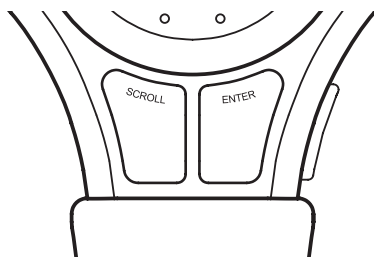
BEFORE YOU PLAY

TURN THE RACQUETS ON



- Move the ON/OFF button into either the first ON position (softer sound) or second ON position (louder sound). For TWO-PLAYER games, turn on BOTH RACQUETS. For a SINGLE-PLAYER game, only turn on ONE racquet.

TWO PLAYER GAMES (SONIC SLAM™ & HOT POTATO)



- You will hear "Select Game" from both racquets.
- To select the game you want to play, press the SCROLL button to hear game choices. When you hear the game you want to play, press the ENTER button.
- The games are: Sonic Slam™ (2 Players) Hot Potato (2 Players) and Solo Slam (1 Player).

NOTE: when selecting a Two Player game, if you press the ENTER button **BEFORE** the SCROLL button, the racquet will automatically play Sonic Slam™.

- Once the game is selected, you will hear "Select Sound Effects" from BOTH racquets.
- To pick a SOUND EFFECT, each player presses the SCROLL button to cycle through the choices, and then presses ENTER when they find the one they want to hear while playing. It is possible for each Player to hear different sound effects while playing the same game.
- The Sound Effects are: 1) Classic Tennis 2) Cartoon Chaos 3) Laser Wave 4) Rocket Blast and 5) Random.

NOTE: when selecting a Sound Effect, if you press the ENTER button **BEFORE** the SCROLL button, the racquet will automatically play the CLASSIC TENNIS sound effect.

- After each Player has selected a Sound Effect, the racquet will announce that they are ready to play: "Player One, Ready" or "Player Two, Ready."

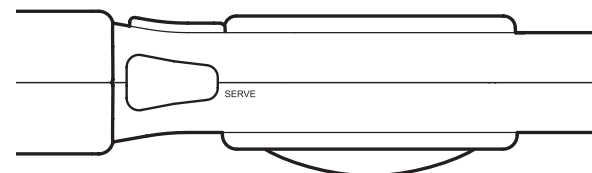
ONE PLAYER GAME (SOLO SLAM)

- You will hear "Select Game" from your racquet.
- Press the SCROLL button until you hear "Solo Slam," then press ENTER. (If you press ENTER **BEFORE** the SCROLL button, the racquet will automatically play Solo Slam).
- You will hear "Select Level."
- Press the SCROLL BUTTON and choose between "Rookie" or "Pro." Press ENTER when you hear the level you want to play.
- You will hear "Select Sound Effects." Press the SCROLL BUTTON until you hear the Sound Effect you want, then press ENTER to select it.
- Once you have chosen a Sound Effect, the racquet will say, "Player One, Ready."

PLAYING THE GAMES

SONIC SLAM™

Two opponents play each other in a classic tennis style.



- Player One's Racquet will say, "Player One, Serve!"
- Player One then presses the SERVE button, LAUNCHING the "ball" into the "air." Player One then swings his racquet, timing his swing with the sound of the "ball." If successful, a "hit" sound will be heard and the racquet's lights will FLASH. The sound of the "ball" will then fade as if it is moving toward Player Two.
- Player Two listens for the sound of the oncoming "ball," and then listens for the BOUNCE of the "ball." Once you hear the BOUNCE, time your swing to hit the "ball" a beat after it.
- The speed of your SWING – fast or slow – will produce different sound effects and influence timing and game play. Also, the distance from your opponent – close or far - will change the timing of the game, so pay attention!
- Play continues until one player has an UNSUCCESSFUL swing.
- When a player has an unsuccessful swing, the racquet's lights will FLASH and it will announce "Early Swing" or "Late Swing," and a point is awarded to the other player.
- The racquet will then announce the score of the game, and tell the player just awarded the point to serve.
- The game is won when one of the players earns 10 points.
- The racquet's lights will FLASH and the winner will be announced.
- To play again, press the ENTER button and select a game.

HOT POTATO

A one-point game where you try to be last Player to hit the ball before the Hot Potato timer runs out.

- Player One's Racquet will say, "Player One, Serve!" as the Hot Potato countdown ticker begins.
- Player One presses the SERVE button, and gameplay proceeds just the same as Sonic Slam™ (see above).
- If a Player has an UNSUCCESSFUL swing, the racquet's lights will flash and it will say "Early Swing" or "Late Swing." Next, you will hear the Hot Potato EXPLOSION, and the racquet will announce the OTHER PLAYER the winner.
- If both Players swing successfully until the Hot Potato timer counts down and EXPLODES, the Player with the last SUCCESSFUL hit WINS!
- The racquet will announce the winner.
- To play again, press the ENTER button and select a game.

SOLO SLAM

A single-racquet game where you play against the Artificial Intelligence of the computer.

- Player One's Racquet will say, "Player One, Serve!"
- After Player One serves, the computer will hit a return and game play proceeds just the same as Sonic Slam™ (see above).
- The game is won when either the player or the computer earns 10 points.
- The racquet's lights will FLASH and the winner will be announced.
- If no activity is detected for 2 consecutive points, the racquet will time out.
- To play again, press the ENTER button and select a game.

ADDITIONAL INFORMATION

- If a racquet is on but left idle for 60 seconds, it will time out. There will be WARNING BEEPS the last 10 seconds.
- If a racquet times out, turn the racquet OFF and then ON to reactivate it. If playing a Two Player game, both racquets must be turned OFF and the ON to resume communication.
- Play will be interrupted if the Players move outside the maximum range of the racquets or an obstruction blocks the signal transmission between the racquets. Players will hear WARNING BEEPS if the signal is lost.
- Once the signal is reacquired, play will continue at the last completed point (unless the racquet has been idle for too long and has timed out).
- To re-start the game mode options, simply switch the ON/OFF switch to OFF and then ON again.
- Be careful to keep the racquets dry, and do not play in the rain or other water source.