



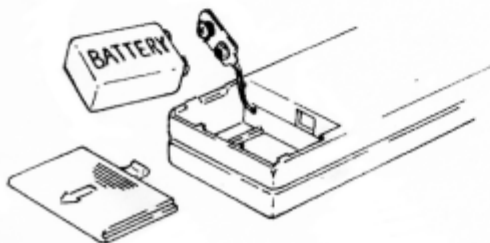
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Congratulations on becoming the owner of the Fundimensions Sound Gizmo! This amazing device is actually a very sophisticated electronic sound synthesizer that uses computer-age technology to create many sound effects. You can make sounds to speed up or slow down a train, launch a rocket ship, fire a space phaser, play music or send morse code. You can use your imagination to bring all kinds of things to life by adding realistic sounds to them. You can make things sound funny or make them sound strange. You can make things sound any way you think they should.

The Sound Gizmo is easy to operate, uses one 9 volt battery and with proper care will give you many years of enjoyment. Please read through this booklet to learn how to fully use your Sound Gizmo.

BATTERY INSTALLATION

Turn the SOUND GIZMO over so that you are looking at the back. To open the battery box door, push down on the engraved half circle and push the battery box door in the direction of the arrow. Attach a 9V battery (alkaline battery recommended) to the Battery Clip. Place Battery in Battery compartment and replace the battery box door.



SOUND ACTIVATION

CONSTANT-When activated the sound output is continuous.
FADE-When activated the sound output is momentary and fades away.

SOUND SELECTOR

SLIDER - Set Slider to activate sound desired.

SOUND VARIABLES

PITCH - Adjust Pitch as desired. Turn clockwise for higher pitch sounds.

SPEED - Adjust Speed as desired. Turn clockwise to increase speed.

VOLUME - Set the Volume control at any desired setting. Turn clockwise for sound output.

PRIMARY SOUNDS

There are 9 Primary Sounds shown on the right side of the SOUND GIZMO. Each of these sounds can be activated by the Sound Activation pushbuttons, and the Sound Variables allow you to create many variations to each sound.





























The following chart indicates the position of the arrow on the Sound Variable Knobs to achieve the Primary Sound. It also indicates which Sound Activation Button to press to obtain the desired Sound.

For example: SIREN



The chart also indicates Primary Sounds that are not affected by Pitch Knob and/or Speed Knob. The remarks column provides added suggestions to achieve more realistic sounds and alternate methods activation.

HOW TO MAKE THE PRIMARY SOUNDS

PRIMARY SOUND	PITCH	SPEED	VOLUME	CONSTANT	FADE	REMARKS
OFF						The SOUND GIZMO is always off until activated by the sound activation push-button.
JET PLANE		NO EFFECT				For a more realistic JET PLANE sound, start with Pitch in the low position and gradually turn clockwise. Lower the Volume as the plane fades from view.
PHASER						Adjust Speed and Pitch for added realism.
EXPLOSION	NO EFFECT	NO EFFECT				Alternate Method: Press Fade and hold. Press Constant for desired time to give realistic sound.
GUNSHOT	NO EFFECT	NO EFFECT				Alternate Method: Press Fade and hold. Press Constant for desired time to give realistic sound.
TRAIN	NO EFFECT					For more realistic TRAIN sound, start with Speed in the low position and gradually turn clockwise.
TONE		NO EFFECT				Adjust Pitch for desired tone.
MOTOR	NO EFFECT					For added realistic MOTOR sound, start with Speed in the low position and gradually turn clockwise.
SIREN						Adjust Speed and Pitch for added realism
HELICOPTER						Adjust Speed and Pitch for added realism

SECONDARY SOUNDS

Secondary Sounds, are sound effects that can be achieved with the SOUND GIZMO that are not listed on the front of the unit.

		SLIDER	PITCH	SPEED	VOLUME	CONSTANT FADE
SNARE DRUM	JETPLANE					
BIRD CALL	PHASER					
ROCKET LAUNCH	EXPLOSION					
STEAM RELEASE	GUNSHOT					
MACHINE GUN	TRAIN					
CAR HORN	TONE					
ELECTRIC SHAVER	MOTOR					
BUSY SIGNAL	SIREN					
AIRBOAT	HELICOPTER					

The SOUND GIZMO is filled with a variety of sound effects. Use your imagination, to let them out.

MORSE CODE

The Morse Code is printed on the back of the SOUND GIZMO. Set the Slider on "TONE", and the Volume at desired level. Now tap out your message by pressing the Constant button.

MUSIC

You can play different tunes with the SOUND GIZMO. Set Sound Selector Slider on Tone, and vary pitch for different musical notes.

IMPORTANT! If the SOUND GIZMO fails to operate check battery and connection. If operation is still faulty exchange the battery for a new one. Do not attempt to repair the SOUND GIZMO yourself, but return it to Fundimensions (see warranty card).

CAUTION

Be careful to keep the SOUND GIZMO away from excessive heat or moisture.

90 DAY LIMITED WARRANTY

Your Sound Gizmo™ by Fundimensions is warranted against any defects in material or workmanship for a period of ninety (90) days from the date of original purchase. Any warranted product received by us within 120 days of purchase will be repaired or replaced (at our option) without any charges for parts or labor. This warranty does not cover items that have been abused or damaged due to careless handling or outdoor play. Any postage or mailing costs incurred by you are not covered by this warranty. We will pay the cost of returning the repaired or replaced product to you. If you wish to return your Sound Gizmo to our factory Fundimensions assumes no responsibility for damages incurred in transit. We advise you to insure the package for your original purchase price. Our address is: FUNDIMENSIONS, Customer Service Department, 26750 Twenty-three Mile Road, Mount Clemens, Michigan 48043. This warranty gives you specific legal rights and you may have others that vary from state to state.



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