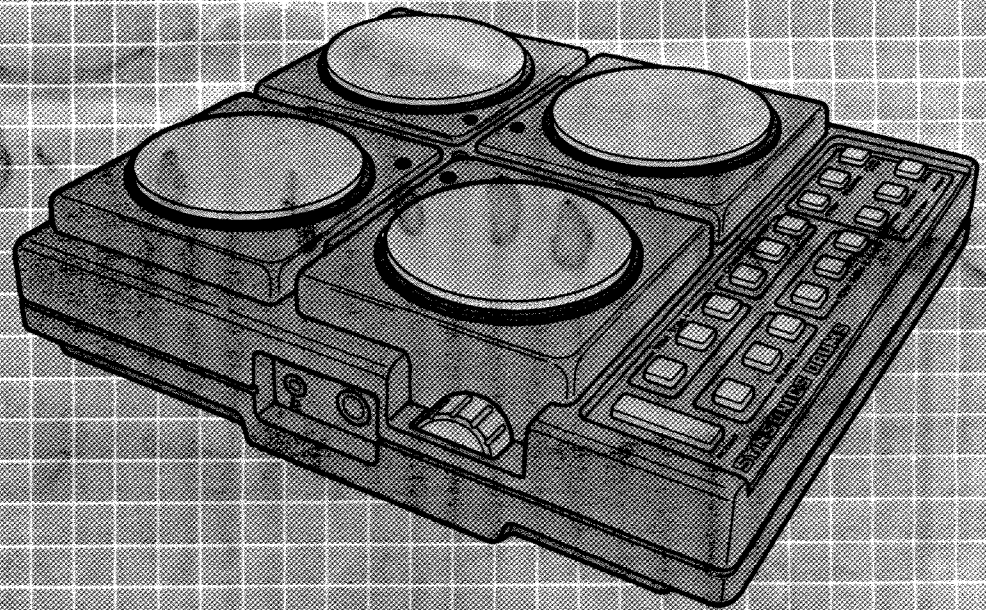


SYNSONICS DRUMS

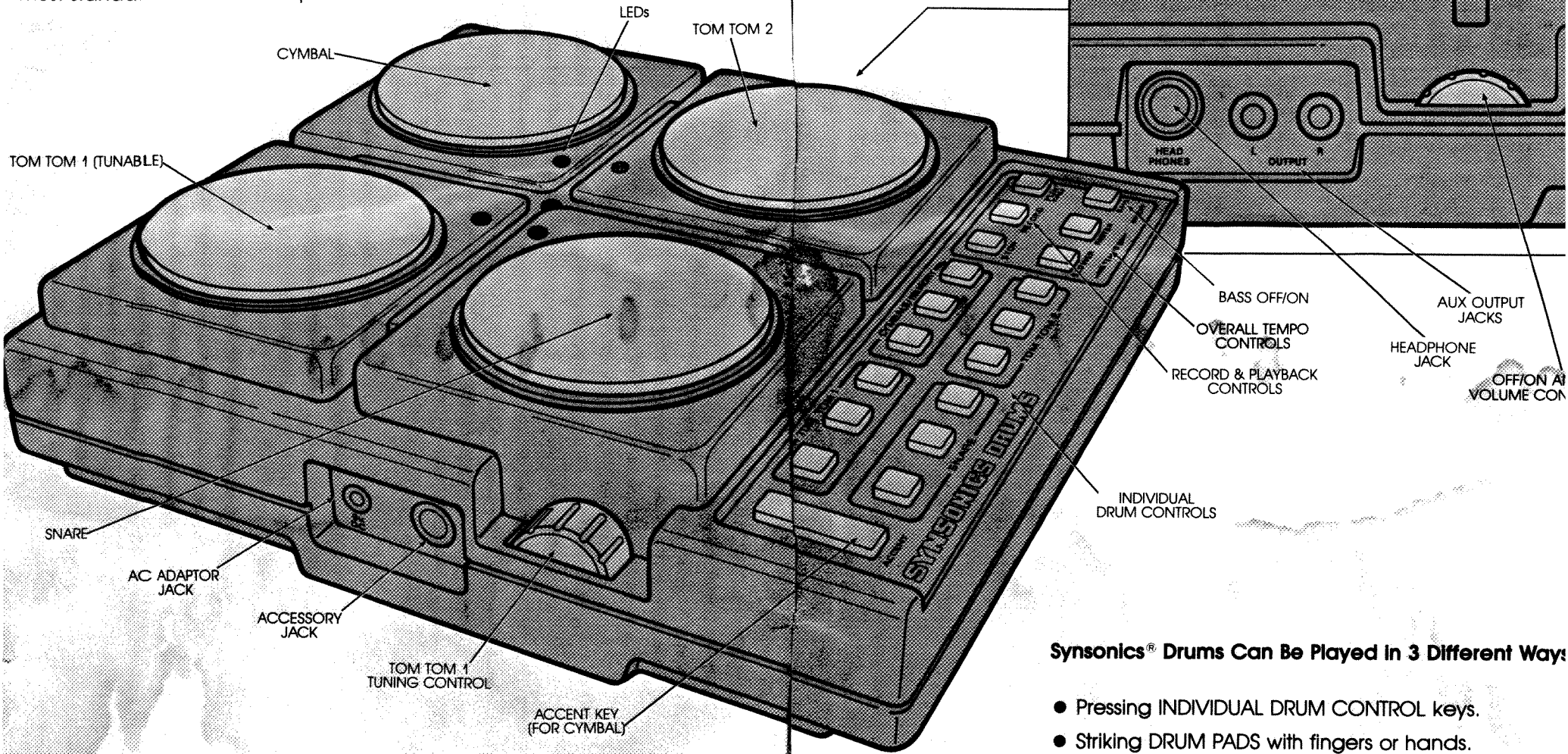


INSTRUCTIONS

THE CONTROLS

THE CONTROLS

The position of the drum pads on your Synsonics® Drums is the same as on most standard drum kit set-ups.



Synsonics® Drums Can Be Played In 3 Different Ways:

- Pressing INDIVIDUAL DRUM CONTROL keys.
- Striking DRUM PADS with fingers or hands.
- Striking DRUM PADS with drum sticks (not included).

BATTERY INSTALLATION

BATTERY INSTALLATION

Synsonics® Drums use 6 "C" batteries or 9-volt AC Adaptor (each not included). Use alkaline batteries for longer battery life.

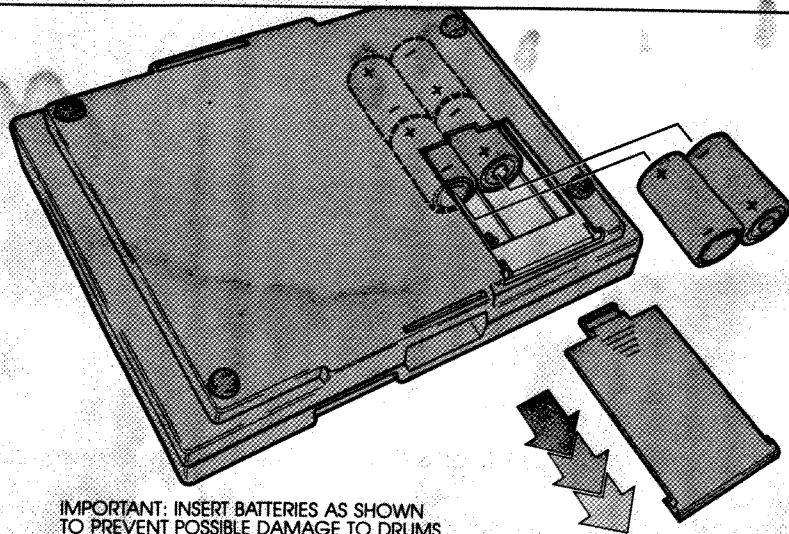
Locate battery compartment door in bottom of instrument.

Slide battery compartment door open in direction of arrow. Drop in 6 "C" size batteries, matching positive (+) end of batteries with + sign inside compartment.

If the batteries in your SYNSONICS® Drums are weak, you may notice one of these problems:

- VOLUME TOO LOW
- SOUND DISTORTED

To solve either problem, replace the weak batteries with fresh batteries.



IMPORTANT: INSERT BATTERIES AS SHOWN TO PREVENT POSSIBLE DAMAGE TO DRUMS.

Slide battery compartment door closed until it clicks in place.

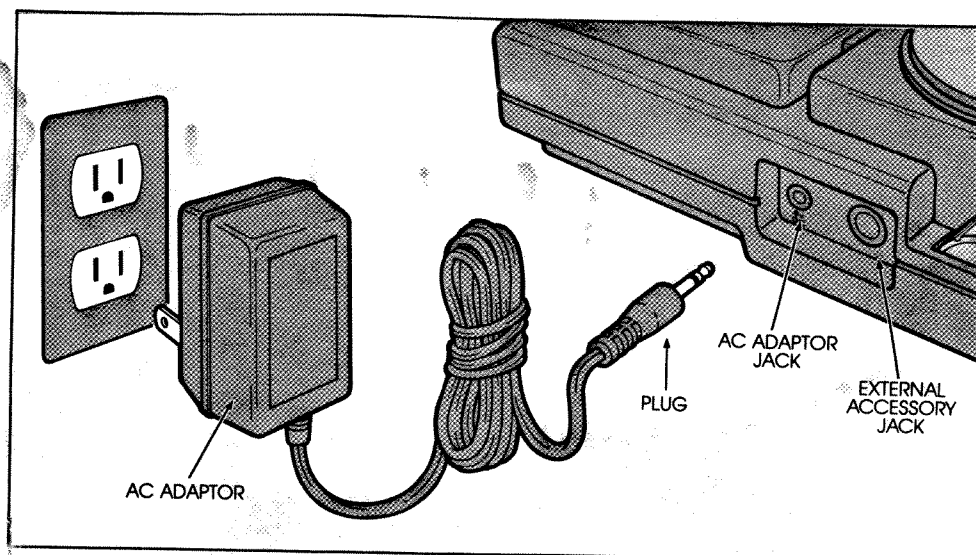
2

AC ADAPTOR

TO USE WITH AC ADAPTOR

Your Synsonics® Drums can be used with a 9-volt AC Adaptor instead of batteries. Make sure you purchase a **9-volt, 300-milliamp** adaptor, such as the Radio Shack 270-1551A (or an adaptor of equal quality and specifications). When you buy an AC Adaptor, we suggest that you take along your SYNSONICS® Drums and try the drums with the adaptor before making your purchase.

Insert plug of AC Adaptor into jack on left side of drums. Plug AC Adaptor into any standard (110/120 Volt) AC wall outlet.



EXTERNAL ACCESSORY

An external accessory jack has been built into the SYNSONICS® Drums, to allow the use of an optional foot pedal (under development), to control accent on cymbals and bass drum.

3

HOOK-UP

HOOK UP SYNSONICS® DRUMS FOR LISTENING

Your SYNSONICS® Drums may be heard through either:

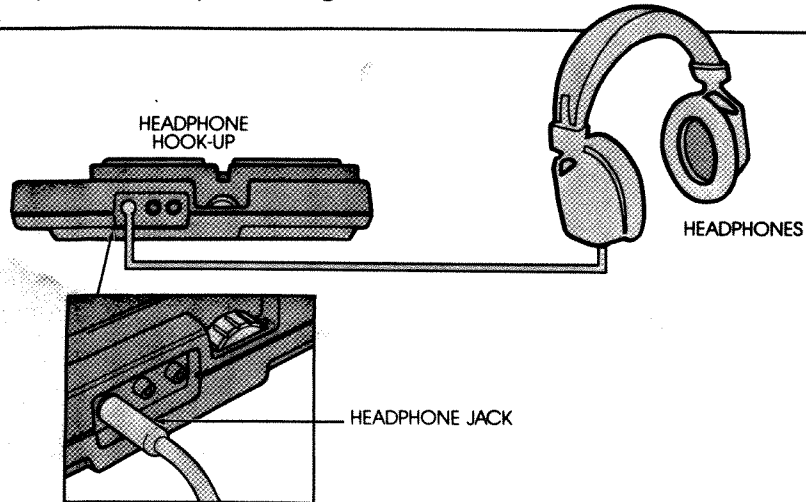
- Your headphones
- Your stereo system (speakers and amplifier needed)
- Your guitar amplifier.

There is no built-in speaker in the SYNSONICS® Drums, so the quality of sound you hear will vary, depending on the quality of your listening source.

IMPORTANT: MAKE SURE YOUR SYNSONICS® DRUMS ARE TURNED OFF BEFORE BEGINNING ANY HOOK-UP OPERATION.

HEADPHONE HOOK-UP

Plug headphones into jack on right side of drums.



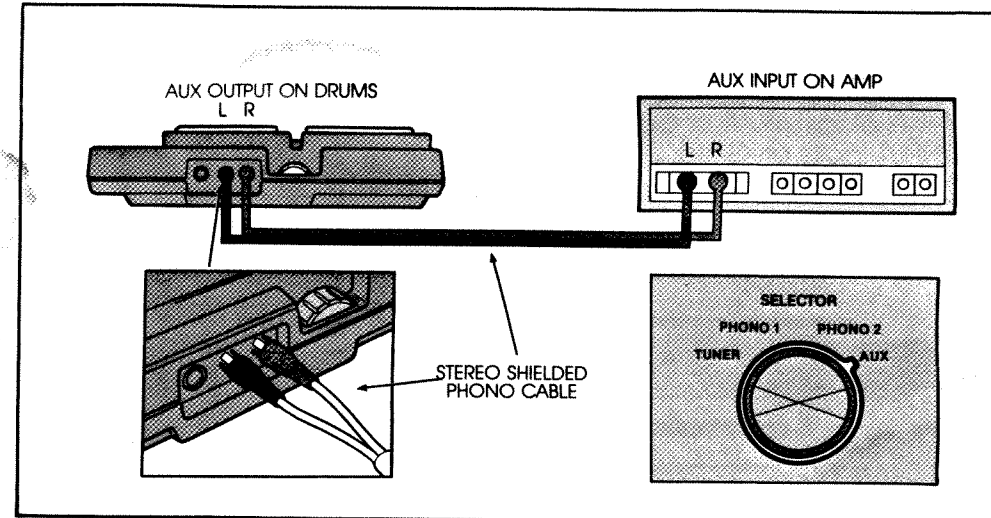
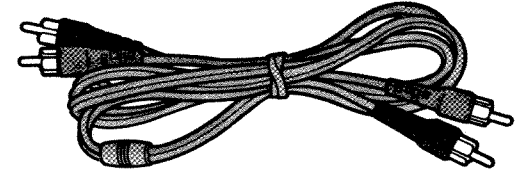
NOTE: To use "Walkman-type" headphones with your drums, you will need to purchase an ADAPTOR JACK, available at most electronics supply stores. Ask for 1/4" to 1/8" stereo adaptor jack.

HOOK-UP

STEREO HOOK-UP

Use the STEREO SHIELDED PHONO CABLE (included).

Plug one end of cable (either end) into AUX OUTPUT JACKS on right side of drums.



Plug other end of cable into AUX INPUT jacks on amplifier. Switch the amplifier to the Auxiliary position.

NOTE: CABLE PLUGS ARE COLOR-CODED red and black. Each end of cable has one red and one black plug. INSERT ONE COLOR OF PLUGS INTO LEFT OUTPUT JACK ON DRUMS AND LEFT INPUT JACK ON AMP.

INSERT OTHER COLOR OF PLUGS INTO RIGHT OUTPUT JACK ON DRUMS AND RIGHT INPUT JACK ON AMP. This will channel the Tom Tom 1 and Snare drums through the left speaker, and the Cymbal and Tom Tom 2 drums

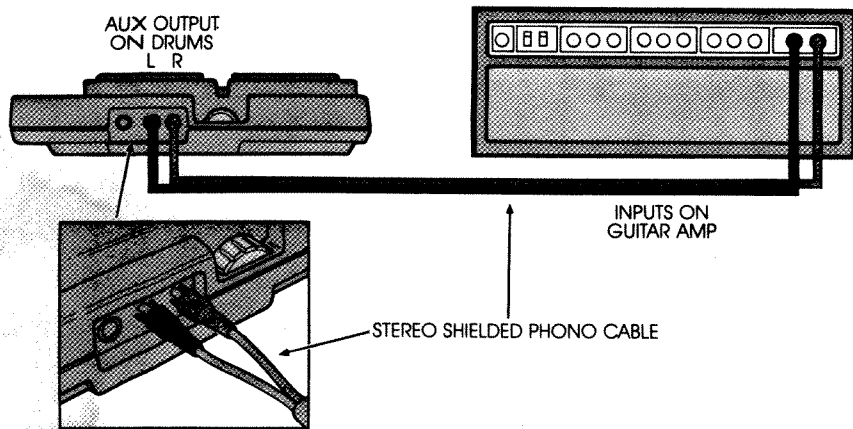
through the right speaker. To reverse the speakers through which the drums are heard, switch the right and left plugs on EITHER the input or output jacks (not on both).

If your amplifier does not have AUX INPUT jacks, plug cable into either TUNER INPUT or TAPE INPUT jacks. Do not plug into PHONO jacks.

GUITAR AMP HOOK-UP

You will need TWO SHIELDED PHONE (not PHONO) CABLES with HI FI PLUGS on one end and PHONE CONNECTORS (Guitar Amp Connectors) on the other end. These may be purchased at most music or electronics supply stores.

Plug HI FI plugs into AUX OUTPUT jacks on drums. Plug PHONE CONNECTORS into INPUT jacks on Guitar Amp.



NOTE: To use with a single input amp, purchase a Y CONNECTOR, available at most electronics supply stores. Plug PHONE CONNECTORS of cable into Y CONNECTOR jacks. Plug Y CONNECTOR into INPUT JACK on amp.

NOTES ABOUT GUITAR AMP HOOK-UP

Your SYNSONICS Drums are specially designed for use with your home stereo system. Because of this, the output from the Drums may be too high for the input on many guitar amplifiers. This can lead to sound distortion, the guitar amp controls are not properly adjusted.

Follow the directions below to set the controls on your guitar amp. Use these settings as a starting point and fine-tune the adjustments to your own taste.

1. Turn Drums volume DOWN before plugging Drums into amp.
2. If amp has 2 input jacks, use the LOW SENSITIVITY input. (This input may simply be numbered 2 on some amps.)
3. If amp has a Brightness switch, turn it OFF.
4. Set Gain Control on amp to a LOW setting.
5. Set Treble Control on amp to a LOW setting.
6. Set Mid Control on amp to a HIGH setting.
7. Set Bass Control on amp to a LOW setting.
8. Set Reverb Control on amp to a LOW setting.
9. Set Master Volume Control on amp to a HIGH setting.
10. If you are using a Graphic Equalizer, set the middle frequency control 3 to 10 db higher than the bass and treble frequency controls.
11. Set volume on Drums to $\frac{1}{2}$ maximum level. Use volume control on amp to adjust volume further.

TO PLAY DRUMS

TO PLAY YOUR SYNSONICS® DRUMS

Turn OFF/ON control to ON.

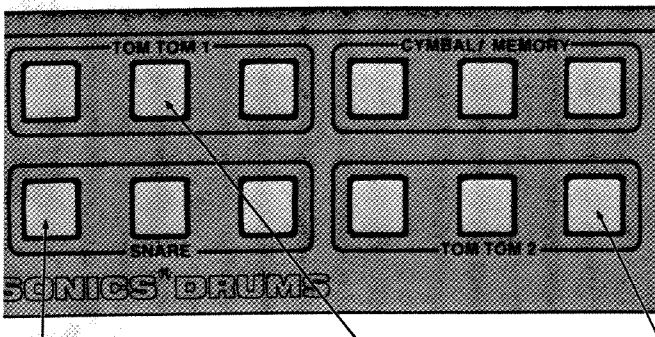
SET VOLUME using the volume control located on the right side of the instrument.

If you are listening with headphones, use the drum volume control to set desired listening level.

If you are listening with a stereo system (or guitar amp), set volume control on drums at half of maximum volume. Use volume control on amplifier to adjust listening level. Volume can then be changed using EITHER drum or amplifier volume control. If sound distortion occurs when using Drums with a guitar amp, turn down the volume on the Drums.

PLAY SINGLE BEATS by striking drum pad with fingers or drum sticks. Drum pads are pressure sensitive. THE HARDER YOU STRIKE, THE LOUDER THE SOUND PRODUCED.

Single beats can also be produced for any drum by tapping one of the individual control keys for that drum. (You will find it easier to use the MEDIUM key.)



PLAY DRUM ROLLS by PRESSING drum control keys. The longer you hold a key down, the longer the drum roll lasts.

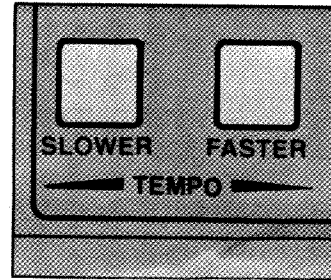
SLOW (left) key gives a slow drum roll (2 hits per beat).

MEDIUM (middle) key gives a medium speed drum roll (4 hits per beat).

FAST (right) key gives a fast drum roll (8 hits per beat).

TO PLAY DRUMS

ACTIVATE COMPUTER-CONTROLLED BASS DRUM by pressing the BASS OFF/ON key. Computer plays a steady bass beat, which can also be used as a metronome.



Use the OVERALL TEMPO CONTROLS (Faster and Slower) to speed up or slow down the tempo of the bass drum. HOLD DOWN either Faster or Slower key to produce a gradual speeding up or slowing down. When bass drum reaches the desired tempo, release key.

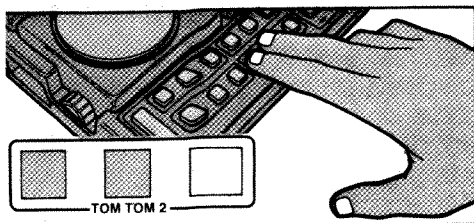
LEDs LIGHT TO INDICATE WHICH DRUMS ARE BEING PLAYED. BASS LED (CENTER) LIGHTS WITH EACH BEAT OF THE BASS DRUM, TO VISUALLY TRACK THE OVERALL TEMPO.

You can set the overall tempo to synchronize with any outside tempo. To do this, turn the bass drum on. Then play your own bass beat on the tempo keys, tapping BOTH Faster and Slower keys together. When you reach the desired tempo, stop tapping these keys. The computer will measure the time interval between the LAST 2 beats you struck. This will be the new time interval between bass drum beats. After about 1 second, you will hear the new overall tempo.

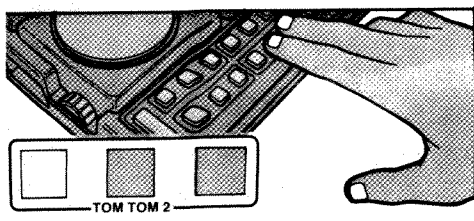
NOTE: If your time interval between taps is more than 1 second, the computer will automatically revert to its pre-set bass tempo.

BASS DRUM MANUAL PLAY. Turn the computer bass drum OFF. You can now play the bass drum sound manually, by tapping the Faster and Slower keys simultaneously. Note that the bass drum cannot be recorded.

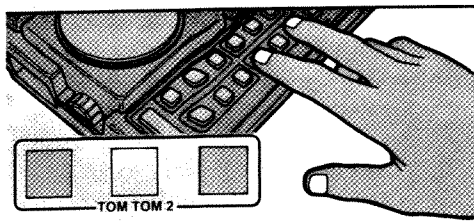
TO PLAY DRUM CONTROL KEYS IN COMBINATION



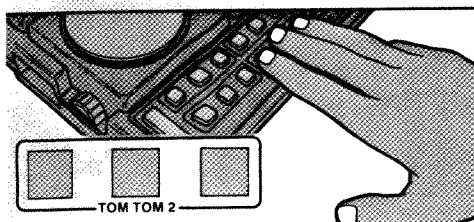
● Press the SLOW and MEDIUM keys of the same drum to produce a ROCK pattern.



● Press the MEDIUM and FAST keys of the same drum to produce a WALTZ pattern.



● Press the SLOW and FAST keys of the same drum to play "on the OFF BEAT".



● Press ALL 3 KEYS of the same drum to produce a SHUFFLE pattern.

Experiment with different combinations of drum control keys. You can create over 4,000 different drum patterns by combining these keys.

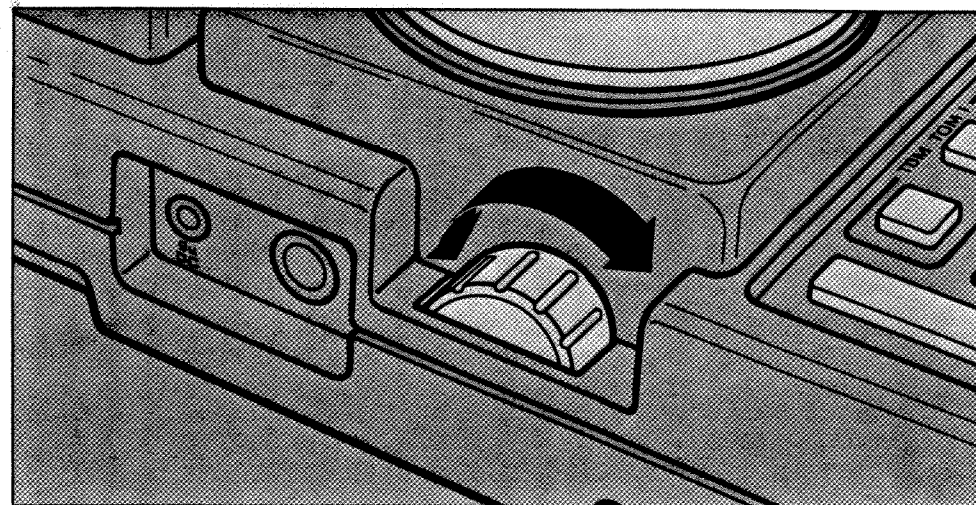
"HIGH HAT" ACCENT

For a closed cymbal or "High Hat" sound, HOLD DOWN the ACCENT key while striking the cymbal drum pad or pressing one of the 3 cymbal control keys.

The Accent key works IN COMBINATION WITH the cymbal pad or cymbal control keys. (In Record, the Accent key can be used alone...see page 1

TOM-TOM TUNING

Tom-Tom 1 can be tuned over a 5-octave range. Turn the TUNING control on the left side of the drums, while striking the Tom-Tom 1 drum pad, until you reach the desired pitch.



You can also rotate the tuning control while playing the drum, to produce space sound effects.

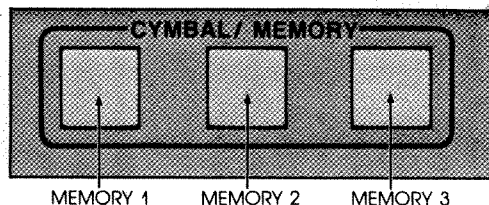
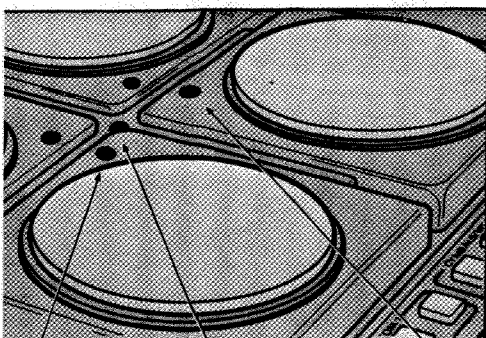
RECORDING IN MEMORY

There are 3 separate memories in your SYNSONICS® Drums. Each memory consists of a 16-beat loop, which may be LAYERED indefinitely with different drum patterns.

The 16 beats of a memory loop are counted off by 16 beats of the computer-controlled bass drum. The duration of a memory loop is determined by the TEMPO of the bass drum (which you control by means of the OVERALL TEMPO CONTROLS...see page 9).

TO START RECORD

HOLD DOWN THE RECORD KEY while pressing one of the 3 MEMORY KEYS. Nothing will happen if you press the Record key alone. The 3 CYMBAL KEYS double as memory keys.



Record will be activated after you RELEASE the Record key.

When you activate Record, an LED will light up, indicating which memory you are using.

Once you activate Record, there is a ½ second delay, in which you can stop Record by pressing the STOP key. After ½ second, the memory you have chosen is completely erased, to make room for your new recording.

The BASS DRUM automatically starts after the ½ second delay. Change the overall tempo, if desired.

As the bass drum starts, all LEDs flash once. ALL LEDs FLASH AGAIN EVERY 16 BEATS, TO SIGNAL THE BEGINNING OF THE MEMORY LOOP. Bass drum LED

flashes on every beat, to indicate bass drum tempo.

The bass drum beats are automatically played, unless you turn the bass drum off, by pressing the BASS OFF/ON key.

If you turn the bass drum off, you will not hear the bass beat, but THE COMPUTER WILL STILL USE IT TO SET THE LENGTH OF THE MEMORY LOOP. You will then need to count off the 16 beats of the memory loop yourself, to know when you are coming to the end.

TO PLAY IN RECORD

To play while recording, use any of the methods described on page 8.

WHEN USING THE DRUM PADS TO RECORD, BE SURE TO STRIKE THEM HARD ENOUGH TO LIGHT THE LEDs. If a LED does not light, the sound for that drum has not been recorded.

IF YOU STRIKE A PAD TOO HARD, 2 LEDs may light, indicating that an adjacent drum has also been activated by the vibrations from the pad you hit.

Practice striking the drum pads, until you light only the LED for the drum you are hitting.

The duration of a memory loop is always 16 beats of the overall tempo which you set. You can, however, fit more than 16 individual drum NOTES into each loop. For example, if you play a FAST drum roll throughout an entire 16-beat memory loop, you will hear 128 drum notes.

LAYERING IN MEMORY

After the full 16-beat loop has been recorded, the computer returns to the first beat of the loop. It then re-plays the pattern you recorded, ADDING IN any new beats you play. This allows you to layer drum patterns indefinitely using either drum keys or pads. When a loop replays, you will hear EVERYTHING you recorded in previous loops.

If you repeat a drum pattern already recorded, nothing new will be added to the memory. You cannot double a drum sound by "stacking" drum beats on top of each other.

"HIGH HAT" ACCENT IN RECORD

When you are recording, you can use the ACCENT key WITH the Cymbal keys to record a "high hat" sound. You can also use the Accent key ALONE, without the Cymbal keys. In this case, you will not hear the "high hat" sound when you press the Accent key. You will hear it in PLAYBACK FOR THAT MEMORY, IF YOU PLAY THE CYMBALS DURING PLAYBACK.

TO STOP RECORD

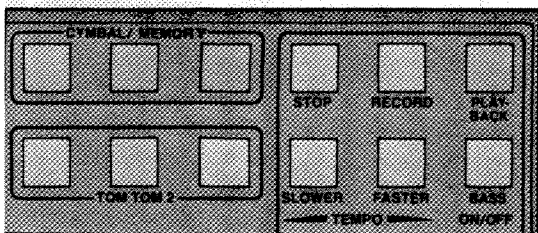
The memory loop will repeat until you stop it by pressing STOP. Once you press STOP, you cannot add to a memory loop. The next time you activate record in that memory, it will be erased to make room for a new pattern.

ALL MEMORIES ARE AUTOMATICALLY ERASED WHEN YOU TURN YOUR DRUMS OFF.

PLAYBACK FROM MEMORY

You can playback any drum patterns currently stored in memory.

TO START PLAYBACK, HOLD DOWN the PLAYBACK KEY while pressing one of the 3 MEMORY KEYS. Nothing will happen if you press the Playback key only. Remember that the 3 cymbal keys double as memory keys.



You can only playback one memory at a time. However, you can switch playback from one memory to another, or play all 3 memories in continuous sequence. To do this, HOLD THE PLAYBACK KEY DOWN CONTINUOUSLY, while pressing dif-

ferent memory keys. Each time you press a different memory key, the memory being played will stop and the new memory selected will begin playing at the start of the loop.

DURING PLAYBACK, ALL LEDs WILL FLASH ON EVERY 16th BEAT.

PLAYBACK TEMPO

You can speed up or slow down playback tempo, by pressing the Fast Slow OVERALL TEMPO keys. Tempo changes gradually. The longer you hold down a tempo key, the more the tempo changes. Release the tempo key when you reach the desired tempo.

TO PLAY ALONG WITH PLAYBACK

You can play your SYNSONICS® Drums DURING playback, using any of the methods described on page 8. You will not affect the memory by playing along.

TO STOP PLAYBACK

Once you activate playback, that memory loop will CONTINUE PLAYING until you press the STOP key.

You can playback the contents of a memory as often as you like (until you turn your drums OFF). Pressing STOP to end playback does not erase the contents of a memory.

If you stop playback in the middle of a memory loop, then play the same memory again, it will return to the beginning of the loop.

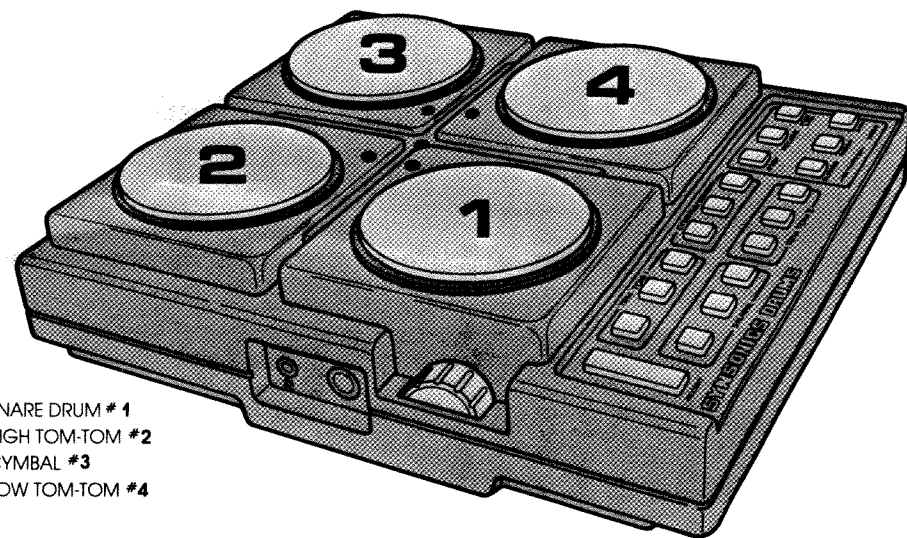
CARE AND CLEANING

1. Keep your SYNSONICS® Drums out of direct sunlight and away from direct heat sources.
2. Do not subject Drums to sudden, extreme temperature changes.
3. Protect your Drums from dust by covering when not in use.
4. If Drums need cleaning, dust with a DAMP (not wet) cloth. Never immerse Drums in water.
5. Do not drop your SYNSONICS® Drums.
6. Insert batteries only as shown on page 2, to prevent possible battery leakage and damage to Drums.

GETTING STARTED . . .

if you've never played the drums.

Once your SYNSONICS® DRUMS is hooked up with power on and volume adjusted, mark the pads as shown below—snare drum is 1, high tom-tom is 2, cymbal is 3 and low tom-tom is 4.



SNARE DRUM # 1
HIGH TOM-TOM #2
CYMBAL #3
LOW TOM-TOM #4

BEFORE YOU PLAY . . .

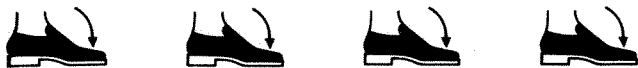
Think about the rhythm you want to create. Keep time by tapping your foot. Rhythm is a steady pattern that repeats itself over and over again.

In the following steps, each beat is labeled with a number 1, 2, 3, or 4, which corresponds to the pads on the Rhythm Maker Drums. As you tap your foot, strike the correct pad with your fingers.

With each new step you'll add a new drum sound, so be sure you understand one step before you go on to the next.

Here are some easy steps to help you get started:

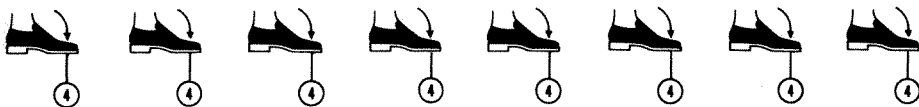
- 1.** Put on music you'd like to play along with. Listen to the rhythm, and begin by just tapping your foot in time to the beat.



Keep tapping your foot until you feel comfortable with the rhythm.

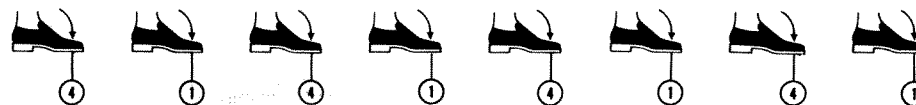
- 2.** **ADD THE LOW TOM-TOM (4)**

The illustration below shows you that each time you tap your foot you strike the low tom-tom (4). Use your right hand. Keep listening and keep tapping.



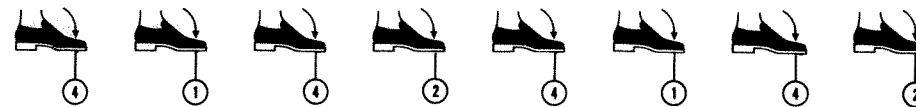
Keep tapping your foot and hitting the drum until you feel comfortable with the rhythm.

- 3.** **NOW WORK IN THE SNARE DRUM** Keep striking the low tom-tom (4) with your right hand, and use your left hand to bring in the snare drum (1).



Every time you tap your foot, you're also hitting a drum.

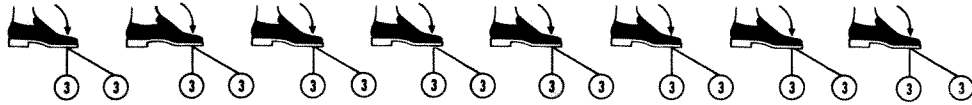
- 4.** **NOW ADD THE HIGH TOM-TOM** Keep the beat going with your right hand striking the low tom-tom (4), while you alternate your left hand between the snare (1) and the high tom-tom (2).



Keep your foot tapping to the beat.

5. START A NEW PATTERN WITH THE CYMBAL (3)

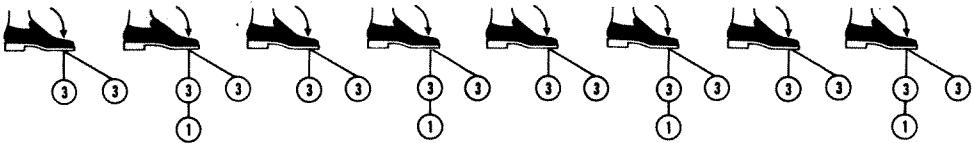
With your right hand, hit the cymbal (3) TWICE for each beat.



Keep your foot tapping!

6. NOW ADD IN THE SNARE (1)

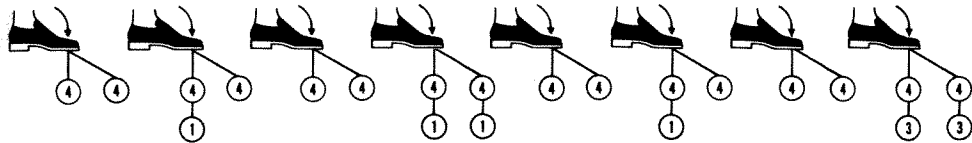
As your right hand continues in the same rhythm hitting the cymbal (3), use your left hand to strike the snare (1).



Your foot keeps the same steady rhythm.

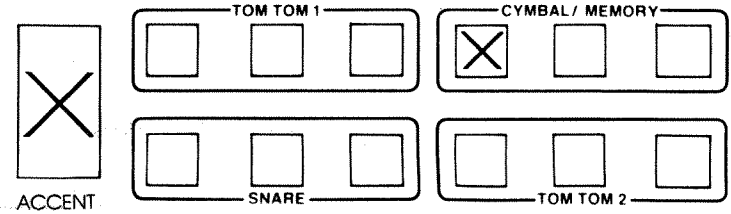
7. PUT IT ALL TOGETHER WITH THE LOW TOM-TOM (4)

This step is a little harder and may take more practice. Use your right hand to hit the cymbal (3), and your left hand to strike the snare (1) and low tom-tom (4).

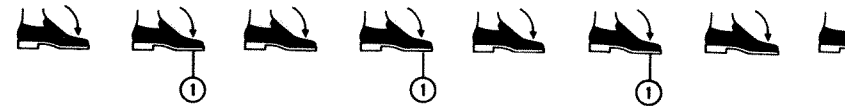


PLAYING ALONG WITH THE KEYS

1. Turn the bass drum on and tap your foot to the rhythm.
2. Hold down the KEYS MARKED X with your left hand.

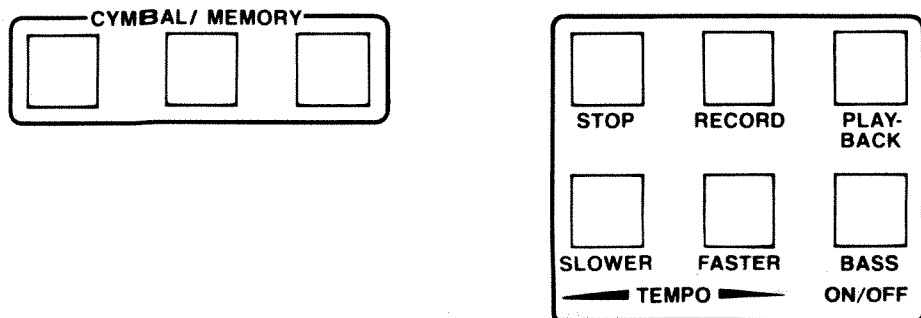


3. Keep your left hand on the keys, while you use your right hand to strike the snare drum, as shown.



4. Keep playing until the beat comes naturally. Then do some experimenting with other key patterns.

PROGRAMMING A RHYTHM



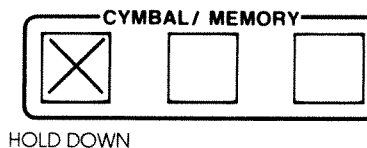
To create a basic rock rhythm, we'll lay down four separate drum patterns—four layers one on top of the other.

1. Turn on the bass drum. Now set the tempo, fast or slow, to suit your mood. For more details see "Record/Playback" section in your **Owner's Manual**.
2. While holding down RECORD, press any one of the 3 CYMBAL/MEMORY keys. For more details see "Record/Playback" section in your **Owner's Manual**.

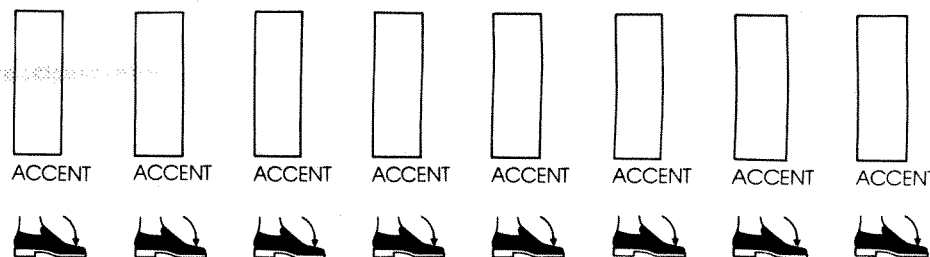
NOTE: The RED light flashes when: (1) recording starts and (2) after every 16 beats of the bass drum.

3. RECORD LAYER #1:

Press ACCENT and the FIRST CYMBAL key, as shown in the illustration. Play through 16 beats of the bass drum. Listen to what you've recorded. If you like it, go on to Layer #2. If not, record the first layer until you are satisfied.



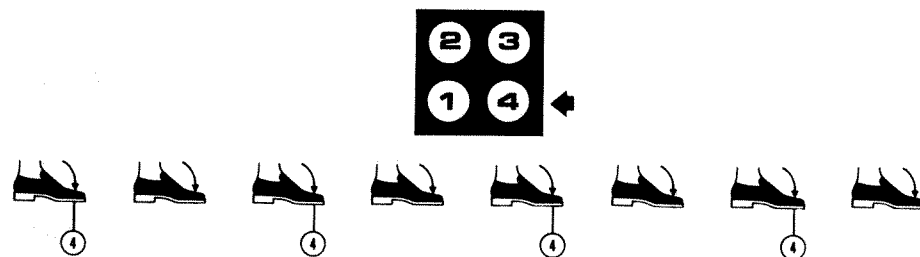
Press and release accent key in time to the beat.



Keep time to the bass rhythm with your foot.

4. RECORD LAYER #2:

Listen to the bass again. Tap your foot to keep the beat. Then strike the low tom-tom on EVERY OTHER BEAT of the bass drum as shown in the illustration.

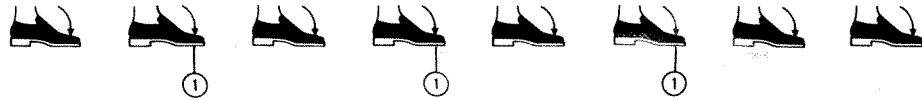
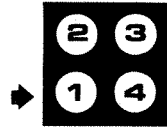


Your foot will keep time with the bass.

5. RECORD LAYER #3—SNARE DRUM PATTERN:

Listen to the bass again. Tap your foot. Then strike the snare drum on EVERY OTHER BEAT of the bass drum.

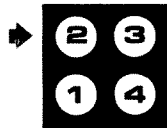
NOTE: Alternate the snare with the low tom-tom. Leave out the 8TH and 16TH beats, as shown in FIG. "C."



Keep your foot tapping to the rhythm of the bass.

6. RECORD LAYER #4—HIGH TOM-TOM:

Add the high tom-tom on the 8TH and 16TH beats of the bass. These are the beats left out by the snare in Layer #3.



Keep time to the bass rhythm by tapping your foot.

You can add MORE layers if you like. Or if you wish to enter into memory what you have recorded, press STOP.

To hear what you have recorded, press PLAYBACK while you press the SAME memory key you began with.

Practice makes the pro! The better you play, the more you'll get out of it. Have fun and go for it!

Synsonics® Drums 90 Day Limited Warranty

Synsonics® Drums warrants to the original consumer purchaser of its Synsonics® Drums in the United States that the product will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-home use.

During the warranty period Synsonics® will, at its option, repair or replace the product without charge for parts or labor when returned postage prepaid and insured to Synsonics® Drums P.O.Box 358 Ridgeland, S.C. 29936 with proof of the date of purchase. Synsonics® reserves the right to utilize reconditioned parts in repairing the product or to utilize reconditioned units in replacing the product.

This warranty does not apply if the product has been altered or repaired by anyone other than Synsonics® Drums Repair Center or has been subjected to purchaser abuse, accident, negligence, or damage subsequent to purchase.

Please read the Instructions carefully before using the product. Units returned with proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced [at our option] for a service charge of \$40. Payments must be made by check or money order payable to Synsonics® Drums. A non-warranty units must be returned postage prepaid and insured with a check or money order in the amount of the service charge to Synsonics® Drums P.O. Box 358 Ridgeland, S.C. 29936.

This warranty excludes incidental or consequential damages resulting from the product or use of the product. [Some states do not allow the exclusion of incidental or consequential damages, so the above exclusion may not apply to you.]

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

*Service charge subject to change without notice.