

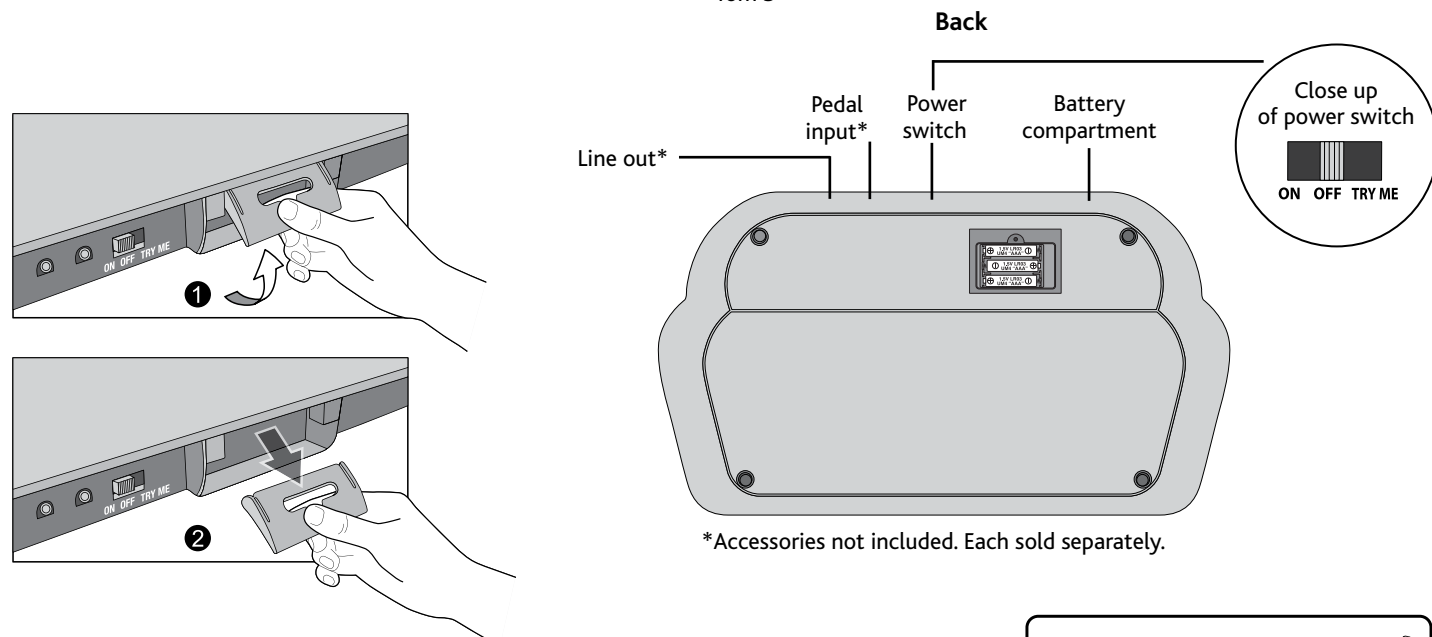
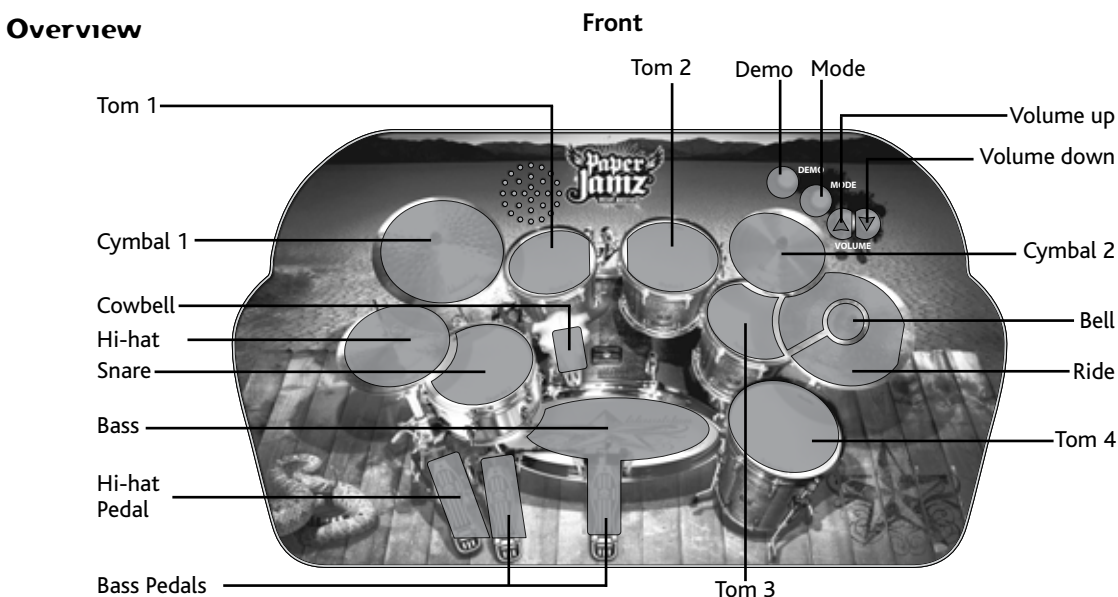
## Getting started

Thank you for purchasing the Paper Jamz™ drums! Rock out on Paper Jamz™ by touching hotspots on the surface! Please take a few moments to read through this user manual to get to know all of the drums' modes and features.

This section outlines some of the basic things you need to know about your Paper Jamz drums!

**NOTE:** Adult supervision might be required.

### Overview

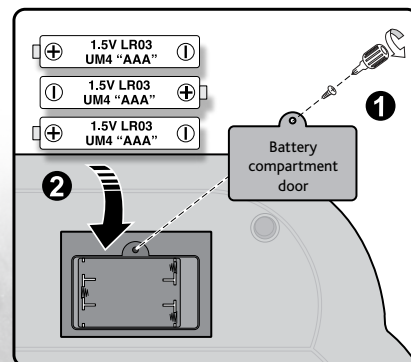


**NOTE:** Before using Paper Jamz drums, remove hang tab by pulling it straight back.

### Battery details

The Paper Jamz drums requires 3 x "AAA" size batteries (included). To insert the batteries:

1. Open the battery compartment using a Phillips screwdriver (not included).
2. Insert the batteries according to the diagram. Ensure that the positive and negative polarities match the illustrations inside the battery compartment.
3. Replace the battery compartment cover. Do not over-tighten.



### Important battery information

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries [standard (Carbon-zinc), Alkaline or rechargeable] or rechargeable batteries of different capacities.
- Remove rechargeable batteries from the toy before recharging them.
- Rechargeable batteries are only to be charged under adult supervision.
- Respect the correct polarity, (+) and (-).
- Do not try to recharge non-rechargeable batteries.
- Do not dispose batteries in a fire.
- Replace all batteries of the same type/brand at the same time.
- The supply terminals are not to be short-circuited.
- Remove exhausted batteries from the toy.
- Batteries should be replaced by adults.
- Remove batteries if the toy is not going to be played with for some time.

## Powering ON/OFF the first time

The Paper Jamz drums' power switch is located on the back (refer to *Overview* on page 1). The switch has three settings: **Try Me**, **OFF** and **ON**.

When you first remove the Paper Jamz drums from the packaging, the power switch will be set to the **Try Me** power setting. The **Try Me** setting is only used for demonstrating very basic functions.

To access all Paper Jamz functions:

1. Move the switch to the **OFF** setting.
2. Wait 3 seconds and then move it to the **ON** setting.

**IMPORTANT:** Your Paper Jamz drums will remain in the **Try Me** setting if you do not wait 3 seconds in the **OFF** setting before switching to the **ON** setting.

## Powering Paper Jamz

To power your Paper Jamz drums, locate the power switch on the back of the drums and slide it to **ON**. You will hear some music! The drums will be ready for you to select a song and mode; however, if you tap a drum, it will automatically pick Song 1 from Perfect Play Mode. To learn how to select a different song or mode, refer to the section *Modes*.

## Volume control

To change the volume on your Paper Jamz drums, press one of the **Volume** buttons. You will hear the music at the new volume and hear a sound effect to indicate the volume is being adjusted.

## Demo

To hear a demonstration of your selected song in Perfect Play or Rhythm modes, press the **Demo** button.

To stop the demonstration song, press the **Demo** button.

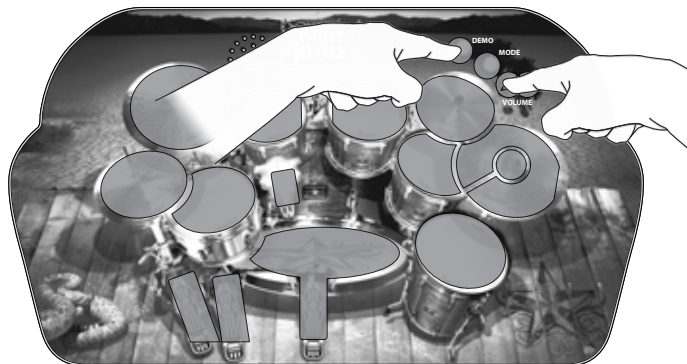
## Tapping

To play the drums, tap the drum or cymbal surface using your fingers.

You will hear a drum sound.

**TIP:** Use your thumbs to tap the pedals and your fingers to play the drums and cymbals.

**NOTE:** Avoid using objects to tap on the Paper Jamz drums, because the drums might not work and could be damaged.



## Modes

Paper Jamz drums has three main modes:

- Perfect Play
- Rhythm
- Freestyle

To activate a mode, press the **Mode** button, and you will hear a bell sound to indicate the **Mode** button is active. Then, tap one of the corresponding drum or cymbal surfaces as outlined in *Table 1* (below). The **Mode** button will deactivate and you will hear a low drum sound if you press any of the following: **Mode** button again, a drum/cymbal with no function or **Demo** button. You will hear a sound when the mode has been activated and song selected.

**Table 1**

Mode/Function	First press:	Then tap:
Perfect Play — Song 1	Mode	Ride
Perfect Play — Song 2	Mode	Tom 3
Perfect Play— Song 3	Mode	Tom 4
Freestyle	Mode	Bass
Rhythm mode — Song 1	Mode	Cymbal 2
Rhythm mode — Song 2	Mode	Tom 2
Rhythm mode — Song 3	Mode	Tom1

## Stopping or changing the song

To stop the song during Perfect Play or Rhythm modes, press the **Demo** button. You can start again by tapping any drum or cymbal.

## Perfect Play Mode

In this mode, you must tap along to the song to hear the drum track. To start the song once you have selected it, tap on one of the drums or cymbals. The song will start with a drum count-in. The drum track will play as long as you tap on the drum set. You control when the drums play!

During any song, you can select any combination tracks you want to hear. Refer to *Karaoke menu* on page 3 to learn how to select certain tracks to mute.

**TIP:** Tap to the beat every other beat to make the drum track play continuously.

# Play functions

## Rhythm Mode

In this mode, you can create your own drum sounds! You control the beats and rhythm of the drums accompanying the included hit songs.

## Freestyle Mode

In Freestyle mode, you can play drums solo without the background music. Try playing the drums using different Drum Kits to change the sound of the drums!

## Sleep Mode

If you do not play the drums or press any function buttons for about five minutes, the drums will enter sleep mode. To wake it, turn the drums off and then on again.

# Play functions

This section outlines different features and functions you can use while playing your Paper Jamz drum set.

## Changing Drum Kits

You can change the sounds of the drums by selecting different Drum Kits. Each Drum Kit features a different set of drum sounds in both Freestyle and Rhythm Modes. You can change the Drum Kit during any song. To change Drum Kits, press the **Mode** button and then tap one of the corresponding drum or cymbal surfaces as outlined in *Table 2* (below). You will hear a drum sound from the selected kit.

Table 2

Kit	First press:	Then tap:
Kit — 1	Mode	Cymbal 1
Kit — 2	Mode	Snare
Kit — 3	Mode	Hi-hat

## Looping

In Perfect Play and Rhythm modes, you can set your selected song to play a loop — so you can jam for longer! By default, the song is looped twice.

To loop the song more than twice, while the loop is playing, press the **Mode** button and then press **Volume down**. Repeat these instructions for each time you want to repeat the loop, otherwise the song will finish normally.

To stop the song at any time, press the **Demo** button.

## Karaoke menu

In Perfect Play and Rhythm modes, you can disable certain tracks in the selected song so that you can sing along with the song or play with a friend! You get to pick any combination of tracks you want to hear, and you can change them anytime during a song in Perfect Play or Rhythm Modes.

To activate the Karaoke menu, press the **Mode** button, then the **Volume up** button and then tap the associated drum/cymbal to choose which track to mute (*Table 3* below). When you tap, the song will start. To unmute the selected track, repeat the action: press the **Mode** button, then the **Volume up** button and then tap the associated drum/cymbal. You will hear a low drum sound when the track is muted and you will hear a bell sound when the track is unmuted.

**NOTE:** Karaoke mode will work even when the music is playing. When the song ends, the Karaoke mode will remain selected until a different Mode is chosen.

Table 3

Karaoke Menu	First press:	Then tap:
Mutes vocal track	Mode & Volume up	Cymbal 1
Mutes guitar track	Mode & Volume up	Snare
Mutes backing tracks	Mode & Volume up	Hi-hat

## Tips and tricks

- Use your left hand thumb to play the bass, bass pedals and hi-hat pedal.
- Use your left hand fingers to play the toms, cymbal, hi-hat and cowbell.
- To play the bass, use either of the two bass pedals or directly tap the bass drum.
- When you press and hold the hi-hat pedal, the hi-hat will close and you will hear a soft sound when you tap it. When you want to jam loudly, keep the hi-hat open (i.e. do not press on the hi-hat pedal) to get a loud, crashing cymbal sound.
- Use your right hand to play the toms, cymbal, ride and bell.
- The large cymbal on the right will produce two different sounds depending on the area you tap. The center of the cymbal makes a high-pitched bell sound and the edge of the cymbal, the ride, produces a lower tone.

## Cautions and warnings

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.

**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 and 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

**WARNING:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



The equipment that you have purchased has required the extraction and use of natural resources for its manufacturing. It may contain substances that are hazardous to health and the environment. In order to prevent the release of these substances into the environment and to reduce the pressure on natural resources, we encourage you to use appropriate return systems. These systems will ensure that most of the materials in your equipment are properly reused or recycled at the end of its operational life. The crossed-bin symbol invites to use these systems. For further information on collection, reuse and recycling systems, please contact your regional waste management administration.

This equipment may experience difficulty and/or memory loss when subjected to any electrostatic discharge, radio frequency interference, or sudden power surge/interruption. The user is encouraged to reset the equipment should any of these occur.

## Warranty

### WowWee 90-Day Limited Warranty

WowWee's warranty obligations for this Paper Jamz Drums (this "Product") are limited to the terms set forth below.

WowWee Group Limited ("WowWee") warrants to the original end-user purchaser that this Product will be free from defects in materials and workmanship under normal use for a period of 90 days from the date of retail purchase (the "Warranty Period"). This warranty is extended only to the original end-user purchaser of a new product that was not sold "as is".

If a defect arises:

- (1) you may within 30 days from the date of retail purchase (or such other period specified by the return policies of the place of purchase) return this Product to the place of purchase, together with the original proof of purchase and either the original box or the UPC code label from the box, and this Product will be replaced or, in the event that a replacement for this Product is not available at the place of purchase, either a refund of the purchase price for this Product or a store credit of equivalent retail value will be provided; or
- (2) you may after the day that is 30 days from the date of retail purchase (or such other period specified by the return policies of the place of purchase) and within the Warranty Period contact WowWee Customer Support to arrange for the replacement of this Product. In the event that a replacement for this Product is not available this Product will be replaced by WowWee with a product of equivalent or greater retail value.

Notwithstanding the foregoing terms of this warranty, WowWee reserves the right at all times, at its sole option and discretion, to refund to you the purchase price paid by you for this Product in full and final settlement of WowWee's obligations under this warranty.

A purchase receipt or other proof of the date of retail purchase and purchase price is required in order to claim the benefit of this warranty.

If this Product is replaced, the replacement product becomes your property and the replaced Product becomes WowWee's property. If the place of purchase refunds the purchase price of this Product or issues a store credit of equivalent retail value, this Product must be returned to the place of purchase and becomes WowWee's property. If WowWee refunds the purchase price of this Product, this Product must be returned to WowWee and becomes WowWee's property.

**EXCLUSIONS AND LIMITATIONS**

This warranty covers the normal and intended use of this Product. This warranty does not apply: (a) to damage caused by accident, abuse, unreasonable use, improper handling and care or other external causes not arising out of defects in materials or workmanship; (b) to damage caused by service performed by anyone who is not an authorized representative of WowWee; (c) to any hardware, software or other add-on components installed by the end-user; (d) if this Product has been disassembled or modified in any way; (e) to cosmetic damage, including but not limited to scratches, dents or broken plastic, or normal wear and tear.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MIGHT ALSO HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE. WOWWEE'S RESPONSIBILITY FOR PRODUCT DEFECTS IS LIMITED TO THE REPLACEMENT OF THIS PRODUCT OR THE REFUND OF THE PURCHASE PRICE FOR THIS PRODUCT. ALL EXPRESS AND IMPLIED WARRANTIES, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES AND CONDITIONS OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN TIME TO THE TERM OF THIS LIMITED WARRANTY. NO WARRANTIES, WHETHER EXPRESS OR IMPLIED, WILL APPLY AFTER THE EXPIRATION OF THE LIMITED WARRANTY PERIOD. If any term of this warranty is held to be illegal or unenforceable, the legality or enforceability of the remaining terms shall not be affected or impaired.

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Valid only in U.S.A.

To learn more about your Paper Jamz or to see the full range of WowWee products, go to [www.wowwee.com](http://www.wowwee.com)

Register your Paper Jamz at [www.wowwee.com/register](http://www.wowwee.com/register)

If you have any questions that are not answered in this quick start guide, refer to [www.wowwee.com/support](http://www.wowwee.com/support)



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We recommend that you retain our address for future reference.  
Product and colors may vary. Packaging printed in China.  
This product is not suitable for children under 3 years because of small parts — choking hazard.  
The quick start guide should be kept as it contains important information.  
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