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 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.

NOTE: The user is cautioned that changes and modifications made to the equipment without the approval of manufacturer could void the user’s authority to operate this equipment.

Kids play their way to multiplication mastery with this portable game station.

**Multiplication Slam** features FIVE fun games that reinforce important multiplication concepts such as multiples, multiplication facts, factors, factor pairs, and sequencing. **Multiplication Slam** is great for self-directed practice at school or home.
Multiplication Slam™

Features

When display dims or is blank, replace the old batteries with 3 new AA batteries. To replace, carefully remove the battery compartment door (located on the bottom of the unit). Install three (3) fresh AA batteries in the battery compartment, carefully following the diagram showing correct battery installation. This diagram is found next to the battery compartment.

- Do not use rechargeable batteries.
- Do not mix old and new batteries.
- Do not mix different types of batteries: alkaline, standard (carbon zinc), or rechargeable (nickel-cadmium) batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- 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.
- To prevent corrosion and possible damage to the product, it is recommended to remove the batteries from the unit if it will not be used for more than two weeks.

Cleaning instructions: Clean Multiplication Slam with a damp or dry cloth—do not immerse or spray any liquid or water on Multiplication Slam.
Multiplication Slam™ Games

Getting Started
Before using Multiplication Slam the first time, install 3 AA batteries (not included). See page 3 for battery instructions.

1. Press POWER to turn on the unit.
2. Then, choose a game by pressing one of the five GAME buttons located along the bottom of the unit.

How to Play

Skip It!
Nine multiples of a number appear on the answer paddles.

1. Choose a multiple to practice.
2. Press the multiples on the ANSWER PADDLES from lowest to highest.
3. When all the multiples have been correctly pressed in order, your final elapsed time appears in the WINDOW.

Fast Facts
Random multiplication facts appear on the LCD screen.

1. Choose a fact to practice.
2. Read the problem in the WINDOW and press the correct ANSWER PADDLE.
3. When you have correctly answered all 10 problems, your elapsed time appears in the WINDOW.
Factor Frenzy

1. Choose a factor to practice.

2. Read the problem in the WINDOW and press the correct ANSWER PADDLE.

3. When you have correctly answered all 10 problems, your elapsed time appears in the WINDOW.

Factor Pairs

1. Press the two ANSWER PADDLES that are factors of the top product.

2. If you press an incorrect answer for either factor, that math problem will appear again later in the game.

3. When you have correctly answered all 10 problems, your elapsed time appears in the WINDOW.

Sequence

1. Choose a level: 1, 2, or 3.
   - Level 1—multiples of 2, 3, and 4.
   - Level 2—multiples of 4, 5, and 6.
   - Level 3—multiples of 5, 6, 7, 8, and 9.

2. Press the ANSWER PADDLE that correctly completes the sequence.

3. As you play, your time appears in the WINDOW. When you have correctly completed all 10 sequences, your final elapsed time is displayed.