

The Tenth Doctor's Sonic Screwdriver is one of the smallest Sonic Screwdrivers the Doctor has owned, making it easy to carry and useful in a wide range of Earth based domestic equipment-controlling situations.

Despite advances in technology, this Universal Remote Control Sonic Screwdriver is still ineffective against wood. However, hairdryers are not known to cause its malfunction and certain protective circuitry makes sure that you cannot burn out its core by repeated use.

However, in cases of accidental damage, the user must be reminded that this device will not rebuild itself. Careful study of this manual will be necessary to achieve Doctor-level knowledge of its many and varied functions, placing the power of control in the grasp of the owner.

This Sonic Screwdriver universal remote control is not a toy: it is a device for remotely controlling home entertainment equipment such as TVs, DVD players, Blu-ray players and iPod docks, using infrared codes learned from conventional remote controls by the means of gestures rather than by pressing buttons. A total of thirteen different gestures and three separate memory banks enable it to learn up to 39 remote control functions.

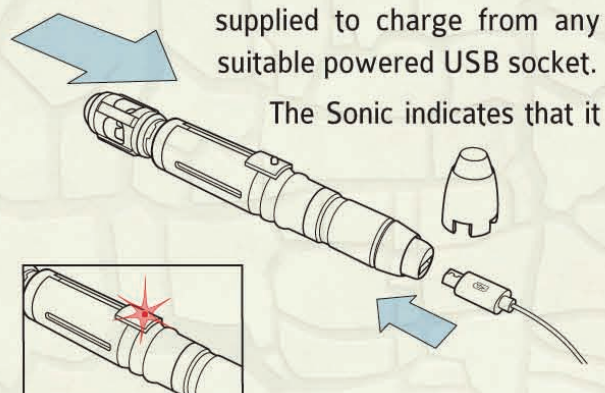
In FX Mode, the Sonic Screwdriver produces ten different sonic buzzes, beeps and scanning sounds at the press of a button, and has the power to instantly turn off almost any TV without any set up required.

This product is also a faithful, prop replica grade reproduction of the Tenth Doctor's Sonic Screwdriver, designed to be as accurate as possible and based on electronic 3D laser

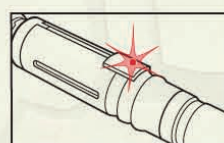
scans taken from the last screen-used hero prop. To create the most realistic product, the Sonic is made from machined aluminium components, and the crackle glaze effect has been carefully traced from the original prop and faithfully reproduced in the moulding of the main body.

charging

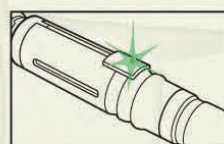
Before first use, charge your Sonic for two hours, or until the button light turns green. To charge, fully retract the Sonic, remove the end cap and use the micro USB cable supplied to charge from any suitable powered USB socket.



The Sonic indicates that it



A full charge takes about two hours



needs charging by saying "power cell depleted", or when the button flashes yellow after a gesture. The Sonic may be used while it is charging.

powering up and down



Press and hold the button (a long press) to power up or power down the Sonic. After 30 minutes of inactivity the Sonic will power down automatically.

operational modes

The Sonic Screwdriver has four operational modes. The user can cycle through each mode with a short press on the button:

practice mode

SHORT ▼ PRESS

control mode

SHORT ▼ PRESS

quiet control mode

SHORT ▼ PRESS

fx mode

SHORT ▼ PRESS

Practice Mode, short press ⇒
Control Mode, short press ⇒
Quiet Control Mode, short
press ⇒ FX Mode, short press
⇒ back to Practice Mode
again, etc.

Practice Mode – Before entering any other operational mode, the user must learn how to do the movement gestures correctly. In Practice Mode, each time a gesture is performed, the Sonic will say which gesture it thinks has been done.

If the Sonic misinterprets a gesture, hold the device steady for a few seconds then repeat the gesture taking care to use short, accurate, positive movements.

Control Mode – Each time a gesture is performed correctly, the Sonic will send the infrared (IR) remote control code that is programmed onto that gesture and will make the standard sonic buzz. If no IR code has been programmed onto that gesture, the Sonic will say “unassigned”.

Quiet Control Mode – Each time a gesture is performed correctly, the Sonic will send the IR code programmed onto that gesture, make a quiet click and the tip will flash. If no IR code has been programmed onto the gesture, the Sonic tip will flash but it will remain silent.

Pressing the button with three short presses while the Sonic is in Control Mode or Quiet Control Mode, will cycle between the three memory banks, A, B, and C, to allow access to codes stored on gestures in each memory bank. Each memory bank stores up to 13 codes. Therefore the Sonic can store up to 39 codes in total.

FX Mode – In FX Mode the Sonic does not consume any power unless the button is pressed. A long button press makes the Sonic buzz and lights the tip for as long as the button is pressed. Pressing the button and doing gestures does not send any IR codes.

A double press, where the second press is held down, allows the user to access a range of different Sonic sounds. As long as the button is held down after a double press, each time a gesture is performed correctly, the Sonic plays one of ten different sonic screwdriver sound effects.

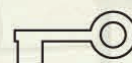
After three quick button presses the Sonic transmits one of ten different well known Tenth Doctor phrases in Morse code.

To turn off almost any TV without the need to program the Sonic, point the Sonic at a TV then press the button three times and hold the third press. As long as you keep holding the button, the Sonic will buzz as it scans through a sequence of TV on-off IR codes, emitting each one to find the code that will turn off the TV. Each time it sends an IR code its tip will blink. Release the

button when
the TV is
turned off.

Pressing
the button
four times and

holding the fourth press will enable a stealth version of this function where the Sonic scans for the correct code, but makes no sound and just blinks its light.



lock function

The Sonic Screwdriver can be locked to prevent unauthorised use. To lock the Sonic, press the button four times quickly and enter any three-digit Lock Code at the spoken prompt. To enter the desired three digit Lock Code, press the button rapidly to count out the first number then pause for the Sonic to confirm it. Repeat the process for the second and third numbers of the Lock Code to be stored. As soon the Lock Code has been entered, the Sonic will power down and lock itself. The Sonic Screwdriver will then need to be unlocked by entering the correct code each time it is powered up.

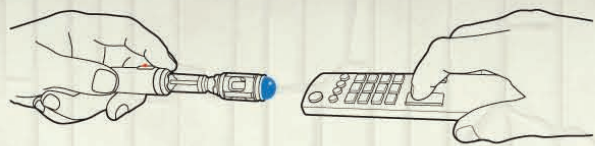
In the event that the Lock Code is forgotten, it may be overridden by entering the happy prime, 3 - 7 - 9.

The Lock Code can be erased and locking disabled, by pressing the button quickly five times whilst the Sonic is unlocked.

programming the sonic

Before the Sonic can be used by humans to control Earth devices in the home, it will need to be programmed with the infrared (IR) remote control button codes of those devices. The Sonic has 13 different motion gestures or actions. It has three separate memory banks (A, B, and C) and can store one remote control code per gesture in each memory bank, therefore allowing up to 39 remote control codes to be stored in total.

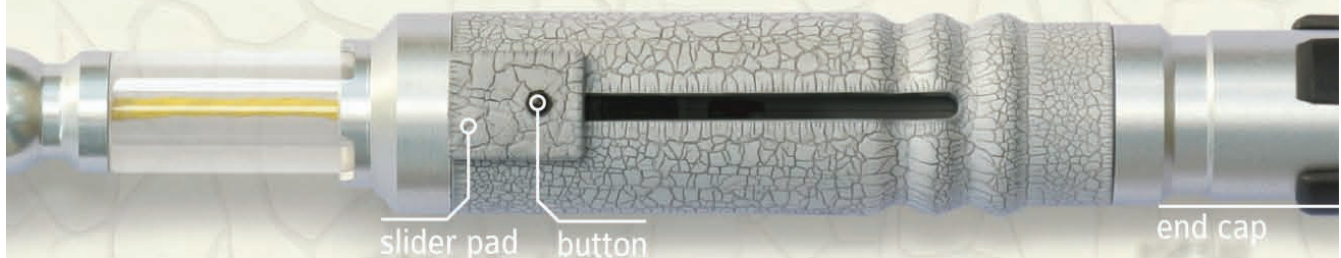
Enter Programming Mode by making two



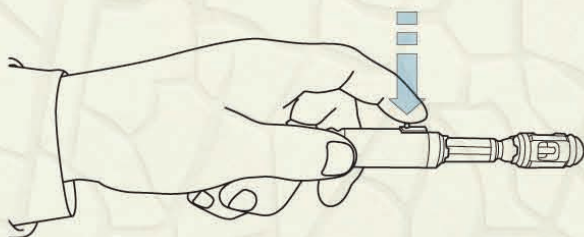
Sonic Screwdriver and normal remote 3cm apart

Hold a normal remote control about 3cm from the tip of the Sonic while the tip is glowing steadily, and **briefly** press and release the normal remote control button for the function you want to program on to that gesture. If the Sonic received the IR code successfully, it will say "OK". If it receives no IR signal after five seconds, it will stop waiting for the IR code, the blue tip will turn off and a gesture will have to be performed to make the Sonic ready to receive an IR code again.

Further codes may be programmed onto any other gesture or reprogrammed over the



short button presses quickly followed by a long button press (holding the button down for three seconds), while in Practice, Control or Quiet Control Mode. The Sonic will say, "Entering programming mode". The blue tip will flash once per second while the Sonic is in Programming Mode.



entering Programming Mode

To program the Sonic, perform the desired gesture; the Sonic will say which gesture has been done, then its tip will glow steady blue to signify that it is waiting to receive the IR code (button press) from a normal remote control.

existing code on the same gesture by repeating this process, without having to come out of Programming Mode each time a code has been learned.

Three quick presses of the Sonic button in Programming Mode will cycle between its three memory banks (A,B,C) allowing storage of up to three different sets of 13 IR remote control codes.

Programming Mode can be exited at any time with one short press of the Sonic button. It will automatically exit Programming Mode if no gestures are performed after one minute.

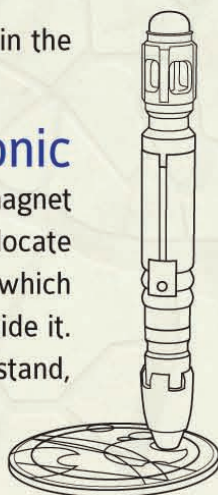
The programmed IR codes are preserved even if the battery becomes completely discharged. However, while in Programming Mode, ten short presses erases all memory banks and performs a factory reset. Caution: this operation can not be undone.

If programming problems occur

- Try varying the duration of the original remote control button press from very brief up to about half a second.
- Try varying the distance from the tip of the Sonic to the original remote control from 1 cm up to 5 cm.
- Try replacing the batteries in the original remote control.

displaying the sonic

The Sonic has a neodymium magnet in the base of its end cap to locate and secure it on its stand, which also has a magnet hidden inside it. To position the Sonic on the stand, place it pointing upwards, towards the edge of the stand and move round the



stand until the magnets automatically pull it into place. Do not put credit cards on the stand.

care instructions

This Sonic is a sensitive instrument of control and should be handled with care. Do not poke anything into the slider slot; clean only with a soft, slightly damp cloth; do not immerse in water. To protect the Sonic while not on display, keep it safely in its rubber-lined transit case.

button pressing guide

The Sonic has many features but only one button, and therefore requires a number of different button pressing sequences to access these features. Depending on the mode the Sonic is in, certain button pressing sequences will do different things.

FX Mode has been designed especially for play and cosplay. In FX Mode the Sonic does not consume any power unless the button is pressed. In all other operational modes, the Sonic must be turned on before it can be used.

When in Practice Mode, Control Mode or Quiet Control Mode:

sonic screwdriver **OFF**

LONG **PRESS**

sonic screwdriver **ON**

sonic screwdriver **ON**

LONG **PRESS**

sonic screwdriver **OFF**

When in FX Mode:

SHORT **PRESS**

LONG **PRESS**

doing gesture lights tip and plays one of 10 sonic sounds

LONG **PRESS**
lights tip and makes classic sonic buzz

NOTE: in FX Mode the Sonic Screwdriver does not consume power unless its button is pressed

When in any operational mode:

SHORT **PRESS**
next operational mode

When in Control or Quiet Control Mode:

SHORT **PRESS**
SHORT **PRESS**
sends a remote control code just like a gesture

When in Control, Quiet Control or Programming Mode:

SHORT **PRESS**
SHORT **PRESS**
SHORT **PRESS**
switches memory bank cycling through A, B, C

When in FX Mode:

SHORT **PRESS**
SHORT **PRESS**
LONG **PRESS**
all TV off scan

When in Practise, Control, or Quiet Control Mode:

SHORT **PRESS**
SHORT **PRESS**

LONG **PRESS**

enter Programming Mode

SHORT **PRESS**
exit Programming Mode
enter Control Mode

When in FX Mode:

SHORT **PRESS**
SHORT **PRESS**
SHORT **PRESS**
transmits Morse code

When in FX Mode:

SHORT **PRESS**
SHORT **PRESS**
SHORT **PRESS**
LONG **PRESS**
all TV off scan - stealth

When in any operational mode

SHORT **PRESS**
SHORT **PRESS**
SHORT **PRESS**
SHORT **PRESS**

enables Lock Code entry sequence

SHORT **PRESS**
SHORT **PRESS**
SHORT **PRESS**
SHORT **PRESS**
SHORT **PRESS**

erases Lock Code

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Flick up	red Sonic
Flick down	broken Sonic
Flick left	alternative Sonic
Flick right	special B Sonic
Push	standard Sonic buzz

Pull	Mk 1 Sonic
Tap on top	minefield scanning
Tap on bottom	mine detonation
Tap on left	Sonic bloop
Tap on right	general scanning

use Practice Mode to master the Sonic's 13 gestures

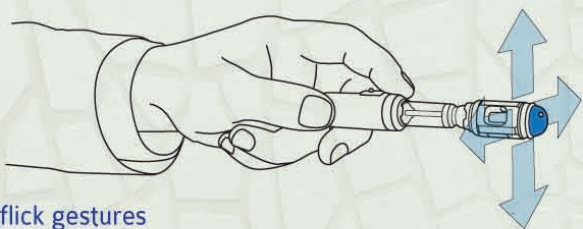
- Rotate anticlockwise
- Rotate clockwise
- Flick upwards
- Flick downwards
- Flick left
- Flick right
- Push forward
- Pull back
- Tap on top
- Tap on bottom
- Tap on left
- Tap on right
- Double button press

This Sonic Screwdriver is a motion sensitive device, designed to recognise 13 distinct and accurately performed gestures. It is a sensitive device and the gestures do not need to be forceful or dramatic, just positive and accurate. Always start a gesture holding the



push - pull gestures

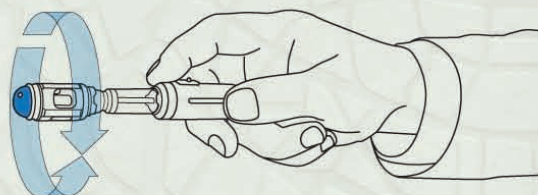
Sonic Screwdriver level and steady. Only a short, positive action is required; the tip of the Sonic Screwdriver only needs to move about 5 cm (two inches). To become expert at the gestures, put the Sonic Screwdriver into



flick gestures

Practice Mode and perform each of the gestures in turn. When the Sonic recognises a gesture it will say which gesture it thinks has been done. Repeat each gesture until you can do them easily and repeatably. The rotation gestures must be performed slowly, holding the Sonic Screwdriver steady and level, as if gently turning a volume knob.

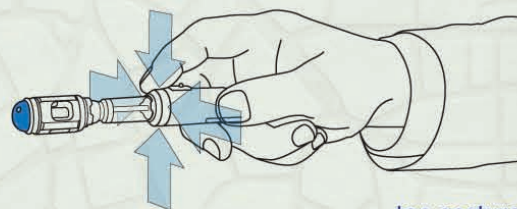
The flick and tap gestures are not dependent on the Sonic's rotational orientation or the



rotation gestures

position of the button and slider pad.

For the perfect tap gesture, tap the Sonic Screwdriver on the aluminium ring just in



tap gestures

front of the grey crackle glazed main body. The gestures may be performed with the Sonic Screwdriver extended or retracted.

A double short press of the button is the thirteenth gesture.

MADE IN CHINA • DESIGNED IN THE UNITED KINGDOM



Packaging design, manual and illustrations by Chris Barnardo. Hardware and software design by Richard Blakesley.

ITEM No. WRC10813

RETAIN THESE INSTRUCTIONS FOR FUTURE REFERENCE

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. 2. This device must accept any interference received, including interference that may cause undesired operation.



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