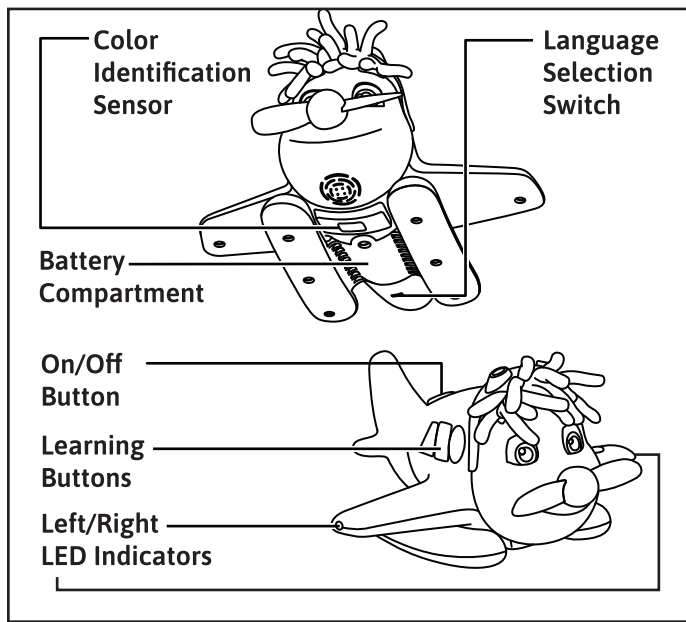




Smarty JOJO™

Smarty JOJO™ encourages age-appropriate learning skills using Smart technology and active play. Smarty JOJO™ teaches directions (left and right, up and down), speed (fast and slow), colors (red, yellow, green, blue, purple) and shapes (square, triangle and circle), plus it encourages emotional intelligence by identifying emotions as it moves. The commands that Smarty JOJO™ provides are randomized, so the sequence is different every time the child plays. Smarty JOJO™ can be used indoors or out, in any open, safe-to-play area.



Usage Instructions

Please Note:

Regardless of whether your Smarty JOJO™ came with batteries or not, it is recommended to use fresh batteries before your first use. (See **Battery Installation** on the next page.)

Turning On/Off

Power on Smarty JOJO™ by pressing the **On/Off Button** once. To turn off Smarty JOJO™, press the **On/Off Button** again.

Note: Remove the "Try Me" and "Power" tabs before use (where applicable).

Sleep Mode

If your Smarty JOJO™ is powered up and there is no activity for five minutes, it will go into sleep mode to conserve the batteries. To wake up your Smarty JOJO™, press any button on the device.

Language Selection

Smarty JOJO™ comes with two language options. To toggle between these two languages, flip the device over to reveal the **Language Selection Switch**. Toggle it to change the audio language.

Smart Sensors and Interactive Gameplay

Smarty JOJO™ has sensors which recognize directional orientation (up, down, left and right), acceleration (slow and fast), altimeter (high and low) and color detection. To get the most fun out of Smarty JOJO™ follow the audio prompts.

Calibration

Before play begins, turn on power and place Smarty JOJO™ on a flat surface to calibrate all of the sensors. Audio example: *"Put me on the ground and press the red button."*

Interactive movement: Start with Smarty JOJO™ on a flat surface.

Taking Off

Audio example: *"Let's roll down the runway and go up to the sky! Ready, set, GO!"*

Interactive movement: Imitate taking off with Smarty JOJO™.

Landing

Audio example: *"Go lower. We're coming in for a landing."*
Interactive movement: Make Smarty JOJO™ land.

Turn Right

Audio example: *"Make a sharp right."*
Interactive movement: Turn Smarty JOJO™ to the right.

Turn Left

Audio example: *"Change directions! Turn left."*
Interactive movement: Turn Smarty JOJO™ to the left.

Fly Faster

Audio example: *"Let's go as fast as you can!"*
Interactive movement: Move Smarty JOJO™ faster.

Go Slower

Audio example: *"Whoa there! Slow down."*
Interactive movement: Move Smarty JOJO™ slower.

Fly Higher

Audio example: *"Make me fly above your head!"*
Interactive movement: Move Smarty JOJO™ higher up.

Fly Lower

Audio example: *"Let's fly lower so we can see the ground."*
Interactive movement: Move Smarty JOJO™ lower down.

Shapes, Numbers and Colors

Smarty JOJO™ has six learning buttons (two squares, two triangles and two circles).

Numbers and Shapes

Audio example: "Press 2 squares."

Interactive movement: Press any two squares on Smarty JOJO™.

Shapes and Colors

Audio example: "Find the red circle."

Interactive movement: Press the red, lit-up circle button.

Color Identification Sensor

Audio example: "Now let's land on something green."

Interactive movement: Land Smarty JOJO™ on a green object and press any of the learning buttons. Watch all the learning buttons turn green.

NOTE: Color-matching accuracy may vary, depending on the texture and/or finish of the scanned surface, especially printed surfaces.

Radio Statement

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. 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. This device contains license-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's license-exempt RSS(s). Operation is subject to the following two conditions: (1) This device may not cause interference. (2) This device must accept any interference, including interference that may cause undesired operation of the device.

Note:

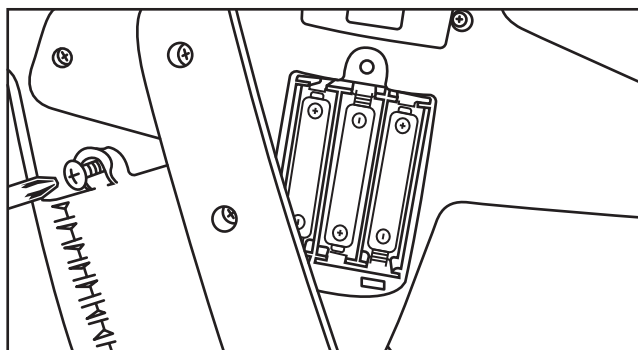
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate

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.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Battery Information

- Handling of batteries should be done by an adult.
- Smarty JOJO™ requires 3 AAA alkaline (LR03) 1.5V batteries.
- The battery compartment is located on the underside of Smarty JOJO™.
- To insert or change the batteries, turn the screw counter-clockwise to loosen.
Remove the old batteries and insert 3 new AAA batteries with the correct polarity.
Replace the screw and twist clockwise to close.



Safety Information

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product.

To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent types as recommended are to be used.
- Batteries are to be inserted with correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short circuited.
- Dispose of battery(ies) safely.
- Do not dispose of this product in a fire.
The batteries inside may explode or leak.

Troubleshooting

Replacing used batteries with new batteries will resolve most troubleshooting issues.

If problems persist, please visit our website at www.flycatcher.toys/Smarty/JOJO/support or reach out to our customer support team at info@flycatcherapps.com



Smarty JOJO™
is a trademark of Flycatcher Inc.
Copyright © 2020 Flycatcher Inc.
All rights reserved.

Visit us at www.flycatcher.toys for more ways to play SMART.

Contents

- 1 Smarty JOJO™
- 1 User Manual

Product Care

Do not get your Smarty JOJO™ wet. **Do not** drop or throw your Smarty JOJO™. **Do not** leave Smarty JOJO™ in extreme heat or extreme cold as this may damage the product.