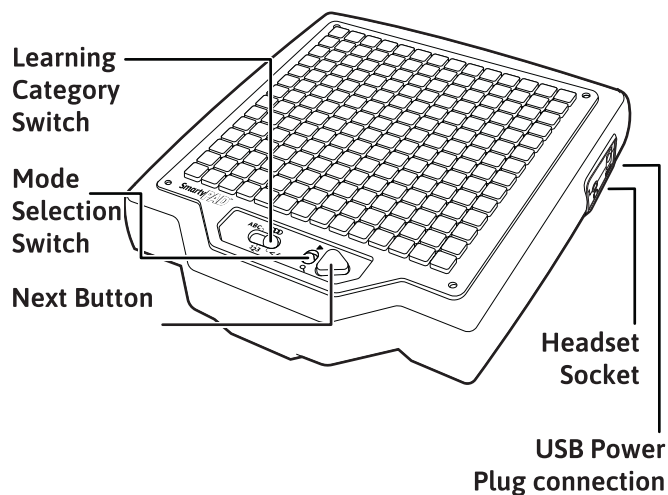




Smarty PAD[®]

Smarty PAD[®] is an interactive tablet that gives preschoolers a new way to play and learn with 12 SMART games and an age-appropriate curriculum. Motion sensors give the lightweight tablet an innovative spin, encouraging unique sensory play. Smarty PAD[®] speaks in English or Spanish while playing with music, colors, patterns, ABCs, and numbers up to 25.



Usage Instructions

Please Note:

If your Smarty PAD[®] came with batteries, it is recommended to replace them with fresh batteries before your first use (see battery installation instructions). Note: Remove the "Battery Safety" tab before first use (where applicable).

Turning On/Off

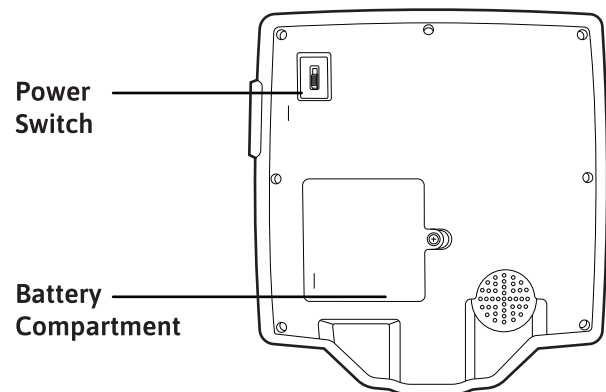
To power on your Smarty PAD[®], flip the device over to reveal two switches. The larger switch is your **Power Switch**. The **Power Switch** has three positions:

- 1) Off
- 2) On - Volume Low
- 3) On - Volume High

To power on the Smarty PAD[®], move the **Power Switch** to one of the On positions (low or high volume). To power off the Smarty PAD[®], move the **Power Switch** to the Off position.

Sleep Mode

If your Smarty PAD[®] is powered on and there is no activity for five minutes, your Smarty PAD[®] will go into sleep mode to conserve the batteries. To wake up your Smarty PAD[®], press the **Next Button** on the device.



User Interface Buttons

Learning Categories

Smarty PAD[®] comes with four different learning categories. To toggle between learning categories, use the **Learning Category Switch**.

- 1) Alphabet **ABC**
- 2) Numbers 1-25 **123**
- 3) Colors **○○○**
- 4) Beginning Coding **</>**

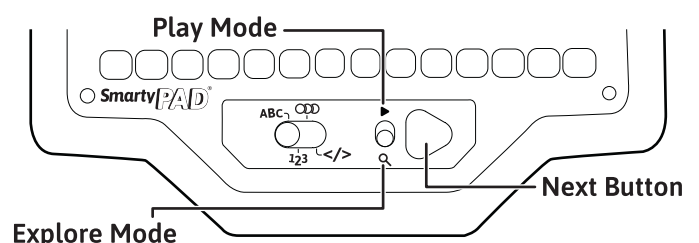
Explore and Play Modes

Each learning category has two modes: Explore and Play. To toggle between modes, use the **Mode Selection Switch**.

- 1) **Explore Mode** – This mode teaches basic skills 🔍.
- 2) **Play Mode** – This mode activates the games in the selected category ▶. To move between games within each category, press the **Next Button**.

Next Button

In play mode, ▶ the **Next Button** skips to the next game.



Alphabet

Explore Mode – Alphabet

In this mode, Smarty PAD® teaches the letters of the alphabet. You will see a letter, hear the sound of that letter and see an animation that starts with that letter. In some instances, the animation will also be spelled out through the audio. To move to the next letter, press any button on the screen.

Play Mode – Find the Letter

In this game, Smarty PAD® presents three random letters on the screen and prompts you to select the letter that sounds like the sound that Smarty PAD® makes. For example, in the English language, “Find the letter that sounds like Buh.” In this case, you would select the letter “B.” To select a letter, simply press any of the lit squares that make up that letter.

Play Mode – Catch the Letter

This game uses Smarty PAD®’s motion sensing technology. Letters will drop from the top of the screen and Smarty PAD® will prompt you to catch one. When you see the correct letter, tilt your Smarty PAD® right or left to position the basket under the letter and “catch” it as it falls.

Play Mode – Match the Letter to the Image

In this game, Smarty PAD® will show an image on the screen, and tell you what it is. Then, three letters will be shown. Select the letter that corresponds with the first letter of the image that was displayed. For example, in the English language, if an apple is shown, choose the letter “A.”

Numbers 1 – 25

Explore Mode – Numbers 1 – 25

In this mode, Smarty PAD® teaches numerals one through twenty-five. To start, Smarty PAD® will count up from one to twenty-five. This includes both a numeral on the screen and audio for that numeral. Note: You may skip this part by pressing any square on the screen.

The second part of this Explore mode teaches counting by displaying a numeral on the screen and randomly lighting up a corresponding number of squares. You then press each lit square to count to the displayed number.

Play Mode – Find the Number

In this game, Smarty PAD® shows three random numerals on the screen and asks you to select a certain one. For example, in the English language, “Find the number ten.” In this case, you would press any of the lit squares that make up the numeral 10 on the screen.

Play Mode – Catch the Number

This game uses Smarty PAD®’s motion sensing technology. As numerals drop from the top of the screen, Smarty PAD® will tell you which numeral to catch. When you see the correct numeral, tilt your Smarty PAD® right or left to “catch” the numeral in the basket.

Play Mode - What comes Before/After

In this game, select the numeral that comes before or after a displayed sequence of numerals. To choose your answer, simply press any of the lit squares that make up your selected numeral.

Colors

Explore Mode – Name the Colors

In this mode, Smarty PAD® will teach you about colors. Six colors of the rainbow will be lit up on the bottom of the screen. Smarty PAD® will prompt you to touch any color, and then name the color you pressed and display an animation in that color. After each sequence, Smarty PAD® will go back to the display of the six colors for you to select again. Each color has several different images selected at random.

Play Mode – Memory

In this Match-2 game, Smarty PAD® shows twelve white cards. When you touch a card, a color appears. The goal is to match colors between two cards. You may select two cards per turn. Once you match two colors, those cards stay turned over and you continue to play with the remaining cards.

Play Mode – Repeat the Pattern

In this game, the Smarty PAD® screen is split into four different colored squares. In the beginning, only one of the colored squares will blink and play its own farm animal sound. You then press that square. Next, two squares will blink and sound. You then need to press the two lit squares in the same order as the sequence you were shown, resulting in playing the same farm animal sounds. As you progress, the sequence of lit squares and sounds gets longer and more challenging.

Play Mode – Color Mix

In this game, Smarty PAD® shows three colors on the screen. Select any two colors and Smarty PAD® will show you the new color that results from mixing the two colors you selected. An image of an object in that color will also be shown.

Beginning Coding

Explore Mode – Basics of Coding

In this mode, Smarty PAD® teaches the basics of coding and running a sequence. Two images are displayed: On the bottom you will see a directional pad with a green square in the middle. This directional pad does not change and moves the playing square in the following ways:

Press on White = move right one square

Press on Red = move down one square

Press on Blue = move left one square

Press on Yellow = move up one square

Press on Green = runs the previously coded sequence

Above the directional pad you will see a maze with a green square and a red square. The goal is to use the instructional pad to code a sequence of movements that gets the green square to the red square. After each maze is successfully completed, a new one appears.

Play Mode – Color Tag

In this game, Smarty PAD® asks you to tag a specific color with the green square. To do this, code the path of the green square using the directional pad on the bottom of the screen. The goal is to code the most efficient path that eliminates all of the instructed color using the least number of steps.

Play Mode – Escape Room

This game uses Smarty PAD®'s motion sensing technology. The goal is to keep the lit square in play on the screen. To do this, use the tilting function of your Smarty PAD® to move the paddle left, right, up and down to connect with the moving square.

Play Mode – A-Maze-Ing

This game uses Smarty PAD®'s motion sensing technology. The goal is to move the lit square from one end of the maze on the screen to the other. To do this, tilt your Smarty PAD® in the direction you want the square to move.

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.

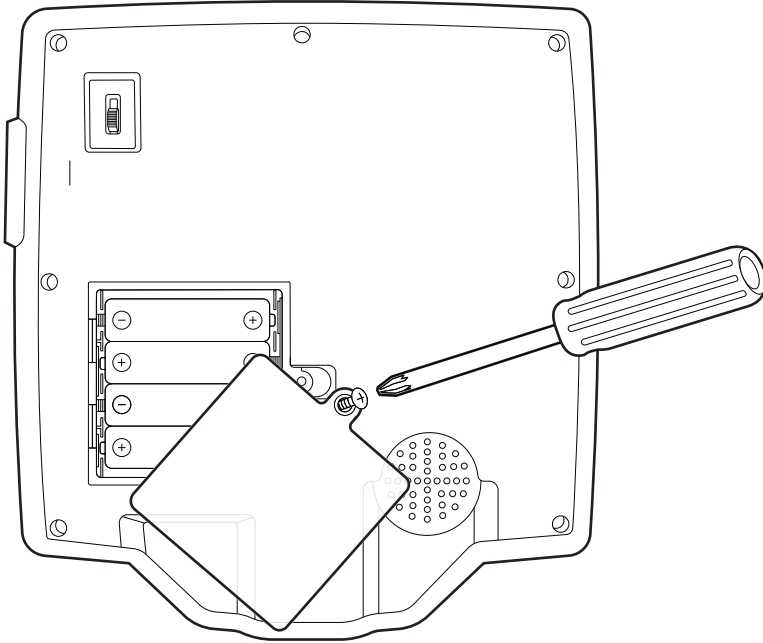
Note:

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 Info

- Handling of batteries should be done by an adult.
- Smarty PAD® requires 4 AA alkaline (LR6) 1.5V batteries.
- The battery compartment is located on the underside of Smarty PAD®.
- To insert or change the batteries, turn the screw counter- clockwise to loosen.
Remove the old batteries and insert 4 new AA batteries with the correct polarity.
Replace the screw and twist clockwise to close.



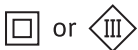
external power supply

If your Smarty PAD® came with a USB POWER CABLE:

- 1) Connect to an AC ADAPTER having output DC Voltage Rating of 5V DC and a minimum current Rating of 1A

- 2) **WARNING!**
DO NOT PLUG USB CABLE INTO A LAPTOP OR COMPUTER!

- 3) This toy is only to be connected to equipment bearing either of the following symbols:



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.

Product Care

Do not get your Smarty PAD® wet.

Do not drop or throw your Smarty PAD® as this may damage the product. **Do Not** leave Smarty PAD® in extreme heat or extreme cold.

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- 1 User Manual

Troubleshooting

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

If problems persist, please visit our website at

www.flycatcher.toys/Smarty/PAD/support

or reach out to our customer support team at

info@flycatcherapps.com



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