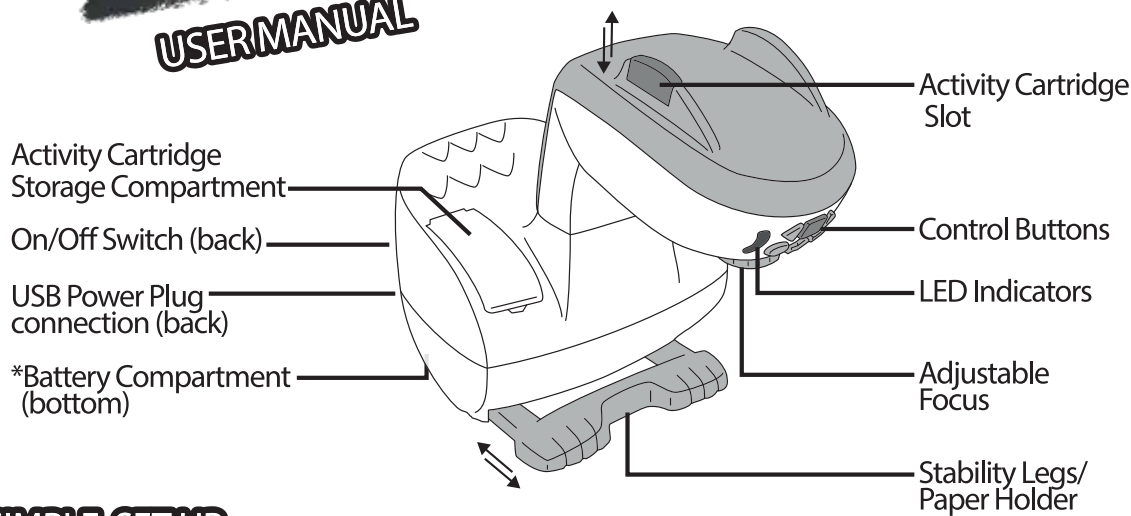


smART sketcher[®] 2.0

USERMANUAL

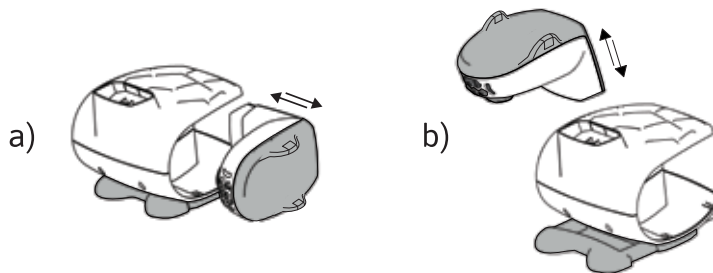


Requires Android 5.01+
Requires Apple iOS 10+

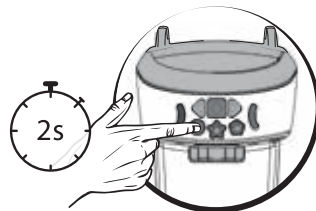


SIMPLE SETUP

1. a) Separate the smART sketcher[®] Projector head from the base unit.
b) Insert the head unit into the top of the base unit until you hear a click.



2. Plug the USB Power Cable (included) into the back of the unit and into a USB power plug (not included) that delivers an output of **5V DC, at least 1.2A (1200mA)**. If you wish to use batteries instead, insert four D batteries (not included) according to the directions provided. When using batteries, it is recommended to enable "efficiency mode" by pressing the circle button for 2 seconds (see image).



4. Pull out the stability legs to stabilize the projector and create a paper holder.
5. Flip the Power Switch on the back to turn on the projector.
6. Insert the pre-loaded Activity Cartridge into the top of the projector.
7. After 10 minutes with no activity the projector light will automatically turn off. Reactivate the light by using any button on the projector or in the app.

For more fun, additional Activity Cartridges and accessories are available at:
www.flycatcher.toys/smart-sketcher-2-accessories

The toy should be periodically examined for potential hazardous parts to be repaired or replaced.

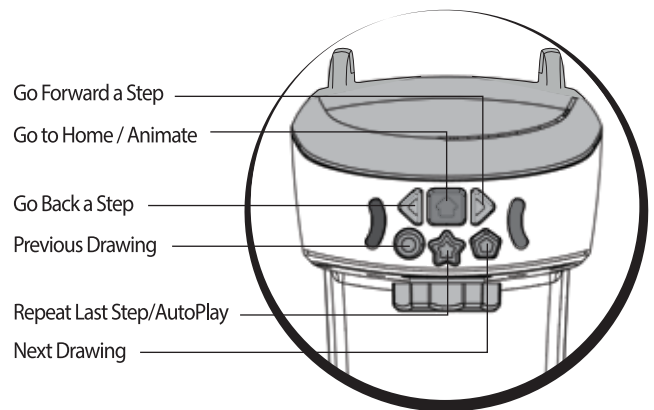
Please retain this user manual for future reference



QUICKSTART

1. Download the “smART sketcher Projector” app on your mobile device or tablet.
2. Open the app and enable Bluetooth on your device.
3. If you haven’t registered yet: Click the “I have a smART sketcher®” button and follow the instructions to complete the one-time registration process.
If you have already registered: Click the “Login with Flycatcher ID” link.
4. Once the device is connected to the projector, choose your mode of play:
Learn to Draw (pre-loaded Activity Cartridge), or Trace Pictures (taken from your own device).
5. Learn to Draw:
 - Insert the Activity Cartridge that came with your device or any smART sketcher® Activity Cartridge (purchased separately) into the top of the projector.
 - The app will display the loaded content.
 - Scroll to find the image you want to draw and select it.
 - The image will be projected onto your paper.
 - Begin drawing!
6. Trace Pictures:
 - Click the camera button (you will need to enable permission for access to camera and photos)
 - Select an image from your photos or take your own using the in-app camera.
 - Select a filter.
 - Drag the slider button to adjust darkness.
 - Press the “check” button to transfer the image to the smART sketcher® Projector.
 - Begin tracing on paper.

CONTROL BUTTONS



SAFETY INFORMATION

BATTERY SAFETY INFORMATION

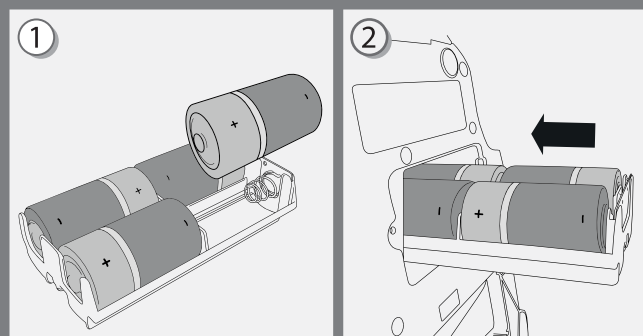
In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product.

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 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.

BATTERY INSTALLATION

To insert or change the batteries, twist the screw counter-clockwise to loosen. Remove old batteries and insert 4 D batteries with the correct polarity. Replace the screw and twist clockwise to close.



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 licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-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.

EXTERNAL POWER SUPPLY

Connect to an AC ADAPTER having output DC Voltage Rating of 5V DC and a minimum current Rating of 1.2A

WARNING!
DO NOT PLUG USB CABLE INTO
A LAPTOP OR COMPUTER!



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Visit us at: www.flycatcher.toys/smart-sketcher-2

Manufactured by: Flycatcher Inc.
59 East 54th street New York, NY 10022

For more detailed instructions, questions or problems, please visit:
www.flycatcher.toys/support