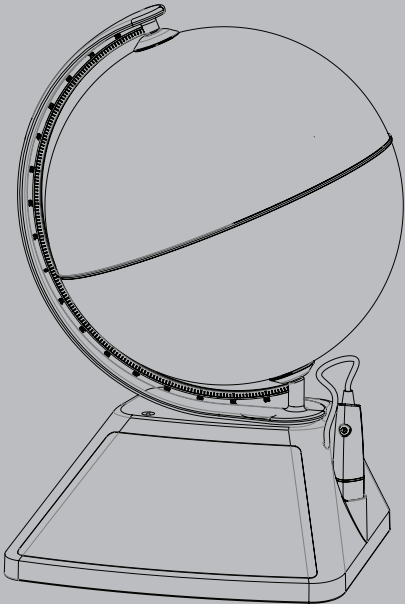


SMARTGLOBE™ ADVENTURE AR

SG268R



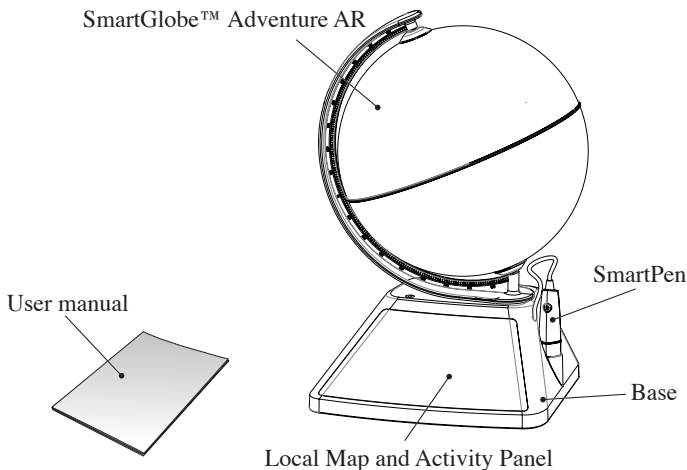
Dear Parents/Guardians,

Thank you for purchasing **SmartGlobe™ Adventure AR** by Oregon Scientific. We hope that this product will help you and your family to learn more about the world we live in, and to develop the interest in geography, history, and cultures around the world. This device has built in Augmented Reality technology, providing you with a real world view with our dedicated **Smart Globe App**. As a truly international company, all of us at Oregon Scientific take a personal interest in designing products that help both children and adults understand more about our global neighbours. It is our goal that you will learn something new and inspiring that might change your perspective of the world. As such, we hope that every day will bring a new adventure to your world using **SmartGlobe™ Adventure AR**.

About Your SmartGlobe™ Adventure AR Kit

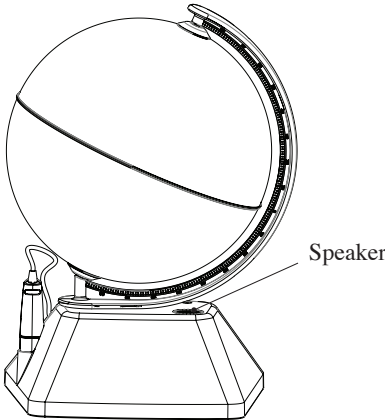
Your **SmartGlobe™ Adventure AR** is supplied with the following parts; please contact Oregon Scientific if any parts are missing.

Front

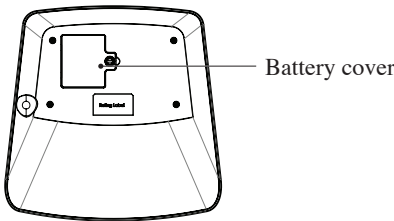


1

Back



Bottom



2

Getting Started

Your **SmartGlobe™ Adventure AR** uses three AA size batteries. To open the battery cover, remove the screw under the base with a coin and then pull it open as shown. Install the batteries and then replace the cover back.



Turn on

Press and hold the  button until the light on.

Auto off

The SmartPen will automatically shut off after a few minutes if it is not being used.

Caution

- Different types of batteries or new and used batteries are not to be mixed.
- Only use batteries of the same or equivalent type.
- Batteries are to be inserted with the correct polarity.
- Remove batteries from the unit if the unit is not going to be used for a long time.
- Remove all batteries when replacing.
- Do not dispose of batteries in fire.
- 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.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- In an environment prone to static discharge, the unit may malfunction. To reset, remove batteries for at least 10 seconds before connecting the power supply again.
- **Warning! Not suitable for children under 3 years. Small parts. Choking hazard.**

3

Function keys on activity panel

PAUSE

Touch this icon if you would like to pause the game. Touch it again to resume your game.

+ VOLUME -

To raise the volume, touch [+].

To lower the volume, touch [-].

REPEAT

Touch this icon to repeat a question or instruction prompt.

Activities

Touch

To learn about a country, use the tip of the SmartPen to touch any activity of the “Touch” categories on the front activity panel (located on the base), and then use the SmartPen to point to a place on the globe. To learn more about a particular country, use the SmartPen to touch a different activity on the activity panel, and touch the country again.

TOUCH						
Continent	Name	Capital	Population	Area	Currency	History
Features	Geography	Language	Highest Point	National Anthem	Amazing Facts	

4

Compare

To compare information between two places, use the tip of the SmartPen to touch an activity of the “Compare” category on the lower right activity panel and then touch two countries on the globe one after the other.

COMPARE
Area
Population

Find

To play a find game, use the tip of the SmartPen to touch an activity of the “Find” category on the lower left activity panel. The **SmartGlobe™ Adventure AR** will tell you to find certain places on the globe, and you must answer the questions as quickly as you can. Each activity has 3 different levels, and for each level the player must answer the required number of questions correctly. Players need to answer the questions within the time limit; The “Ultimate Challenge” game is a combination of questions from all the other categories.

FIND	
Continents	Capitals
Countries	Ultimate Challenge

This table shows the time limit of each game.

Continents	90 seconds
Countries	120 seconds
Capitals	120 seconds
Ultimate Challenge	120 seconds

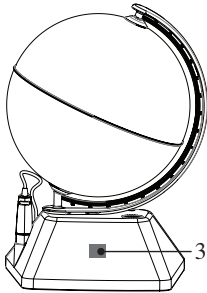
This table shows the number of correct answers required from the player to advance to a higher level.

Level 1	1 question
Level 2	2 questions
Level 3	3 questions

Install and Activate the Smart Globe App

1. Scan the QR code beside or on the lower back of the package box **OR** search “Smart Globe” in Apple App Store or Google Play to download the App.
2. Open the “Smart Globe” App, register an account and sign in.
3. On the operation page of the App, scan the activating QR code on the back of the base to activate the Smart Globe App.

Note: The activating QR code is available for activating the App on five smart devices.



Use the Augmented Reality App

1. After installing the App successfully, get in the App by ticking the Moving Globe Button in the middle of the App and wait for loading.
2. Keep your device about 30 cm away from the Globe and let the App scan the Globe automatically.
3. To start the activities, select the Activity icons at the lower right hand corner.

Local Map

A local map is located on the base of the unit. To start the activity, touch activity icons on the activity panel and then touch any places on the local map.

Note: Local map works with UK language only, all French activities are invalid.

French Activities

There are six activities in French. Use the tip of the SmartPen to touch these activities on the activity panel located on the base, then use the SmartPen to point to a place on the globe.

Note: French activities work with the Globe only, it doesn’t support the local map.

FRANÇAIS		
Nom	Population	Superficie
Monnaie	Capitale	Langue Officielle

Augmented Reality App

To activate the Augmented Reality function, download and install the App on your Smart Phone or Tablet PC. This App supports both Apple iOS and Google Play Android system.

System Requirements

	Min. Configuration	Recommended Configuration
	iOS 8.0+	iOS 9.0+
	1GB RAM 1GB Storage Space	2GB RAM 1GB Storage Space
	iPad 4, iPhone 5s	iPhone 6, iPad Air 2 and above
	4.5+ OpenGL ES2.0	5.0+ OpenGL ES2.0
	1GB RAM 1GB Storage Space	2GB RAM 1GB Storage Space

Cleaning and Maintenance

Your **SmartGlobe™ Adventure AR** should be checked regularly for damage to avoid the danger of an electric shock. Do not use them if they are damaged.

Always remove the batteries before cleaning. Do not attempt to dismantle any part of the product, and only use a soft, dry cloth for cleaning.

Do not get **SmartGlobe™ Adventure AR** or any of its parts wet, and be sure that your hands and the tip of the SmartPen are clean before touching the globe surface; otherwise, the SmartPen may fail to read information from the Globe.

Contact Information

Prompts, instructions and game functions may change as we continue to improve **SmartGlobe™ Adventure AR** and its user interface. We would be happy to receive your comments and suggestions, and appreciate your feedback. Feel free to contact us via Website: www.oregonscientific.co.uk.

Note: All **SmartGlobe™ Adventure AR** data is for reference only, and is not intended to be used as a source for academic or professional research.



Pursuant to and in accordance with Article 14 of the Directive 2012/19/EU of the European Parliament on waste electrical and electronic equipment (WEEE), and pursuant to and in accordance with Article 20 of the Directive 2013/56/EU of the European Parliament on batteries and accumulators and waste batteries.

The barred symbol of the rubbish bin shown on the equipment indicates that, at the end of its useful life, the product must be collected separately from other waste.

Please note that the batteries / rechargeable batteries must be removed from the equipment before it is given as waste. To remove the batteries / accumulators refer to the specifications in the user manual. Therefore, any products that have reached the end of their useful life must be given to waste disposal centres specialising in separate collection of waste electrical and electronic equipment, or given back to the dealer when purchasing a new WEEE, pursuant to and in accordance with Article 14 as implemented in the country.

The adequate separate collection for the subsequent start-up of the equipment sent to be recycled, treated and disposal of in an environmentally compatible way contributes to preventing possible negative effects on the environment and health and optimises the recycling and reuse of components making up the apparatus. Abusive disposal of the product by the user involves application of the administrative sanctions according to the laws in force.

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