

SIMPLE SETUP

1. Separate the projector head from the base unit.

2. Insert the head unit into the top of the base unit until you hear a click.

3. Plug the AC Adaptor OR USB cable whichever comes with your product into the back of the unit. Plug the USB cable (if supplied) into a USB power outlet (5V DC, minimum 1.2A). NOTE: DO NOT PLUG THE USB CABLE INTO A LAPTOP OR COMPUTER (as this will not provide a sufficient energy supply). If you wish to use batteries instead, insert 4 D batteries (not included) according to the directions provided. When using batteries, it is recommended to enable 'efficiency mode' by pressing the blue circle button for 2 seconds (see image).

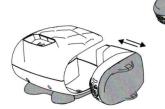
4. Pull out the blue legs to stabilize the projector and create a paper holder.

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 the buttons in the app or on the projector.

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





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

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. 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.

6. 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!

SAFETYINFORMATION

Requires 4 x 1.5 D/LR20 Batteries. (Batteries Not Included)

Rechargeable batteries must only be recharged under

Rechargeable batteries must be removed from the toy

Non-rechargeable batteries must not be recharged.

Only batteries of the same or equivalent type as

The supply terminals must not be short-circuited.

Batteries should be replaced by an adult.

Different types of batteries, or new and used batteries

Batteries must be inserted following the correct polarity.

Batteries should be removed from the product when not

Exhausted batteries should be removed from the product.

BATTERY SAFETY INFORMATION

Alkaline batteries recommended.

recommended should be used.

adult supervision.

before recharging.

must not be mixed.

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.



WARNING! CHOKING HAZARD

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No suitable for children under 36 months. Choking hazard (small parts), strangulation/entanglement hazard (long cable). Plesses remove all packaging attachments before giving this product to a child Please use discretion if making purchase for children younger than the product of the useful life of this product do not dispose in normal household waste. Check with your local authority or responsible disposal centre and submit to the collection point for the recovery and recycling of electrical and electronic equipment. Product specifications, colour and contents may vary from those illustrated. IMPORTANT: Please retain packaging/instructions and purchase dealis for tain packaging/instructions and purchase details fo ture reference as they contain important information.

WARNING! Risk of entanglement/ strangulation due to long cable. Keep away from head and neck.

Item: SMART SKETCHER 2.0 Item Number: SSP176 Age Grade: 5 years plus

IMPORTANT: EPILEPSY WARNING!

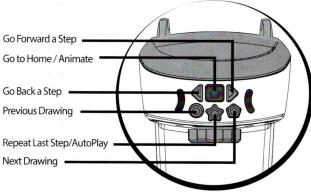
Please read before using this product or allowing children to use it. Some people are liable to have an epileptic seizure or loss of consciousness whe exposed to fashing lights or certain normal conditions of everyday life. Such persor could risk a seizure while viewing the lights from this product. This may occur even there has been no previous medical problems or experience of epilepsy. If you or member of your family has ever shown epileptic symptoms when exposed to flickeri lights, you should consult your doctor before using this o<u>r any other</u> similar product.

WARNING! Not suitable for children under 36 months e to misuse of transformer can cause electrical shock.

Requires Android 5.01+ Requires Apple iOS 9.0+



CONTROL BUTITONS





Operating frequency: 2.402 GHz - 2.480 GHz Maximum RF transmitted power: 0.010965 mW

Declaration of Conformity

Hereby, Flycatcher Corp LTD., declares that the radio equipment type SMART SKETCHER PROJECTOR model# FCSS0003 is in compliance with Directive 2014/53/EU. The full text of the EU declaration of conformity is available at the following internet address: https://www.flycatcher.toys/smart-sketcher-2/certifications/doc

Flycatcher

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www.flycatcher.toys/smart-sketcher-2

For more detailed instructions questions or problems, please visit www.flycatcher.toys/smart-sketcher-2

Manufactured by: Flycatcher Corp LTD. c/o FKGB, 2nd Floor, 201 Haverstock Hill, London, NW3 4OG. support@flycatcherapps.com Made in China

EXTERNAL POWER SUPPLY

Do not dispose of batteries in fire.

If your smART sketcher came with a USB POWER CABLE:

1) Connect to an 230V input AC ADAPTOR having output DC Voltage Rating of 5V DC and a minimum current Rating of 1.2A

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:



If your smART sketcher came with a Transformer (AC ADAPTOR):

Transformers used with the toy are to be regularly examined for damage to the cord, plug, enclosure and other parts, and that, in the event of such damage, the toy must not be used with this transformer until the damage has been repaired.

The toy is not intended for children under 3 years old;

1) The toy shall only be used with a transformer for toys

2) The toy must only be used with the transformer included or the recommended transformer. The model number XY06J-0601000Q-EW (EU only)/XY06J-0601000Q-BW (UK only)/ XY06S-0601000Q-UW/

XY06S-0591000Q-UW/XY-0601000-A (Aus-NZ only) or specification of Input Voltage: AC 100-240V 50-60 Hz, Output Voltage: DC 6V, 1A, transformer for use with the toy The transformer is not a toy.

Toys liable to be cleaned with liquid are to be disconnected from the transformer before cleaning.

The toy must not connected to more than the recommended number of power supplies.
 Product with wires without connecting means are not to be inserted into electrical sockets.



Tel No: 0161 633 9808

www.character-online.co.uk

PROXY A/S GOTHERSGADE 14, 3ND FLOOR DK-1123 COPENHAGEN K, DENMARK www.proxyas.com

WARNING! This toy produces flashes that may trigger epilepsy in sensitised individuals.

RECYCLING OUR PRODUCTS

All our product and packaging is designed with easy and safe recycling in mind. For information on the National Recycling Strategy and the recycling logo on this pack or product please visit — www.Recycle-More.co.uk — where you will find the answers to your UK recycling questions.

Do not modify the product.

Caution: The focusing lens must be used in the stand provided. It cannot be used if it is detached from the projector. Do not use it as a magnifying lens. Caution: Do not place the focusing lens near unintended light source, windows or in direct sunlight. Magnified light may result in a risk of fire. Adult supervision required.