

READY?

THIS IS A TOY AND A PLAY EXPERIMENT. WE CHALLENGE YOU TO LEARN SOMETHING NEW. YOU MAY PASS THROUGH ALL THE STEPS BUT STILL NOT NECESSARILY GET IT ON YOUR FIRST ATTEMPT. WE CAN'T CONTROL YOUR OWN EXPERIENCE BUT WE'RE SURE YOU CAN DO IT!



WARNINGS!
(THINGS TO KEEP IN MIND)

CHOKING HAZARD - SMALL PARTS.

NOT FOR CHILDREN UNDER 3 YEARS DUE TO SMALL PARTS. KEEP OUT OF REACH OF SMALL CHILDREN TO PREVENT ACCIDENTAL SWALLOWING. WE SUGGEST FOLLOWING THE RECOMMENDED MINIMUM AGE LISTED ON THE FRONT OF THE PACKAGE AS A GUIDE.

- FLAMMABLE. DO NOT STORE OR USE THIS PRODUCT NEAR AN OPEN FLAME OR OTHER HEAT SOURCES • THIS PRODUCT CONTAINS FUNCTIONAL SHARP POINTS OR CUTTING EDGES. HANDLE WITH CARE TO AVOID INJURY
- DO NOT PUT YOUR FINGERS, HANDS OR FACE CLOSE TO THE ROTATING PROPELLER
- NEVER USE CLEANING AGENTS OR WATER
- KEEP THIS PRODUCT OUT OF REACH OF

TO ASSEMBLY AND THE CORK IS SEALED TO ASSURE BEST RESULTS • BATTERY CHARGE LASTS AROUND 10 MINUTES AND CAN BE RECHARGED ON A PC/NOTEBOOK USING THE UNIVERSAL USB CABLE INCLUDED

· ALL FUNCTIONS HAVE BEEN TESTED PRIOR

• BATTERY SHOULD LAST ABOUT 500

RECHARGES • WIRELESS BLUETOOTH RANGE
IS AROUND 20 YARDS (OR METERS) BUT YOU

CAN CONTROL THE SIGNAL STRENGTH USING

OUR FREE ANDROID/IOS APP • LED BLINKS

WHEN SEARCHING FOR A BLUETOOTH DEVICE:

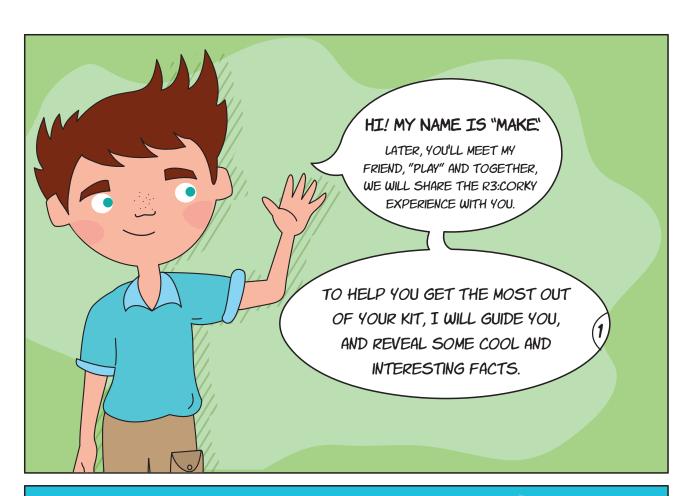
QUICKLY WHEN NOT CONNECTED, MORE

SLOWLY WHEN CONNECTED • LED STAYS

RED WHEN CHARGING AND TURNS OUT WHEN

FULLY CHARGED.

SMALL CHILDREN, AND AWAY FROM HIGH TEMPERATURES, HIGH HUMIDITY, AND DIRECT SUNLIGHT
• SUPPLY TERMINALS SHOULD NOT BE SHORT-CIRCUITED • WIRES ARE NOT TO BE INSERTED
INTO ELECTRICAL SOCKETS OR WALL OUTLETS • CHECK THE PRODUCT PERIODICALLY
FOR DAMAGE



BUT BEFORE WE START OUR

FUN-OMENAL SCIENCE ADVENTURE

LET ME INTRODUCE YOU TO MAKE 2 PLAY.



MAKE 2 PLAY IS A TOY COMPANY FROM PORTUGAL (A COUNTRY IN EUROPE) THAT WAS INSPIRED BY A KID, JUST LIKE YOU! HER CURIOSITY ABOUT HOW THINGS WORK HELPED INSPIRE MAKE2PLAY TO DEVELOP TOYS WHERE BUILDING, DISCOVERY, AND LEARNING WERE PART OF THE FUN. SO I HOPE YOU ARE READY TO "MAKE TO PLAY"!

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DON'T WORRY; YOU DON'T NEED TO BE AN EINSTEIN TO HAVE FUN WITH THIS KIT.
I'LL SHOW YOU THE BASIC IDEAS SO YOU CAN UNDERSTAND AND THEN EVEN EXPLAIN THEM TO YOUR PARENTS!



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WE SIMPLIFIED THE FUNCTION AND DESIGN TO MAKE IT EASIER. IT WILL BE CLEARER ONCE YOU'VE FINISHED BUILDING YOUR KIT, BUT THE EXPERIENCE WILL BE HALF THE FUN! JUST REMEMBER: LEARNING ISN'T ALL FUN AND PLAY, BUT ITS CLOSE, SO DON'T GIVE UP!

LEARNING COMES FROM TRYING, AND RECOGNIZING YOUR MISTAKES, AND THEN THINKING OF WAYS TO FIX THEM. YOUR BRAIN IS SO INCREDIBLE THAT IT CAN DO THIS BY ITSELF! YOU'RE LEARNING ALL THE TIME, EVEN WHEN YOU ARE PLAYING!



THIS LEARNING EXPERIENCE
USES BOTH THE LEFT AND
RIGHT SIDES OF YOUR
BRAIN. WHETHER IT'S RIDING
A BIKE, EATING, DOING MATH,
OR DRAWING A PICTURE,
YOUR BRAIN USES
DIFFERENT PARTS FOR
EVERYTHING YOU DO.

IF YOU'RE A KID LIKE ME, THEN YOU'RE STILL GROWING. EACH TIME YOU GROW, YOUR BRAIN HAS TO RE-LEARN A BIT HOW TO MOVE YOUR BODY. YOUR KIT EXERCISES THIS PART OF YOUR BRAIN. AS YOU PUT THINGS TOGETHER, YOU LOOK AT THE INSTRUCTIONS, THINK ABOUT HOW TO DO IT, AND THEN TRAIN YOUR BODY TO DO IT CORRECTLY.



WE THINK THAT THE BEST WAY
TO LEARN IS THROUGH PLAY.
YOU'LL BE AMAZED AT HOW MUCH
BRAIN POWER YOU BUILD BEFORE
YOU'RE FIFTEEN! AND HOW DID
YOU SPEND YOUR TIME DURING
MOST OF THOSE FIFTEEN
YEARS? PLAYING!



DON'T BE AFRAID TO
EXPRESS YOURSELF WITH
YOUR FRIENDS, AND BE A
GOOD LISTENER. DOING
THESE THINGS WILL
DEVELOP YOUR CONFIDENCE
AS A PERSON. PLAYING IS A
NATURAL AND FUN WAY TO
DEVELOP GOOD SOCIAL
SKILLS, AND THIS SETS THE
FOUNDATION FOR SUCCESS
IN YOUR LIFE.



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ASKING "WHAT IF?", DREAMING OF NEW WAYS TO SEE
THE WORLD, AND IMAGINATION AND CREATIVITY ARE
COMMON TO ALL GREAT THINKERS. YOU HAVE THIS
POTENTIAL TOO! SO KEEP TRYING WITH YOUR KIT,
AND YOU WILL BE AMAZED WHAT YOU CAN
ACCOMPLISH. AND BESIDES, YOU'LL HAVE A COOL
TOY THAT REALLY WORKS!

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PARENTS - BE SURE TO READ THESE INSTRUCTIONS CAREFULLY AND OBSERVE ALL WARNINGS. CHOKING HAZARD - SMALL PARTS. NOT FOR CHILDREN UNDER 3 YEARS DUE TO SMALL PARTS. KEEP OUT OF REACH OF SMALL CHILDREN TO PREVENT ACCIDENTAL SWALLOWING. WE SUGGEST FOLLOWING THE RECOMMENDED MINIMUM AGE LISTED ON THE FRONT OF THE PACKAGE AS A GUIDE.

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- ALL FUNCTIONS HAVE BEEN TESTED PRIOR TO ASSEMBLY AND THE CORK IS SEALED TO ASSURE BEST RESULTS
- BATTERY CHARGE LASTS AROUND 10 MINUTES AND CAN BE RECHARGED ON A PC/NOTEBOOK USING THE UNIVERSAL USB CABLE INCLUDED
- · BATTERY SHOULD LAST ABOUT 500 RECHARGES
- WIRELESS BLUETOOTH RANGE IS AROUND 20 YARDS (OR METERS) BUT YOU CAN CONTROL THE SIGNAL STRENGTH USING OUR FREE ANDROID/IOS APP LED BLINKS WHEN SEARCHING FOR A BLUETOOTH DEVICE: QUICKLY WHEN NOT CONNECTED, MORE SLOWLY WHEN CONNECTED LED STAYS RED WHEN CHARGING AND TURNS OUT WHEN FULLY CHARGED.

• FLAMMABLE. DO NOT STORE OR USE THIS PRODUCT

NEAR AN OPEN FLAME OR OTHER HEAT SOURCES • THIS PRODUCT

CONTAINS FUNCTIONAL SHARP POINTS OR CUTTING EDGES.

HANDLE WITH CARE TO AVOID INJURY • DO NOT PUT YOUR FINGERS,

HANDS OR FACE CLOSE TO THE ROTATING PROPELLER • NEVER

USE CLEANING AGENTS OR WATER • KEEP THIS PRODUCT OUT OF

REACH OF SMALL CHILDREN, AND AWAY FROM HIGH TEMPERATURES,

HIGH HUMIDITY, AND DIRECT SUNLIGHT • SUPPLY TERMINALS

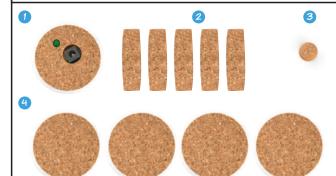
SHOULD NOT BE SHORT-CIRCUITED • WIRES ARE NOT TO BE

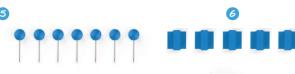
INSERTED INTO ELECTRICAL SOCKETS OR WALL OUTLETS • CHECK

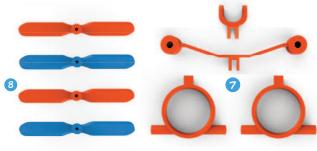
THE PRODUCT PERIODICALLY FOR DAMAGE.

MAKE SURE YOU HAVE ALL PARTS LISTED HERE IN YOUR KIT.

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- 1) CORK STOPPER INCLUDING A PRINTED CIRCUIT BOARD (PCB) WITH BLUETOOTH 4.O. LITHIUM BATTERY, LED
- 2) 5X CORK WHEELS (CAR AND TRICYCLE)
- 3) CORK SPHERICAL WHEEL (TRICYCLE)
- 4) 4X CORK STOPPERS (RAFT)
- 5) 7X PUSH PINS.
- 6) 5X AXLE PLUGINS.
- 7) 2X AXLE, TRICYCLE ADAPTOR,

ROTOR SUPPORTS'

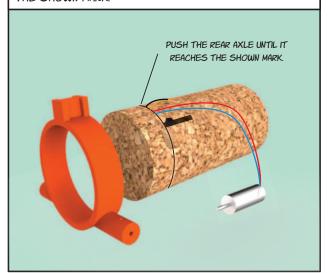
- 8) 4X PROPELLERS
- 9) 2X CYLINDER ROTORS
- 10) USB CHARGING CABLE

A WARNING:

FUNCTIONAL SHARP POINTS - Pay attention when touching push-pins.

READ THE INSTRUCTIONS ENTIRELY BEFORE BEGINNING YOUR PROJECT. WITH PARTS PROVIDED, YOU CAN DECIDE BETWEEN MAKING A CAR, A TRICYCLE OR A RAFT AND NOT NECESSARILY IN THIS ORDER.

START YOUR ENGINES WITH THE CAR. ATTACH THE PLASTIC REAR AXLE TO THE BACK SIDE OF THE CORK. PUSH THE REAR AXLE UNTIL IT REACHES THE SHOWN MARK.



ATTACH THE PLASTIC ROTORS SUPPORT TO THE REAR AXLE WITH THE LARGER HOLE FACING INSIDE.

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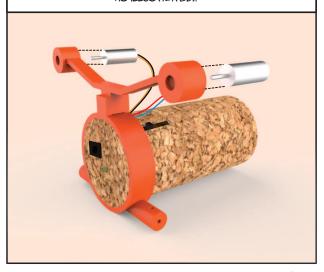
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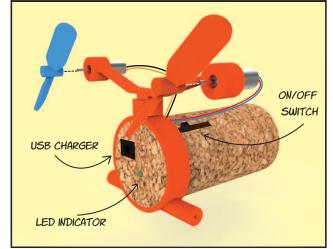
PLACE THE CYLINDER ROTOR INTO THE HOLES OF THE SUPPORT (RESPECT THE WIRE COLOR COMBINATION AS ILLUSTRATED).

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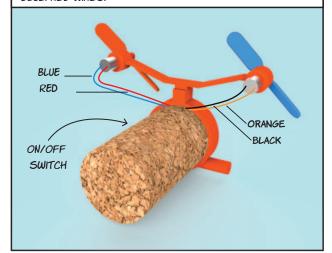
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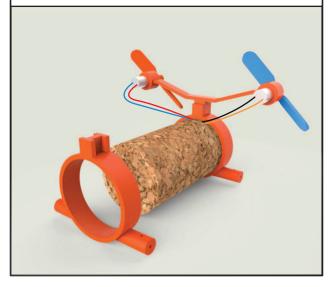
ATTACH THE TWO PROPELLERS ON THE SHAFT OF EACH CYLINDER ROTOR. EACH PROPELLER HAS A DIFFERENT COLOR, SO CHECK THAT YOU'VE GOT THE RIGHT COLORS AS ILLUSTRATED.



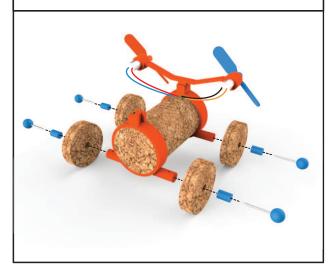
FROM THIS PERSPECTIVE, ON RIGHT SIDE YOU SHOULD HAVE A BLUE PROPELLER WITH BLACK/ORANGE WIRES AND ON LEFT SIDE AN ORANGE PROPELLER WITH BLUE/RED WIRES.



ATTACH THE FRONT PLASTIC AXLE TO THE FRONT END OF THE CORK VEHICLE.



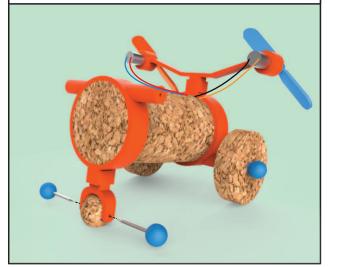
ATTACH A PAIR OF WHEELS TO EACH PLASTIC AXLE
USING THE PINS AND AXLE PLUGINS TO FIX THEM IN PLACE.
THE TINY AXLE PLUGIN YOU INSERT INTO THE CORK WILL
FACILITATE WHEEL ROTATION AND REDUCE FRICTION.



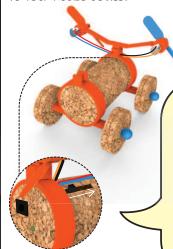
LET'S ROLL ON TO THE TRICYCLE. REMOVE THE FRONT WHEELS AND ROTATE THE FRONT AXLE 180 DEGREES.



USE 2 PINS TO FIX THE SMALL CORK BALL TO THE TRICYCLE ADAPTOR.



YOUR CORK CAR IS NOW ASSEMBLED AND READY FOR PLAY!
YOUR ACCOMPLISHMENT IS QUITE SPECIAL BECAUSE NOW
YOU CAN CONTROL IT JUST BY USING OUR FREE APP
(NAMED M2P TOY CONTROLLER) YOU CAN DOWNLOAD
TO YOUR MOBILE DEVICE.

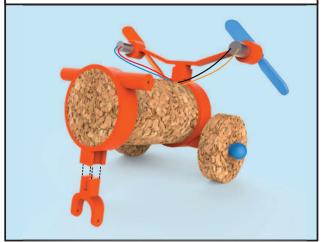


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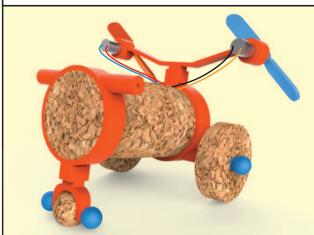
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SWITCH ON TO ACTIVATE BLUETOOTH AND START TRANSMITTING TO YOUR MOBILE DEVICE. WHO EVER THOUGHT YOU WOULD BE DRIVING A CORKY CAR! ON OUR APP, YOU CAN FIND AND USE 2 SIMPLE CONTROLS: UP (HIGHER SPEED)/DOWN (LOWER SPEED AND STOP) AND LEFT/RIGHT.

ATTACH THE PLASTIC TRICYCLE ADAPTOR TO THE FRONT AXLE.

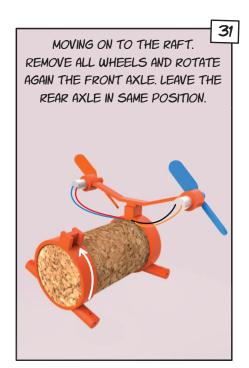


THE TRICYCLE IS ASSEMBLED AND READY FOR PLAY! YOU JUST MIXED NEW TECHNOLOGY (BLUETOOTH) WITH AN OLD-SCHOOL TRADITION (CORK STOPPER).
CONGRATULATIONS... A NOTEWORTHY ACHIEVEMENT!



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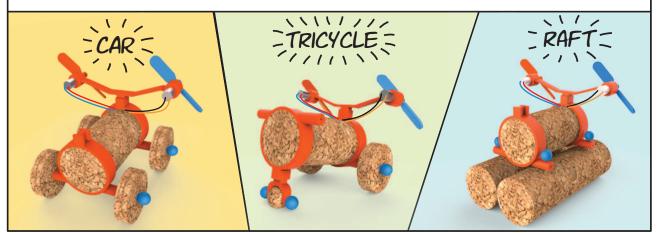


ATTACH THE CORKY BASE TO THE FOUR CORKS WITH 4 PINS. THE FLOAT CORKS SHOULD BE JOINED CLOSELY TOGETHER. WE WANT TO MAKE THE BODY OF THE RAFT STREAMLINED SO PLACE CORKY ON TOP, NEAR THE MIDDLE, AND SECURE BELOW CORKS AS BEST AS POSSIBLE (YOU MAY NEED A LITTLE GLUE OR TAPE).



THE RAFT IS ASSEMBLED AND READY TO FLOAT! MAKE A SPLASH OF IT... USE YOUR MOBILE DEVICE TO WIRELESSLY CONTROL YOUR CREATION ON A WATER ADVENTURE! (ISN'T WATER PROOF SO BE CAREFUL AND CHECK FIRST IF DOESN'T TURN AROUND ONCE ON WATER)

MAKE YOUR OWN R3:CORKY AND EXPERIENCE IT IN DIFFERENT ENVIRONMENTS. TO PLAY JUST DOWNLOAD OUR FREE APP (M2P TOY CONTROLLER) ON GOOGLE PLAY (ANDROID) OR APP STORE (APPLE) AND SWITCH ON!



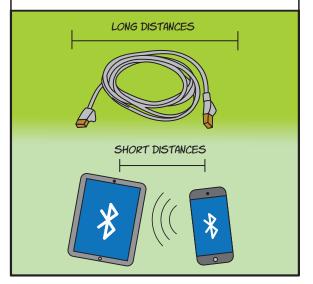
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HI MY NAME IS PLAY.

NOW YOU'RE READY TO LEARN A BIT MORE ABOUT THE TECHNOLOGY INSIDE YOUR TOY, YOUR CORK IS A BLUETOOTH DEVICE AND WORKS BY USING RADIO WAVES INSTEAD OF WIRES OR CABLES TO CONNECT



36 CREATED BY TELECOM COMPANY ERICSSON IN 1994, BLUETOOTH WIRELESS TECHNOLOGY WAS ORIGINALLY CONCEIVED AS A WIRELESS ALTERNATIVE TO DATA CABLES, BY EXCHANGING DATA OVER SHORT DISTANCES USING RADIO TRANSMISSIONS.



THE NAME "BLUETOOTH" COMES
FROM THE 10TH CENTURY DANISH
KING HARALD BLÅTAND OR
HAROLD BLUETOOTH IN ENGLISH.
KING BLÅTAND HELPED UNITE
WARRING FACTIONS IN PARTS OF
WHAT ARE NOW NORWAY,
SWEDEN AND DENMARK. SIMILARLY,
BLUETOOTH TECHNOLOGY WAS
CREATED AS AN OPEN STANDARD
TO ALLOW CONNECTIVITY AND
COLLABORATION BETWEEN
DISPARATE PRODUCTS AND
INDUSTRIES.

MOBILE PHONES, RADIO AND TELEVISION ALL USE RADIO
WAVES TO SEND INFORMATION WIRELESSLY. AND WHILE
BLUETOOTH TECHNOLOGY ALSO USES RADIO WAVES, IT
TRANSMITS THEM OVER A SHORTER DISTANCE WHILE RADIOS
AND TV BROADCASTS DO IT OVER MANY MILES OR
KILOMETERS. BLUETOOTH TECHNOLOGY OPERATES IN THE
UNLICENSED INDUSTRIAL, SCIENTIFIC AND MEDICAL (ISM) BAND
AT 2.4 TO 2.5 GHZ, WHICH IS AVAILABLE AND UNLICENSED IN
MOST COUNTRIES.



BLUETOOTH TECHNOLOGY INSIDE YOUR CORK IS A COMBINATION OF HARDWARE AND SOFTWARE, WHICH MEANS YOUR CORK INCLUDES A SMALL COMPUTER CHIP CONTAINING THE BLUETOOTH RADIO, BUT IT ALSO NEEDS SOFTWARE TO CONNECT, VIA BLUETOOTH WIRELESS TECHNOLOGY. TO OTHER DEVICES.



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BESIDES TECHNOLOGY THIS TOY HAS MUCH MORE TO TELL YOU... IT USES AN ANCIENT AND TRADITIONAL MATERIAL KNOWN AS CORK. IT'S A SPONGY MATERIAL WHICH COMES FROM THE BARK OF THE CORK OAK TREE AND HAS TRADITIONALLY BEEN USED TO SEAL WINE BOTTLES. THE BEST CORK IS SAID TO COME FROM PORTUGAL, WHERE THIS



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CORKS HAVE BEEN USED AS BOTTLE
STOPPERS FOR AS LONG AS WE
HAVE HAD WINE. THE GREEKS IN THE
5TH CENTURY SOMETIMES USED
CORKS TO CLOSE WINE JUGS.
FOLLOWING IN THEIR FOOTSTEPS,
THE ROMANS ALSO USED THE CORK
AS A STOPPER.



WE FIND CORKS BEING MENTIONED AGAIN AT THE END OF THE 16TH CENTURY. BY THE TIME SHAKESPEARE WROTE "AS YOU LIKE IT", THEY WERE WELL ENOUGH KNOWN FOR ROSALIND TO SAY IMPATIENTLY TO HER COUSIN CELIA: "I PRAY THEE TAKE THY CORK OUT OF THY MOUTH, THAT I MAY DRINK THY TIDINGS." THE MARRIAGE OF CORK AND BOTTLE, AT LEAST IN ENGLAND, TOOK PLACE BY DEGREES OVER THE FIRST HALF OF THE 17TH CENTURY.

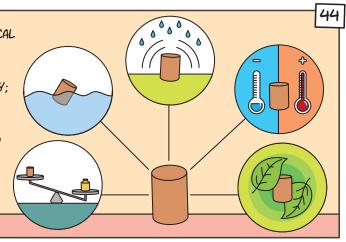


IN THE ALMOST THREE HUNDRED YEARS INTERVENING BETWEEN THE RENEWED USAGE OF CORK AND THE END OF THE 20TH CENTURY, CORK HAS BEEN THE OVERWHELMING FAVORITE TO SEAL FINE WINES. THE VERY SOUND OF A CORK'S FIRM, ROUND "POP" HAS BECOME ICONIC FOR CELEBRATIONS AROUND THE WORLD.



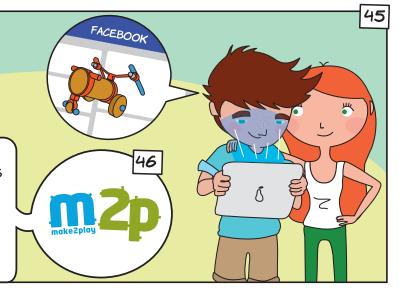
CORK HAS A UNIQUE SET OF PHYSICAL AND MECHANICAL PROPERTIES THAT MAKE IT IDEAL AS A BOTTLE CLOSURE AND AS A QUALITY TOY:

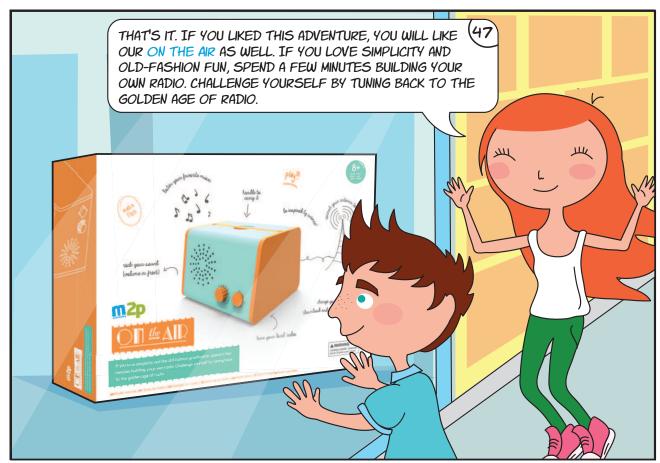
- CORK IS VERY LIGHT IN WEIGHT AND LOW IN DENSITY;
- CORK IS VERY RESISTANT TO MOISTURE PENETRATION. (IT'S USED IN LIFE JACKETS!);
- CORK RETAINS ITS PROPERTIES AT BOTH HIGH AND LOW EXTREMES OF TEMPERATURE AND USUALLY LASTS 20 YEARS WITHOUT DETERIORATION;
- IS BIODEGRADABLE (ECO-FRIENDLY).



FEEL FREE TO SEND US PICTURES OF YOUR R3:CORKY EXPERIENCE AND WE WILL SHARE IT WITHIN OUR COMMUNITY @ FACEBOOK.COM/MAKE2PLAY.
GO THERE AND LIKE US!

WE TREASURE YOU AS A CUSTOMER AND YOUR SATISFACTION WITH THIS PRODUCT IS IMPORTANT TO US. IN CASE YOU HAVE ANY COMMENTS OR QUESTIONS, YOU'RE WELCOME TO CONTACT US BY EMAIL CONTACT@MAKE2PLAY.COM OR ON OUR WEBSITE WWW.MAKE2PLAY.COM.



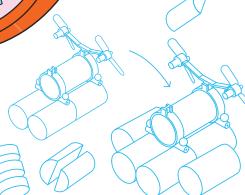




HINTS & HOW TO



ON THE VEHICLE RAFT, YOU DON'T NEED TO GLUE ALL THE CORK TOGETHER BUT IF YOU WANT AND PREFER DOING IT, YOU CAN. YOU CAN EVEN ADD MORE CORK STOPPERS FROM HOME TO EXPERIMENT.



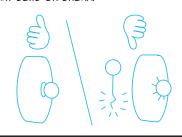
WHEN PLAYING ON WATER BE CAREFUL TO AVOID DAMAGING YOUR ELECTRONIC SET (MAIN CORK) WITH WATER. TRY TO MAKE IT AS MUCH STABLE AS POSSIBLE AND NOT SO EASY TO TURN AROUND.

WHEN SWITCHED ON, THE PROPELLERS MAY SPIN A BIT. NOTHING TO WORRY ABOUT BUT DON'T TOUCH THEM! THAT HAPPENS BECAUSE THE INTERNAL MICROCHIP TAKES SOME TIME TO INITIATE ROTORS AND BY DEFAULT, IS SET FOR ON (TESTING).

IF YOUR VEHICLE DOESN'T WORK AS INTENDED YOU MAY HAVE YOUR ROTORS POSITIONED INCORRECTLY. CONNECT THEM ACCORDING TO ILLUSTRATION IN STEP 23 AND IT SHOULD WORK, WHEN THEY ARE REVERSE YOUR VEHICLE GOES BACKWARDS.



TRY NOT TO PUSH PINS TOO FAR INTO THE WHEELS. BY DOING SO IT MAY KEEP YOUR WHEELS FROM ROTATING SMOOTHLY. AT THE WORST, THE PINS MAY BEND OR BREAK.



AS THE ROTORS ROTATE, AIR IS PUSHED BACKWARDS AS THE CAR FORWARD. WHAT HAPPENS IS THAT ONE ROTOR ROTATES CLOCKWISE AND THE OTHER COUNTERCLOCKWISE IN ORDER TO COMBINE BOTH FORCES AND MOVES YOUR VEHICLE.



IF YOUR VEHICLE ONLY TURNS TO ONE SIDE, CHECK IF FRONT AXLE IS ALIGNED WITH BACK AXLE. CHECK AS WELL IF BOTH WHEELS ARE ALIGNED AND ROTATING SMOOTHLY. PERIODICALLY CHECK IF ROTORS AND PROPELLERS ARE CLEAN, BY BLOWING ANY CUMULATED DIRT OR DUST.

BRIEF (GLOSSARY)



FREQUENCY: IS THE NUMBER OF TIMES THAT A PERIODIC FUNCTION OR VIBRATION REPEATS ITSELF IN A SPECIFIED TIME, OFTEN 1 SECOND. IT IS USUALLY MEASURED IN HERTZ (1 CYCLE PER SECOND). MHZ IS A UNIT OF FREQUENCY EQUAL TO ONE MILLION CYCLES PER SECOND, USED ESPECIALLY AS A RADIO-FREQUENCY UNIT, ALSO CALLED MEGACYCLE. GHZ IS A UNIT OF FREQUENCY EQUAL TO ONE BILLION HERTZ, ALSO CALLED GIGACYCLE.

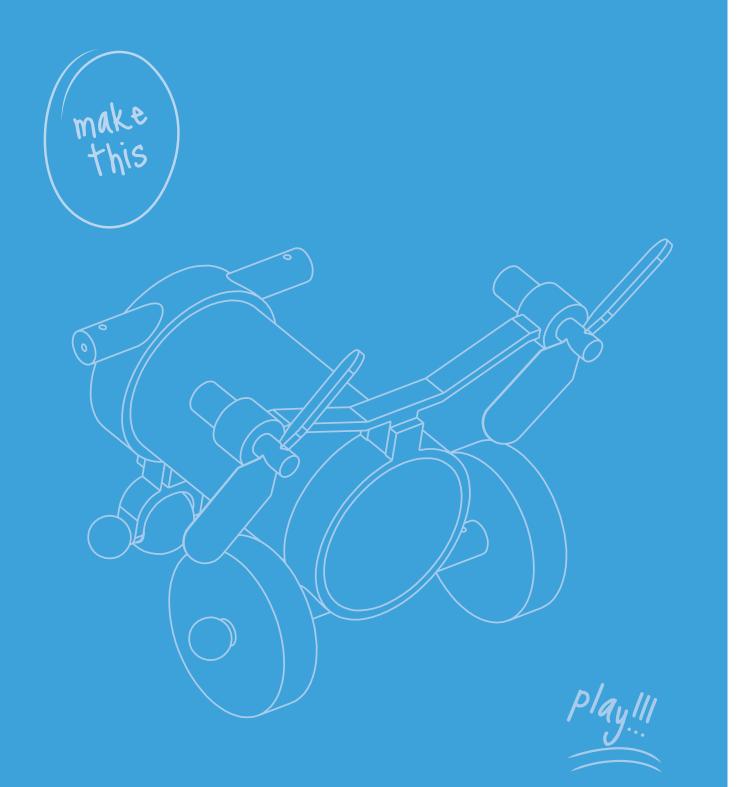
BLUETOOTH: A SHORT-RANGE RADIO TECHNOLOGY THAT ALLOWS WIRELESS COMMUNICATION BETWEEN A COMPUTER AND A KEYBOARD, BETWEEN MOBILE PHONES, ETC.

APP: INFORMAL DESIGNATION FOR A COMPUTER APPLICATION PROGRAM OR SOFTWARE.

HARDWARE: IN COMPUTER SCIENCE, THE ASSOCIATED PHYSICAL EQUIPMENT DIRECTLY INVOLVED IN THE PERFORMANCE OF DATA-PROCESSING OR COMMUNICATIONS FUNCTIONS.

SOFTWARE: IN COMPUTER SCIENCE, THE PROGRAMS THAT CAN BE USED WITH A PARTICULAR COMPUTER SYSTEM.

STREAMLINED: DESIGNED OR ARRANGED TO OFFER THE LEAST RESISTANCE TO FLUID FLOW.





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- contact@make2play.com
- www.youtube.com/make2play
- www.facebook.com/make2play
- www.twitter.com/make2play











FCC Certification Requirements

Caution: Any changes or modifications in construction of this device which are 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.

The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

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.