

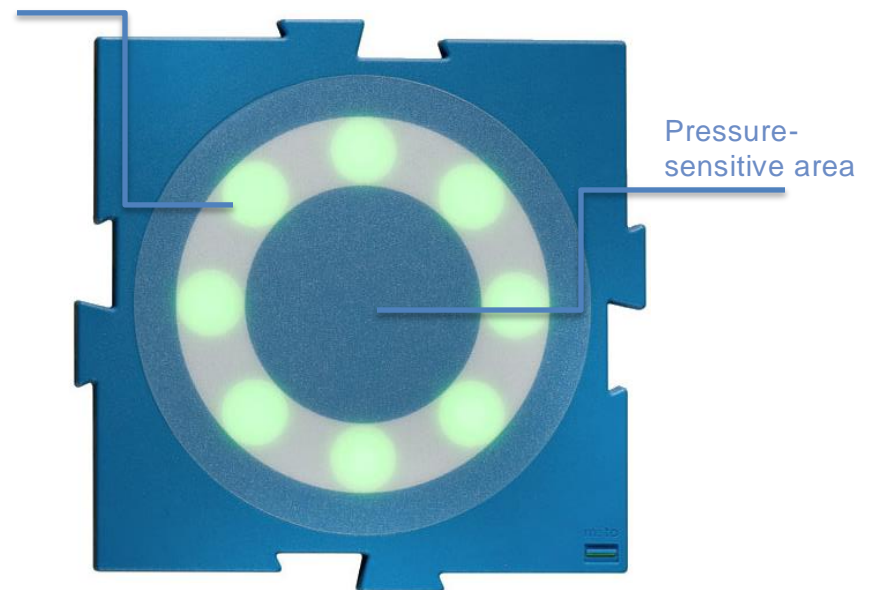
moto

WHAT IS MOTO?

Moto tiles are a tool for physical play. They are included under the product category Playware, which combines robotics with play to create products for effective, fun and motivational exercise. As the tiles are designed as puzzle pieces, they can be combined in any manner of ways or placed separately, providing even more flexibility and making it easy to adjust the difficulty of the chosen game. By adjusting the number of tiles, the difficulty level can be tailored to the individual user.

Each tile has a pressure-sensitive area in the middle and 8 lights that can light up in all the colours of the rainbow. This allows for a huge variety of games to be played on the tiles.

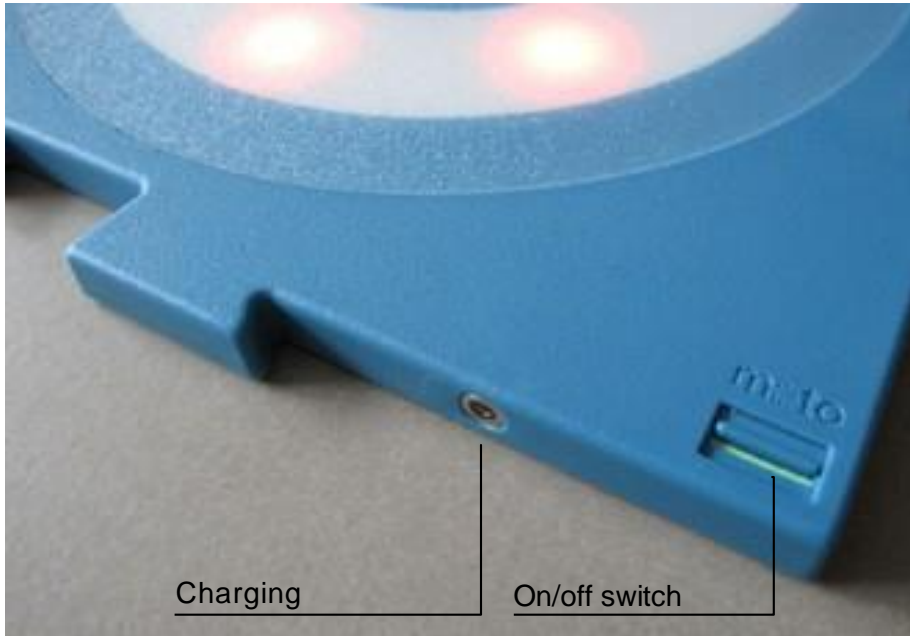
The lights



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A switch located on the front side of the tiles activates them. A green line indicates that the tile is on.

When the tile is switched on, the Paint game starts automatically. Pushing a tile changes its colour in the Paint game.

When a tile is connected to a tablet via the MOTO app, you will see a pulsing red light.

Once connected, you can start playing games via the app.

A tile has up to 20 hours of battery life. It takes between 2-3 hours to fully recharge a tile.

The recharge socket is located on the side at the bottom of the tile. A light located on the top of the tile indicates if it is charging (red: charging, green: fully charged).

A set of moto tiles contains the following:

- 10 moto tiles
- 1 tablet with a pre-installed MOTO app
- 1 charging station and adaptor

When the tile is switched on, the Paint game starts automatically. However, you can play many other games with the moto tiles. The different games are selected via the MOTO app on the tablet.

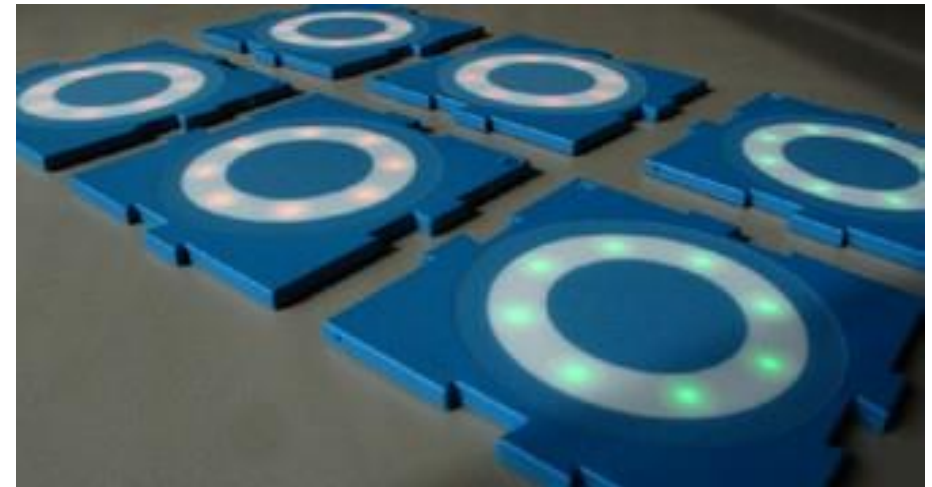
The MOTO can be used to select games, change a number of settings, and register times and scores for multiple individual users. The scores can be uploaded online. The app also allows you to create customised workout routines.

Charging status indicator



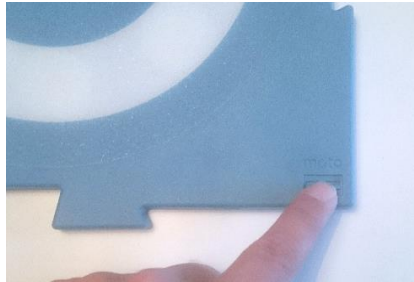
Moto tiles in charging station

Always ensure that the tiles are placed on an even floor with no risk of slipping before starting a game. Not to be used on slippery floors.

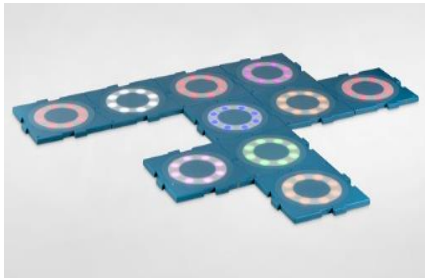


GETTING STARTED

- 1 Turn on all the tiles:
Push the power switch upwards until you see a green line.



- 2 Arrange the tiles in whatever combination you want, and make sure that they are charged.



- 3 Open the MOTO app on your tablet. Select a game you want to play. Then, select the number of players, time limits and levels, and press the Play button.

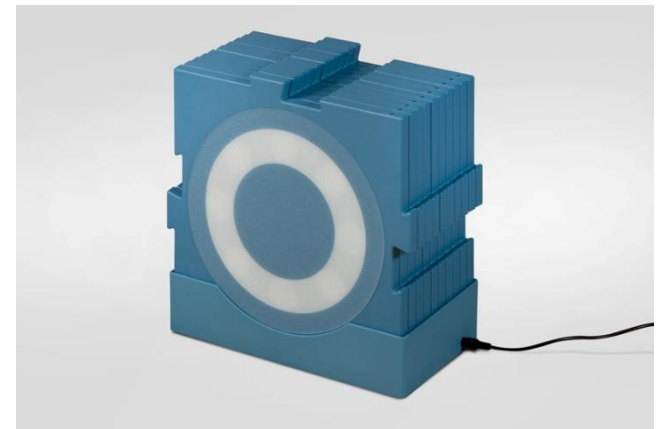
4

You can now start playing the moto tiles game you selected. You can also follow your score in the MOTO app while playing.



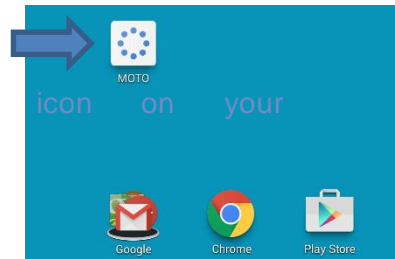
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When you are done playing, switch off the tiles. You can then place them to charge in the moto charging station. A red light indicate that they are charging, and green indicates fully recharged.



MOTO APP

- 1 Select the MOTO app icon on your tablet to start the MOTO app.



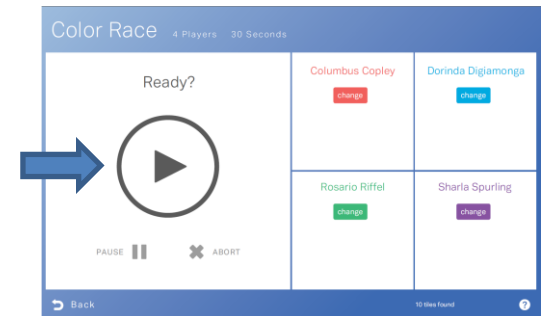
- 2 Select the game you want to play by pressing on the name of the game.



- 3 Select the number of players, time and difficulty level for the selected game by choosing one of the square boxes at the top.

4

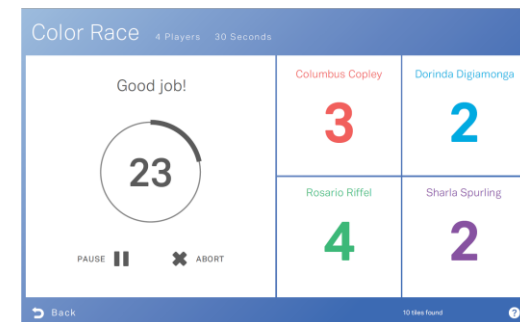
You can then start the game on the moto tiles by pressing the Play button,



and play to your heart's content!

5

While playing, you can track your time and score.

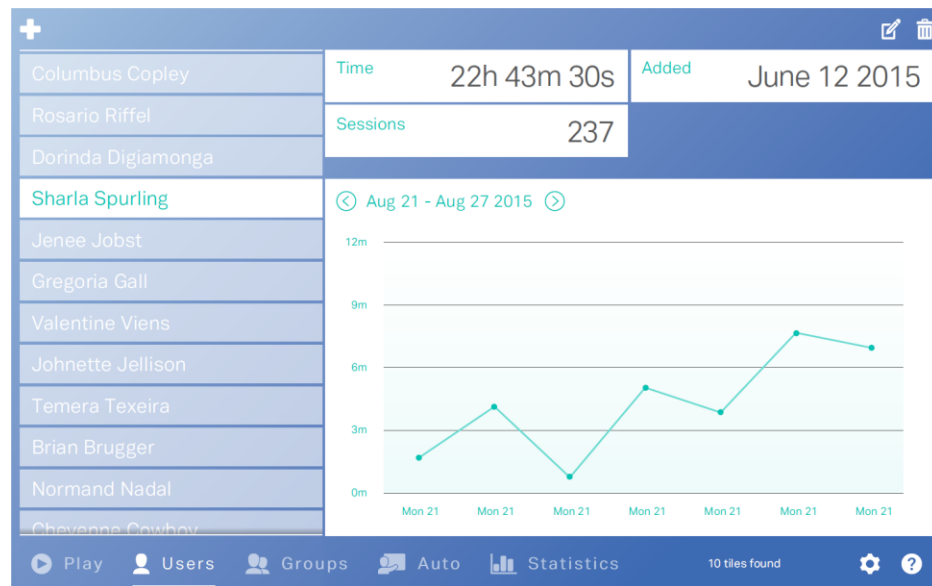


MOTO APP ADVANCED FEATURES

Advanced users can access a number of additional features within the MOTO app. However, it is recommended that you first get acquainted with the basic features in the earlier pages before exploring these advanced options.

By pressing Users, you can see how long each individual user has been exercising, as well as their times and scores across different periods of activity.

You can also press Statistics to view additional details about the user's performance scores.



You can register a new player under the Users menu, located at the bottom of the screen. Press the '+' sign in the upper left corner.

The screenshot shows the 'Users' screen in the MOTO app with a registration form overlay. The form has fields for 'First Name' (Sharla), 'Last Name' (Spurling), 'Birthdate (dd-mm-yy)' (09-09-68), and 'Email' (s.spurling@gmail.com). There are also radio buttons for 'Male' and 'Female' (Female is selected). At the bottom of the form are 'Cancel' and 'Done' buttons. The background shows a list of users and a performance graph.

You can create groups of players (e.g. exercise teams) under the Groups menu, located at the bottom of the screen. Press the '+' sign.

The screenshot shows the 'Groups' screen in the MOTO app. It displays a list of games on the left, a central area for game details, and a right panel for group settings. The group is named 'Tuesday Morning'. The game details include 'Color Race' (4 players - 10 pts), 'Concentration Color' (2 players - 30 secs), 'Reach' (4 players - 10 pts), and 'Matching Colors' (2 players - 30 secs). The group settings panel shows a 'Duration' of '15 min 30 sec' and a 'Play' button. At the bottom, there's a large play button icon.

You can set up an automatic exercise protocol for a group by selecting Auto. The games in the protocol will then run automatically with the group users.

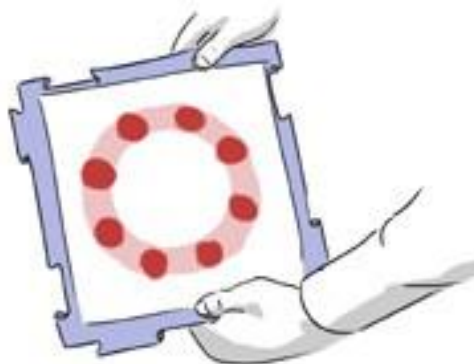
The screenshot shows the 'Groups' screen in the MOTO app, similar to the previous one, but with the 'Auto' protocol selected. The game details and group settings are the same, but the 'Auto' option is highlighted in the bottom navigation bar.

GAMES

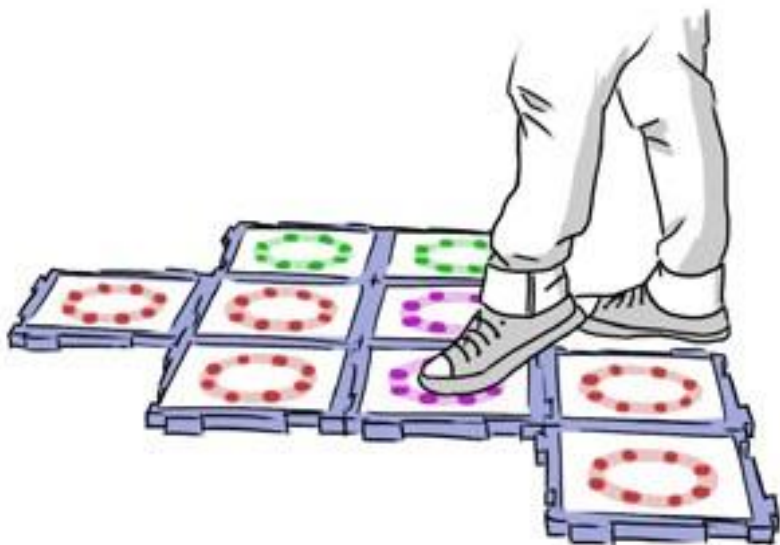
Paint

Once the tiles have been switched on, the Paint game will start automatically and the diodes will emit a red light.

In Paint, the tiles can be used as an interactive drawing tool. When a player steps on a tile, it changes colour. In this fashion, a player can design their own unique patterns in all the colours of the rainbow.



Paint starts automatically when the tiles are turned on.



Colour Race

In Colour Race, you must hit as many of the tiles that light up as possible before the time runs out. When all the tiles light up, the round has ended, and a new round begins shortly thereafter.

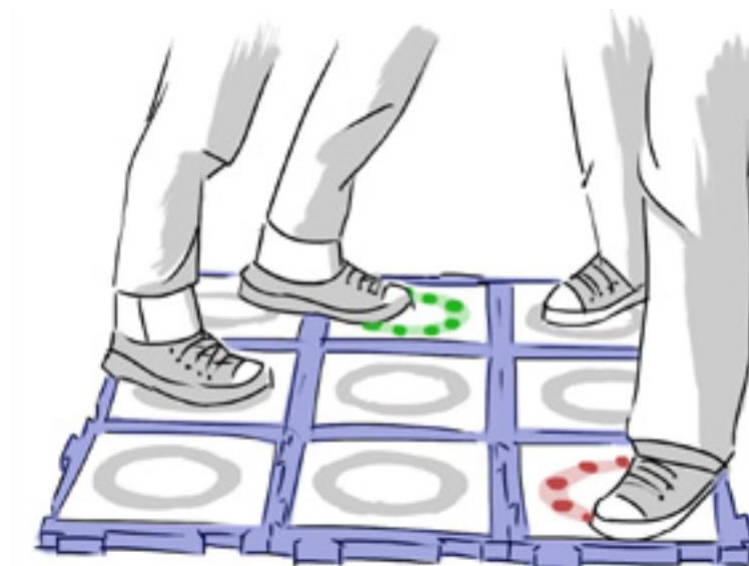


Step on as many of the red tiles as you can before the time runs out.



When the game is over, the tiles will flash the winner's colour.

Colour Race can be played by multiple players. Each player simply has to select a colour and battle each other for the highest number of tiles hit. When the game is over, the tiles will flash the winner's colour.



Reach

In Reach, the purpose of the game is to stretch your legs to their limits. You begin by showing the game where you want to initially position yourself. Place your right foot on a blue tile, followed by your left foot on any other tile. This game must be played in a standing position. When the game starts, you place your right foot on the green tile and then back on its starting tile, which will also turn green. You then place your left foot on the blue tile and then back to its starting tile, which will also turn blue.

The game repeats these stretching exercises, alternating between your right and left foot.

To make the game more or less challenging, re-arrange the tiles and/or change the starting position for your left and right foot.



Select the starting position for your right and left foot by stepping on two blue tiles.



Green tiles for one foot,



and blue for the other foot.



Each tile is hiding a colour.



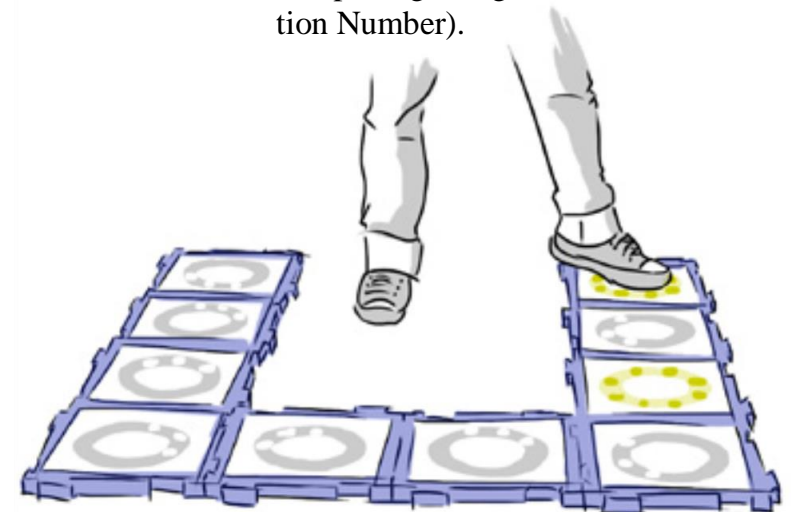
Try to find two with the same colour.

Concentration Colour

Concentration Colour is similar to the classic card game Memory, where the objective is to turn over pairs of matching cards. Initially, all the tiles appear white, but are hiding another colour. Stepping on the tiles reveals their true colours. Only two tiles can have their true colours revealed

at any given time. After stepping on a tile and thereby revealing its colour, you have to try to recall where the other tile with the same colour was. The game is over when all the pairs have been matched up.

You can also select a version in the MOTO app that keeps track of how many tiles were set off before completing the game (Concentration Number).



Show the Pattern

In the game Show the Pattern, you must move from tile to tile without stepping on the tiles that are turned off. You must first step on a sequence of tiles that other players must imitate. You then indicate in the MOTO app that you have set a sequence (pattern). Once a pattern has been set, a game can be played using that pattern. Players must attempt to follow that pattern and step on the tiles in the same sequence that the pattern's creator did.

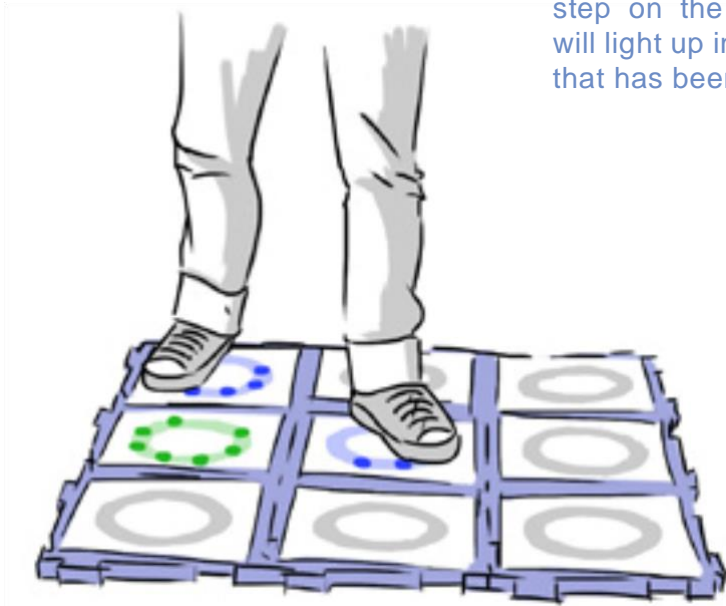
In the MOTO app, you can choose if the players must step on the tiles one by one at their own pace (Turn) or at a certain speed setting (Slow, Medium, Fast, Ultra).



Step on the tiles one by one to make a pattern.



The player must then step on the tiles which will light up in the pattern that has been created.



Final Countdown

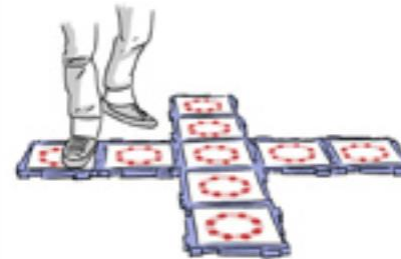
In Final Countdown, the object of the game is to keep all the tiles lit at once. Each tile starts off by glowing purple, but the diodes begin to turn off one by one. Stepping on a tile resets the countdown.

If one of the tiles counts all the way down, all the tiles will flash red, indicating that the player has lost the game.

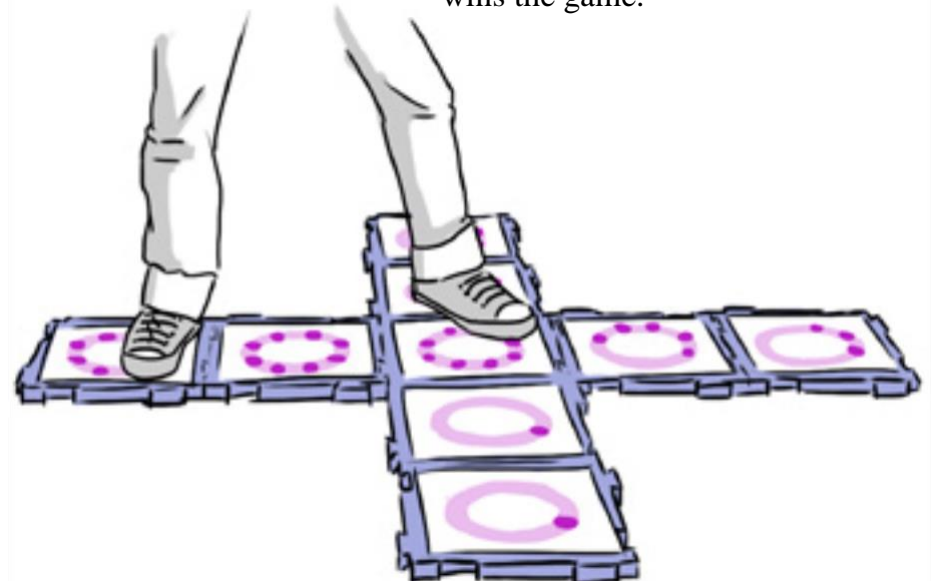
In the MOTO app, there is also a version of the game available where two players can compete against one another. In this version, one player must keep the red tiles 'alive', while the other player must do the same for the blue tiles. The player who can keep their tiles alive the longest wins the game.



Step on the tiles to stop them from 'dying out'.



If one of the tiles counts all the way down, all of the tiles will flash red, indicating that the player has lost the game.



Simon Says

The object of this game is to remember the order in which the tiles light up. It starts with one tile, but every time a sequence is correctly imitated, the next one gets longer. If you managed to correctly imitate a sequence, all of the tiles will flash green, but if you made a mistake, they will flash red and the game will start anew.



Remember the sequence in which the tiles light up.



And step on the tiles in the same order.



If you correctly imitate a sequence, the lights will flash green and an additional step will be added to the next sequence.



If you step on a wrong tile, they will all flash red and the game starts over.

HELP!

Warning:

- You must not put the tiles on a slippery surface, as they can move. Always check that the tiles are firmly placed on the floor/carpet prior to use.
- The adaptor is not intended for children use. The adaptor is only to be used by adult.

In the event of faults or problems:

Should any problems arise with a tile or game, here are a few simple tricks to get it working again. Always start with the first tip. If that does not solve the problem, continue down the list.

- Press all the tiles again to make sure that they are powered on and connected.
- Restart all the tiles in the system and ensure that they are out of battery. Then restart the tablet.
- When charging: If the charging indicator on a tile is not red (or green), the tile is not charging. Try to position the tile elsewhere in the charging station. If this does not resolve the problem, try adjusting the angle of the tile in the charging station to a more upright position. If that does not work, try putting the tile in a tilted position (putting a piece of paper between two tiles may help).
- Radio problem: If there is a great deal of radio communications/WiFi in the surroundings, you may lose connection between the tiles and tablet. Either try waiting a minute, switching the tablet and tiles on and off, or moving to another room.

FCC

Caution: The user is cautioned that changes or modifications 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.

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.

FCC Radiation Exposure Statement:

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment.

This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

WARNINGS:

1. The toy shall only be used with a transformer for toys.
2. The transformer is not a toy
3. When cleaned with a liquid, the toys are to be disconnected from the transformer before cleaning.
4. The apparatus shall not be exposed to dripping or splashing and that no objects filled with liquids, such as vases, shall be placed on the apparatus.
5. The MAINS plug or an appliance coupler is used as the disconnect device, the disconnect device shall remain readily operable.
6. Danger of explosion if battery is incorrectly replaced. Replace only with the same or equivalent type.
7. Batteries (battery pack or batteries installed) shall not be exposed to excessive heat such as sunshine, fire or the like.
8. Only use the attachments/accessories specified by manufacturer.
9. The product connect when in charge like this:




10. The tiles are powered by internal rechargeable batteries. These batteries are powered by external power supply

Adaptor manufacture: SHEN ZHEN SHI YING YUAN ELECTRONICS CO., LTD.

Model: CGSW-0505000

Input: 100-240V~50/60Hz 1.5A

Output: 5V  5000MA

11. Battery chargers are to be regularly examined for damage to the cord, plug, enclosure and other parts, and in the event of such damage, they must not be used until the damage has been repaired.
12. The battery is not replaceable.
13. The moto tile can be load no more than 150kg weight of people.
14. The moto tile is banned for play with high heels shoes.



