

smART sketcher™ Projector



Ages 5 to 105

smART sketcher™ Projector

- 1 **SELECT**
Select a pre-loaded image.
- 2 **TRACE**
Step-by-step instructions are projected on your paper.
- 3 **TA-DA!**
Add color and watch your drawing come to life with sound and movement.
- 1 **SHOOT**
Take a picture or download your favorite.
- 2 **FILTER**
Customize your sketch with a filter.
- 3 **SKETCH**
Follow the projected lines on your paper.

Visit smartsketcher.com for more activities!

Project & Sketch

smART sketcher™ Projector



WARNING:
CHOKING HAZARD-Small parts.
Not for children under 3 years.

FCB-US-02-02 rev. B

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Project & Learn

- A TO Z**
Learn to write upper and lower case letters.
- WRITE**
Step-by-step lessons teach you how to form letters.
- SPELL**
Learn to spell and sound out letters.
- EXPAND**
Multiple language options can be purchased in expansion packs.
- TA-DA!**
Now that you have the idea, you can practice writing on your own.

Visit smartsketcher.com for more activities!

- Go Forward a Step
- Go to Home / Animate
- Go Back a Step
- Previous Drawing
- Repeat Last Step / AutoPlay
- Next Drawing

EXPANSION PACKS

available to add more fun!

- Turn any picture into a smART sketch!
- Download the FREE "smART sketcher Projector" app.
- Choose pre-loaded "learn to draw" pictures or take your own photo.
- Project an image on your paper.
- Use pencils, crayons or markers to sketch.
- Color in your drawings for more fun!
- Practice letters and spelling with our alphabet packs.

Requires plug-in cable or 4 X "D" batteries (not included)



Download the "smART sketcher Projector" app on your mobile device or tablet.

Requires Android 5.0+
Requires Apple iOS 8.0+



Download on the
App Store



Get it on
Google Play



Available on
Amazon

CAUTION-ELECTRIC TOY:
Not recommended for children under 3 years of ages. As with all electric products, precautions should be observed during handling and use to prevent electric shock.
AC adapter output: 6V, 2A 60 Hz



Flycatcher

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Made in China

Manufactured by:
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New York, NY 10022

CE



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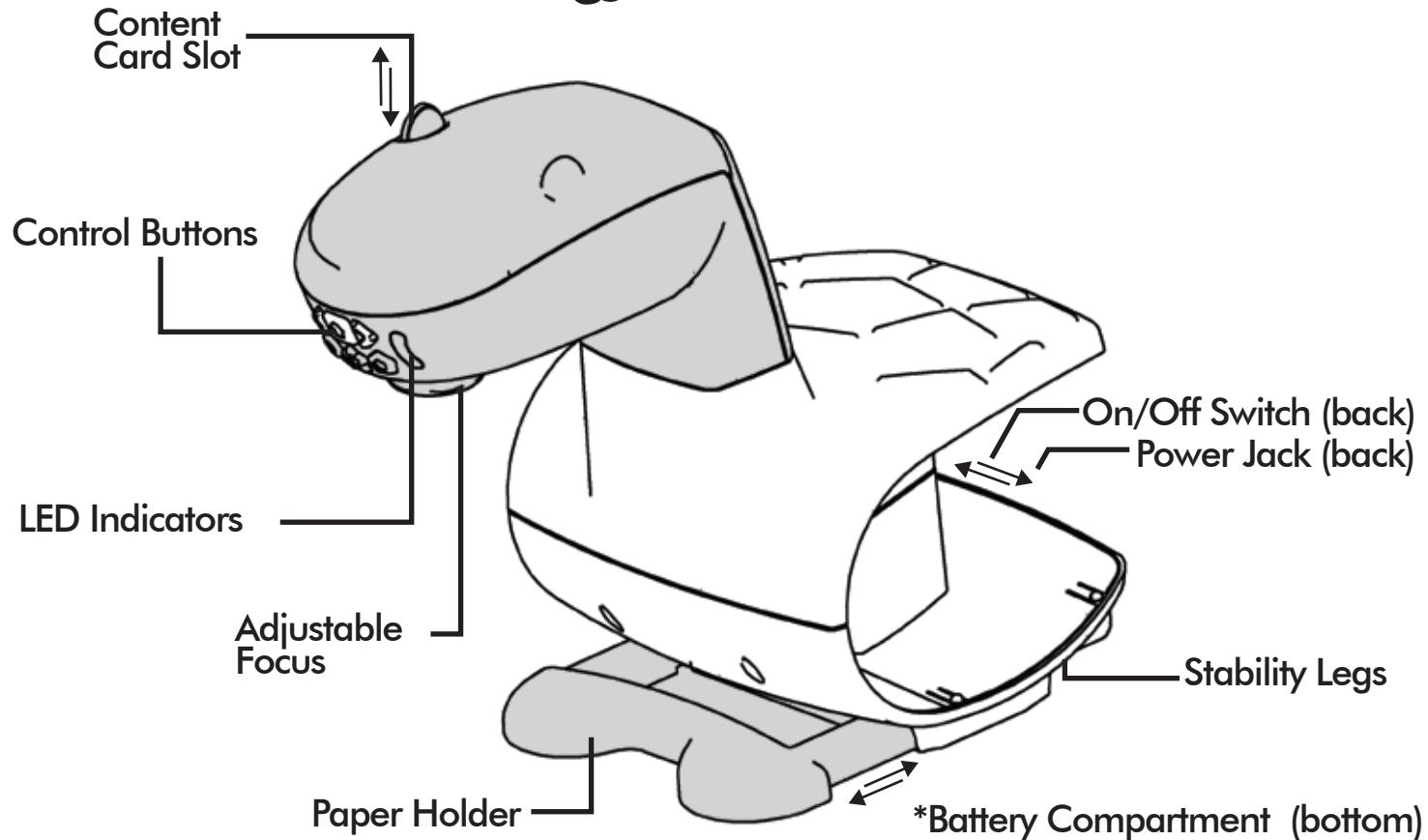
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smART sketcher™

USER MANUAL



SIMPLE SET UP

1. Separate the blue projector head from the white base unit.
2. Insert blue unit into top of white base until you hear a click.
3. Insert 4 D batteries (not included) or plug-in the smART sketcher™ AC Adapter (sold separately).
4. Pull out the blue legs to stabilize the projector and create a paper holder.
5. Flip the switch on the back to turn on the projector.
6. Insert the pre-loaded activity pack 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.

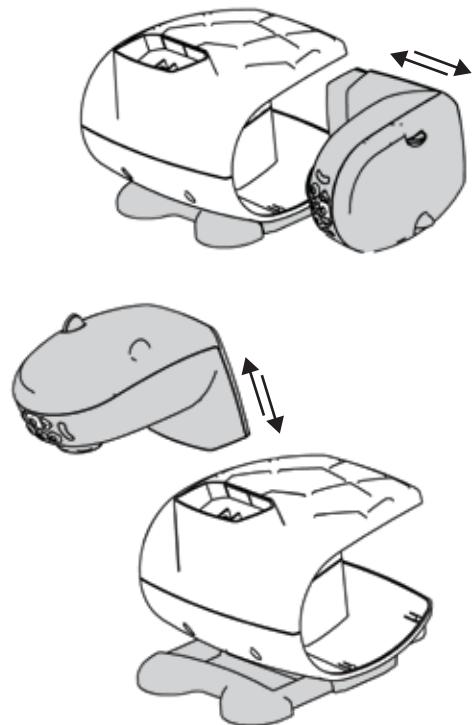
For more fun, additional Creativity and Learn-A- Language Alphabet Packs are available at: www.smartsketcher.com.

WARNING:
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Not for children under 3 years.

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AC adapter output: 6V, 2A 60 Hz



QUICK START

Requires Android 5.0+
Requires Apple iOS 8.0+



1. Download the "smART sketcher Projector" app on your mobile device or tablet. Open and enable permission for access to camera and photos.
2. Turn on your Bluetooth and connect to the projector by clicking on the "connect" button at the top right of your screen.
3. Choose your mode of play: Learn to Draw (pre-loaded activity card), or Trace Pictures (taken from your own device).
4. Trace Pictures:
 - Select an image from your photos or take your own using the in-app camera.
 - Select a filter.
 - Drag finger across screen to adjust darkness.
 - Press the checkmark to transfer image to the smART sketcher™ Projector.
 - Begin tracing on paper.
5. Learn to Draw:
 - Insert the preloaded activity card or a smART sketcher Creativity Pack (purchased separately) into the top of the projector.
 - The title will appear under Learn to Draw icon in the app.
 - Tap the icon to preview the loaded content.
 - Scroll to find the picture you wish to draw and select it.
 - Adjust your settings using either the icons on the app or the buttons on the projector.
 - Image will be projected onto your paper. Begin drawing!



For more detailed instructions, please visit www.smartsketcher.com

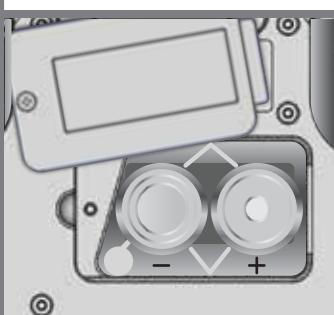
SAFETY INFORMATION

BATTERY SAFETY INFORMATION

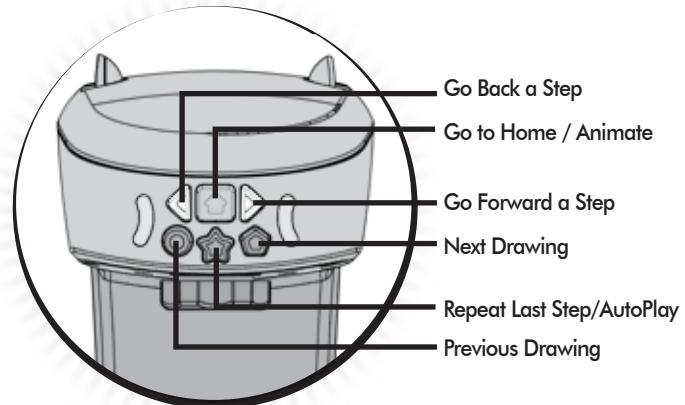
In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:
Non-rechargeable batteries are to be removed from the product before being charged.
Rechargeable batteries are only to be charged under adult supervision.
Do not 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.
The batteries inside may explode or leak.

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.



CONTROL BUTTONS



AC ADAPTER:

Transformers / charger 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/charger 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 model number
A122-0602000E/A122-0602000B/A122-0602000J/A122-0602000U or specification of Input Voltage: AC 100-240V 50-60 Hz, Output Voltage: DC 6V, 2A, transformer for use with the toy
- 3) The transformer is not a toy;
- 4) Toys liable to be cleaned with liquid are to be disconnected from the transformer before cleaning.

RADIO STATEMENT

Warning: Changes or modifications to this unit 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 and Industry Canada's license-exempt RSSs. 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.

