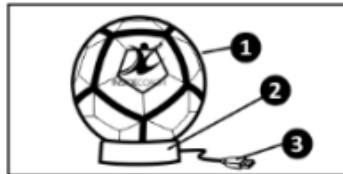


InsideCoach Smart Ball™ User Manual

1 What's included in the package:

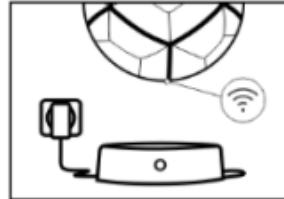


- 1- InsideCoach™ Smart Ball
- 2- Qi Wireless Charging Base
- 3- Micro USB Cord



Mobile App Compatible with iOS and Android

2 Charge your smart ball:



Connect the USB cable to the base and plug into a power source.



When the red light on the base turns blue the ball is charging.



Let the ball rest on the base for at least 2 hours to fully charge.

Place the ball on the base by aligning the wireless icon on the ball with the same icon on the base.

Inflate the ball. Do not over inflate the ball or play with under-inflated ball since this might damage the ball electronics. Do not subject to extreme heat. Do not puncture or disassemble. Do not submerge the ball under water, this will damage the electronics.

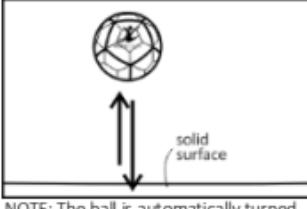
► **⚠** Do not leave the ball un-attended on the charger. Remove it as soon as the charge has been completed or after 4 hours whichever comes first. Storing the ball on the charger is not recommended, unless the charger has been unplugged from the power source.

Troubleshooting: If the blue light on the base blinks intermittently it means that the wireless receiver inside the ball and the transmitter from the base are not aligned. To solve the issue just move the ball slightly.

3 Turning on the smart ball:



Bounce or kick the ball 3-5 times against a solid surface.



NOTE: The ball is automatically turned on after it is removed from the base.



Your smart ball goes to sleep after 10 minutes of inactivity.

Troubleshooting: If you don't see a Wi-Fi signal to connect to your ball it means that is not charged. Simply charge the ball.

4 Connecting your smart ball to your device ball:



Go to your device settings, Turn on the Wi-Fi, Find Wi-Fi that starts with IC_xxxx. Tap on the WiFi with IC_xxxx to connect.



For the first me enter the password: ic123456 to connect to your ball Wait for 5-10 seconds to connect Launch the Inside Coach App



Go to the Games page on your App, Select a game. Start playing a game to test your connection.

Warnings:

-Do not discard in trash, please recycle according with local laws for products containing Li-Ion batteries

-When traveling with or shipping the ball please be aware the ball contains a Li-Ion battery of a capacity not to exceed 600mAH

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

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.

FCC ID: 2AONQ-ICSB