

折叠尺寸100*135mm

AR Motion Gaming Console User Manual

3+
For Ages

Introduction

Dear users: Thank you for purchasing our AR Motion Gaming Console. Please feel free to contact us if you have any questions. We will provide you with satisfactory service.

Service

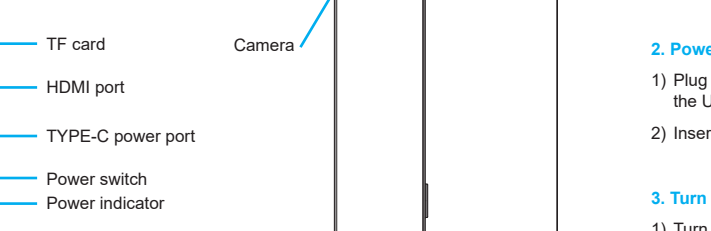
After reading the instructions, if you have any problems when using the gaming console, please contact our online customer service.

Warnings

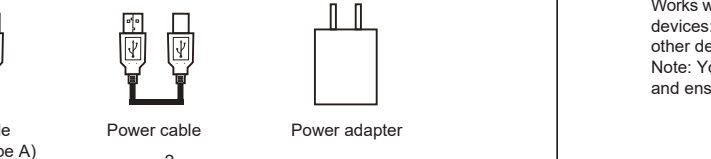
- Please make sure there are no other sharp objects in a space of 12 to 15 square feet to play the game to avoid collision and injury.
- Be careful not to play the game too long to avoid excessive physical exertion.
- Children and the elderly should be supervised by an adult when using the game activities.
- Keep facing the camera and adjust the proper camera angle to get the best gaming experience.
- When not in use, turn off the power switch of the gaming console and place the gaming console in a dry place to prevent corrosion, moisture and other factors from damaging the internal parts.
- Keep it away from oil and dust as much as possible and keep it away from sources of ignition.
- Follow the operating instructions to ensure proper operation.

Accessories and Gaming Console

The way to place the host when playing somatosensory games
Players adjust the camera to the optimal position by turning the knob according to different gameplay styles for the best gaming experience.



Note: Once the controller is connected to the gaming console, the LED red indicator light stays on continuously. If there's no operation for 5 minutes, the controller enters sleep mode—press the Start button to wake it up.



How to Connect the Gaming Console to Your TV

- 1. Connect the Gaming Console to Your TV with an HDMI Cable**
 - Turn on your TV and locate the HDMI1 or HDMI2 port.
 - Plug one end of the HDMI cable into the TV's HDMI port.
 - Press the "Source" or "Input" button on your TV remote and select the matching HDMI channel (e.g., if using HDMI1, choose HDMI1).
 - Connect the other end of the HDMI cable to the gaming console's HDMI port.

2. Power On the Game Console

- Plug the power adapter into a wall outlet or power strip (Do NOT connect the USB charging cable directly to the TV).
- Insert the charging cable into the game console's Type-C port.

3. Turn On the Game Console

- Turn on the power switch—the indicator light will turn red and blink.
- The TV will display the startup screen, confirming a successful connection.

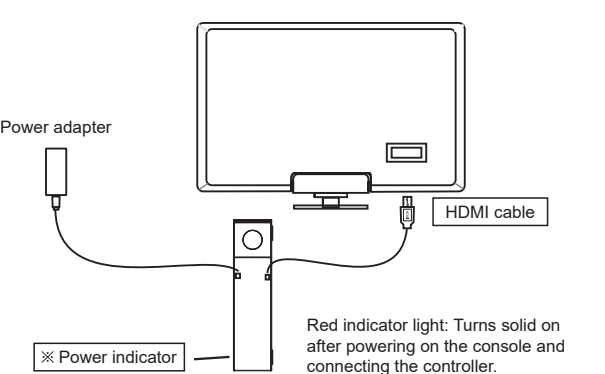
4. Adjust the Camera Angle

- Rotate the camera's adjustment knob to tilt it up or down based on the player's height for the best experience.
- You're all set! Enjoy your game!

Compatible Devices

Works with HDMI (Standard Type-A: 14mm wide × 4.5mm thick) enabled devices: Smart TVs, gaming monitors, projectors. The steps for connecting other devices are the same as those for connecting to the TV.
Note: Your device must have built-in speakers or external audio and ensure that the playback device volume is ≥50%.

Diagram of connecting with TV



Product Parameter

Model	S008
Rated voltage	DC 5V/1A
2.4G Wireless Range	Approx. 8 meters (26 ft)
Interface	Type-C Interface

Packing List

Gaming Console *1	Type-C power cable *1
Power adapter *1	HDMI cable *1
User Manual *1	TF card(inserted)
Wireless Controllers *2	

Common TV Usage Issues & Solutions

- 1. "No Signal" or Black Screen**
 - Check the HDMI input: Make sure the selected TV channel matches the HDMI port you're using (e.g., if connected to HDMI1, switch to HDMI1).
 - Adjust volume settings: Make sure the TV or external speaker volume is turned up and not muted.
 - Verify audio output source: Select the correct audio source to ensure sound is routed properly. On your connected device, go to: Settings → Sound → Output Settings → Audio Output (Internal/External)
 - Test the HDMI cable: Try another standard HDMI cable (HDMI port size: 14mm wide, 4.5mm thick).
 - Check the connected device: Test your game console on another HDMI-compatible device.
 - Use a conversion adapter: Some devices use a special HDMI port. In case of interface mismatch, try a conversion adapter (e.g. Micro HDMI → HDMI Type A).

Game Instructions

Motion-Sensing Games

- Important Notes:
- The console must be placed vertically. Face the camera directly for optimal motion tracking.
 - Supports up to 6 players. For single-player games, ensure only one person is in frame.
 - Ideal play distance is 1.5m (5ft) from the console. Performance may weaken beyond 1.8m (6ft).
 - For optimal gameplay, please ensure proper lighting and avoid sudden light changes, as this may affect motion tracking accuracy.

2. Snowflakes Screen, Interference Stripes, or Noise.

- Check connections: Ensure cables are secure and ports are clean. Try a different HDMI port.
- Reduce interference: Nearby electronics (like cable boxes) may cause interference—by turning them off.
- Calibrate the picture: Use your TV's Picture Calibration feature. If issues persist, contact support.

3. Freezing or Sudden Black Screen

- Restart the console: Overheating from extended use (2+ hours) may cause this—let it cool down.
- Reinsert the memory card: If the console was bumped, the card might be loose. Remove and reseat it.

4. Unwanted Screen Switching

- Check that the USB port of the game console's power cord is connected directly to the USB port of the TV or other device.
- If so, connect it to the power adapter and plug the power adapter into a wall outlet or an outlet on a power strip.

5. No Sound.

- Check your playback device: Ensure your TV or other devices capable of playing external audio, or to external speakers.
- Double Mode: Compete to slice most fruit in 90 seconds
- Verify audio output source: Select the correct audio source to ensure sound is routed properly. On your connected device, go to: Settings → Sound → Output Settings → Audio Output (Internal/External)

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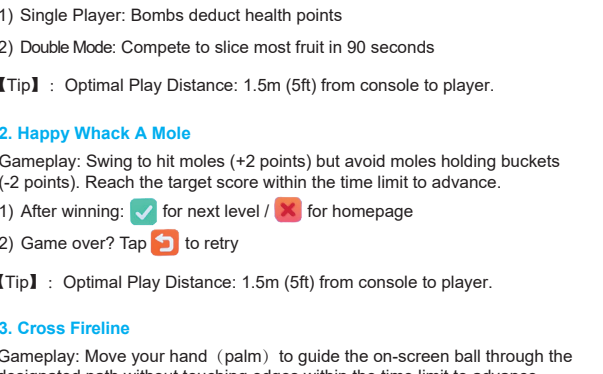
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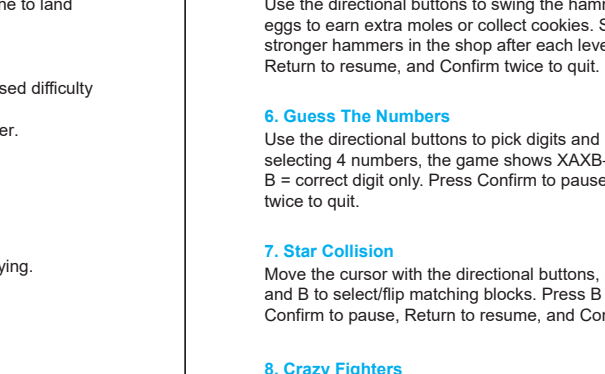
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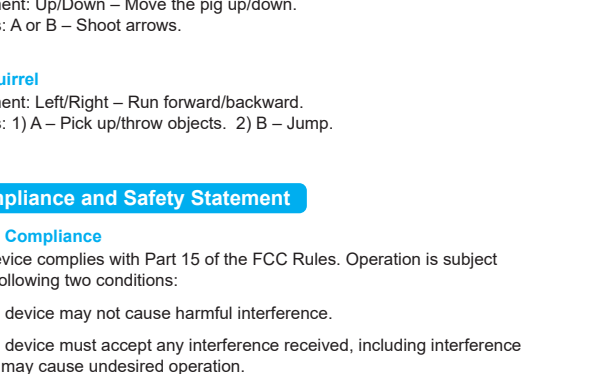
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Game Guides

1. Contra II

Movement: Up/Down – Move the pig up/down.
Actions: A or B – Shoot arrows.

10. Squirrel

Movement: Left/Right – Run forward/backward.
Actions: 1) A – Pick up/throw objects. 2) B – Jump.

Compliance and Safety Statement

1. FCC Compliance

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.
2) This device must accept any interference received, including interference that may cause undesired operation.

2. Usage Warnings

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.

3. Disposal & Recycling

Dispose of this product (contains no batteries) in accordance with local electronic waste regulations.
Manufacturer: Shenzhen DongShengXuRi Electronics Technology Co., Ltd
Address: Floor 2-4, No. 16 Plant, GangBei Industrial Zone, HuangTian Community, Xixiang Street, Bao'an District, Shenzhen
City: Guangdong Province 518128

4. Joy Cut Fruits

Gameplay: Swing your hands to slice flying fruits while avoiding bombs!
Gameplay: Single Player: Bombs deduct health points
2) Double Mode: Compete to slice most fruit in 90 seconds
【Tip】: Optimal Play Distance: 1.5m (5ft) from console to player.

2. Happy Whack A Mole

Gameplay: Quickly move your hands to collect (+points) before they disappear, while avoiding (-points).
1) Simple Mode: 2-minute speed challenge; higher accuracy earns more points
2) Hard Mode: Must collect numbered icons in ascending order (up to 5 numbers simultaneously)
【Tip】: Optimal Play Distance: 1.5m (5ft) from console to player.

7. Table Tennis

Move your hands (paddles) to hit ball/target circle.
1) Serve: Wait for "GO" after "READY" – swing too early = "FAULT."
2) In-game calls: "IN" (valid hit), "OUT" (out of bounds), "NET" (hits the net).
【Tip】: Optimal Play Distance: 1.5m (5ft) from console to player.

8. Happy Math

Gameplay: A math problem randomly appears in the top-left corner while four possible answers drop from the top. Move your hand to select the correct number to earn points. Wrong answers deduct points. Fill up the progress bar within the time limit to advance to the next level—or it's game over!
1) Simple Mode: Simple math problems (only addition & subtraction).
2) Hard Mode: More challenging problems (addition, subtraction, multiplication & division).
【Tip】: Optimal Play Distance: 1.5m (5ft) from console to player.

9. Cone Knockdown

Gameplay: Quickly move your hands to knock down cones when they appear (score points), or they'll disappear.
1) Kids Mode: Specially designed for children's arm span.
2) Adult Mode: Optimized for adult arm reach.
【Tips】: 1) Choose from 10 different music tracks before starting!
2) Optimal Play Distance: 1.5m (5ft) from console to player.

5. Rhythm Balls

Gameplay: Move your hands to hit falling music notes when they reach the target zone to score points.
1) Kids Mode: Specially designed for children's arm span.
2) Adult Mode: Optimized for adult arm reach.
【Tips】: 1) Choose from 10 different music tracks before starting!
2) Optimal Play Distance: 1.5m (5ft) from console to player.

6. Swin Together

Gameplay: Quickly move your hands to collect (+points) before they disappear, while avoiding (-points).
1) Simple Mode: 2-minute speed challenge; higher accuracy earns more points
2) Hard Mode: Must collect numbered icons in ascending order (up to 5 numbers simultaneously)
【Tip】: Optimal Play Distance