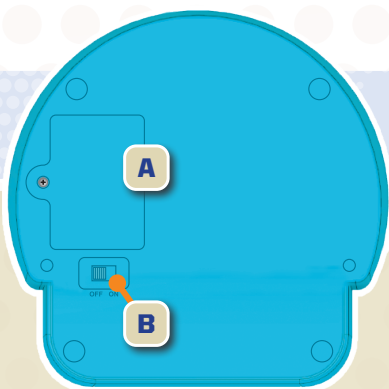


ULTIMATE SQUISHY HUMAN BODY

WITH SMARTSCAN TECHNOLOGY

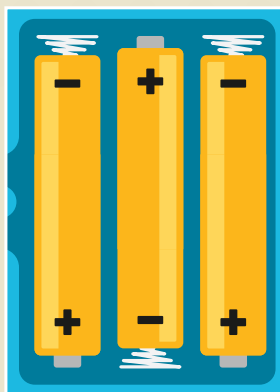
Quick-Start Guide

- A** Battery Compartment
B Power Switch

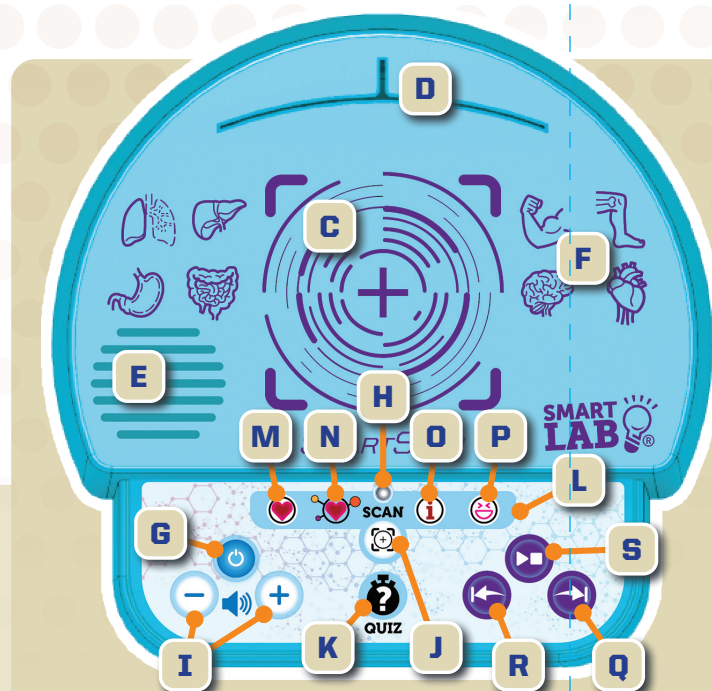


Battery Installation

- 1 Use a Phillips screwdriver to unscrew the battery compartment door.
- 2 Insert three new 1.5V AAA (LR03) batteries in the battery compartment. Make sure the polarities match the diagram inside the battery compartment.
- 3 Replace the battery compartment door and screw it on.



Turn the power switch to ON.

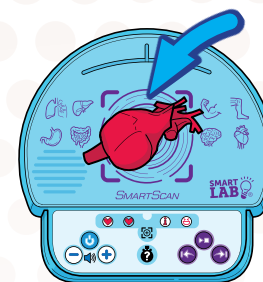


- | | |
|----------------------------|-------------------------|
| C Scanning Platform | L SmartScan Menu |
| D Slot for Stand | M Smart Parts |
| E Speaker | N Smart Systems |
| F SmartParts Icons | O Fun Facts |
| G ON/OFF | P Funny Sounds |
| H LED | Q Forward |
| I Volume | R Back |
| J Scan Mode | S Stop/Replay |
| K Quiz Mode | |

Press to begin.

Place a **SmartPart** on the scanning platform to identify it.

Press the **Scan Mode** or **Quiz Mode** button to begin.



Scan Mode

On the SmartScan Menu, press:

- SmartParts**—to hear three segments of information about the body part itself.
- SmartSystems**—to hear three segments of information about the system the part belongs to.
- Fun Facts**—to hear three short facts about the part or system.
- Funny Sounds**—to hear a sound associated with the part.

To move to the next segment, press .

To repeat a segment you just heard, press .

To stop the audio, press . Press again to start the same audio segment from the beginning.

After all segments in a section have played, press another button on the **Smart Scan Menu** or press to change modes.

In **Scan Mode**, you can place a different **SmartPart** on the scanner at any time.

To move between **SmartScan Menu** items, press the button you want.

The scanner will remain in **Scan Mode** until you press the or button.

Quiz Mode

A game has seven rounds of 10 questions. A complete game asks 70 different questions.

Before you begin, remove any **SmartParts** from the scanning platform.

After greeting you, the scanner will ask a question about one of the **SmartParts**. You will have 10 seconds to place the correct **SmartPart** on the scanning platform.

To repeat the question, press .

To stop the audio, press . Press the button again to repeat the question.

The scanner will tell you if the part you placed was correct. Correct answers display a green light. A red light designates an incorrect answer.

Each question can only be answered once.

Remove the part from the scanning platform before answering the next question.

The scanner will announce how many questions you answered correctly on each round. Use paper and pencil to keep a running total to know your final score.

General Information

If you don't press a button within 60 seconds, the scanner will prompt you to choose a mode.

If you don't choose a mode, the scanner will say "Goodbye" and go to sleep.

To wake the scanner from Sleep Mode, press .

When you are finished playing for the day, turn off the power switch on the bottom of the scanner.

Care and Troubleshooting

Make sure the batteries are fresh and the battery door is securely closed.

Make sure the **power switch** is turned on.

To avoid damaging or dislodging the embedded computer chips, do not press or squeeze hard on any **SmartPart**.

If needed, clean the **human body model** and **SmartParts** by wiping them with a damp cloth. Do not submerge any part in water. Do not place any of the parts in the dishwasher.

Keep all **Ultimate Squishy Human Body** parts and components away from small children and pets.

Ultimate Squishy Human Body
SmartLab Toys
11120 NE 33rd Place, Suite 201
Bellevue, WA 98004 USA
FCC ID: 2A26Q248575

Product frequency: 13.56 MHz
Maximum RF Power: -21dbuA/m

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.

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:
(1) This device may not cause interference.

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

Cet appareil contient des émetteurs / récepteurs exemptés de licence conformes aux RSS (RSS) d'Innovation, Sciences et Développement économique Canada. Le fonctionnement est soumis aux deux conditions suivantes:

(1) Cet appareil ne doit pas causer d'interférences.
(2) Cet appareil doit accepter toutes les interférences, y compris celles susceptibles de provoquer un fonctionnement indésirable de l'appareil.

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.



Do not dispose of Waste Electrical Electronic Equipment (WEEE), including batteries, in unsorted municipal waste; collect separately. Dispose of at WEEE collection sites per local regulation. WEEE contains chemicals that are hazardous to the environment and human health. The end-user's participation is critical to the success of WEEE collection.

At end of product life remove batteries from product by following the battery replacement instructions. Substances used in batteries pose potential environmental and health effects. Do not mix waste batteries with other waste. Keep waste batteries separate. Do not dispose of by landfill or by incineration. Return waste batteries to your point of purchase or recycle center. Recycle all waste batteries per local regulation.

Please do your part by keeping this batteries out of the municipal waste stream!

The "wheelie bin" symbol means that the battery should be collected and not be disposed of with other household waste.

Battery Cautions

- To ensure proper safety and operation, an adult must carry out the battery replacement.
- Never let a child use this product unless the battery door is secure.
- Keep all batteries away from small children, and immediately dispose of any batteries safely.
- Batteries are small objects and could be ingested.
- Do not recharge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging them.
- Rechargeable batteries are only to be charged under adult supervision.
- Different types of batteries or new and used batteries are not to be mixed.
- Do not mix old and new batteries.
- Only use batteries of the same or equivalent types as recommended.

- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Insert batteries with the correct polarity.
- Remove exhausted batteries from the toy.
- Do not short-circuit the supply terminals.
- The toy is not to be connected to more than recommended number of power supplies.
- Dispose of used batteries in accordance with all local, state, and federal laws.

