

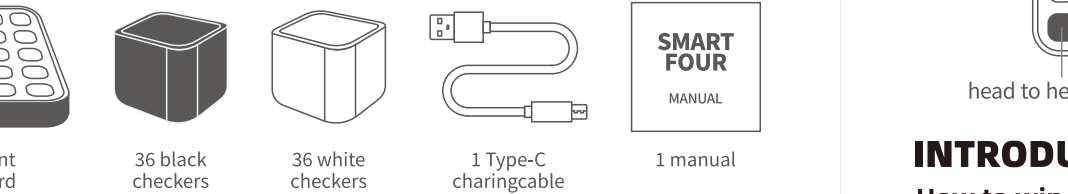
giiker

MANUAL
SMART
FOUR

SMART FOUR

Smart Four is an AI-featured 3-dimensional strategy board game for Connect Four. The goal is to connect four in a row in any direction. With the infused AI, the board will record your moves and give flashing indications where the goal is reached. You can fire up a head to head competition, challenge against the robot or enjoy the mini game unique to the board. Connected with SmartFour APP! Explore more advanced functions: Adjusted AI and Online Battle! The Rule is simple, but the game is fun. You will enjoy the game like never before!

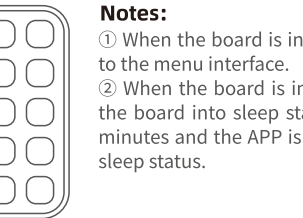
CONTENTS



QUICK START

Step 1:Awaken up the board

Press the middle button of the board for 3 seconds to awaken the board.

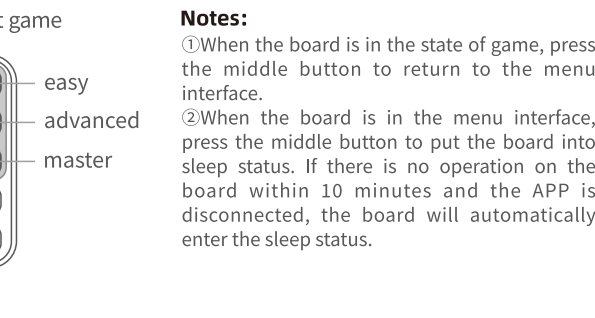


Notes:

- ① When the board is in the state of game, press the middle button to return to the menu interface.
- ② When the board is in the menu interface, press the middle button to put the board into sleep status. If there is no operation on the board within 10 minutes and the APP is disconnected, the board will automatically enter the sleep status.

Step 2: Select the gameplay in the menu interface

After the board awakened, it will automatically enter the menu interface. Press one lighting button to enter the corresponding gameplay.



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Game mode

1. Head to head mode (2 players)

Players choose their own checker color. One player places a checker on one button of the board and then presses the same button, the indicator light will flash once and turn into normally on status. The other player places his checker on the board and presses. Repeat the steps above, until one of them wins the game.

2. Robot mode(1 player)

Player chooses his own checker color and moves first. Player places a checker on one button of the board and then press the same button, the indicator light will flash once and turn into normally on status for 1 second. The robot will give a steady flashing light when it decided where to go, player follows the flashing light to place a checker for the robot then presses the button. Repeat the steps above, until player or robot wins the game. Note: In robot mode, revolving lamp will appear when the robot thinks for some while.

Rules

1. In robot mode, player always moves first.
2. Press the button each time you place a checker.
3. Checkers can only be up to 5 layers on one button, or there will be a flashing indicator light and an error prompt.
4. In robot mode, there will be an error prompt if not following the flashing light to place the checker.

INTRODUCTION TO LIGHTS-OUT GAME

How to win the game

Turn off the lights of all buttons on the board.

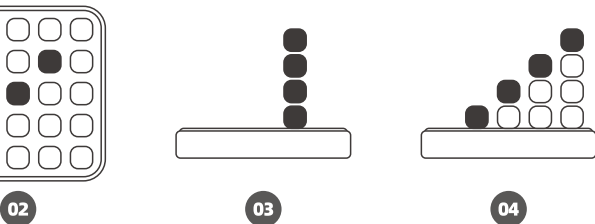
Rules

1. Click any button on the board, the button and four other buttons on its top, bottom, left, and right will all turn to the opposite status (ie: the one that was originally on will be turned off, and the one that was previously turned off will be turned on)
2. Each difficulty has unlimited levels, press the middle button for 3 seconds to return to the menu interface.

INTRODUCTION TO SMART FOUR GAME

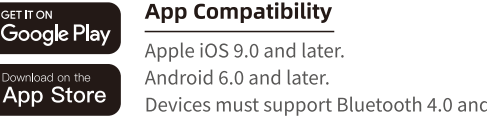
How to win the game

The first player to form a four-piece line of the same color on any horizontal line, straight line or diagonal line in the 5x5x5 three-dimensional space. Indicator lights will flash where the goal is reached.



CONNECTING TO APP

1. Scan the QR code below, or search for "SmartFour" in iOS or Android app stores and download the SmartFour app.



App Compatibility

Apple iOS 9.0 and later.
Android 6.0 and later.
Devices must support Bluetooth 4.0 and later.

2. Open the app and click the Bluetooth icon on the homepage to automatically search and connect.

Notes:

- ① Make sure the Bluetooth of your device is turned on.
- ② Make sure the board is in the menu interace and fully charged and disconnected from previous devices before connecting.
- ③ Only connect the board within the SmartFour app. Do not pair it in your device' s Bluetooth list.
- ④ According to Android 6.0 requirements, apps must have location permission in order to use fast Bluetooth scanning connection function. If you use an Android device, please make sure the location service(GPS) is enabled and authorized before connecting, otherwise the app can not find yourboard.

CHARGING THE BOARD

Please fully charge the board before your first time use.

1. Use the provided charging cable to connect the board to a qualified USB power adapter.
2. There is a breathing light in the middle button of the board and the board beeps when charge starts.

Notes:

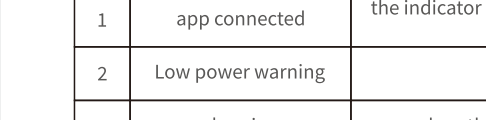
- ① The battery is fully charged when the board beeps again and the light turns into normally on status, it takes approximate 90 minutes.
- ② Charge when the board is awakened, the board only beeps with no indicator light.
- ③ If the battery is completely exhausted, there may be no sound/indicator light when charging starts. Continue to charge for some time to return to the above charging status.

MUTE SETTING

Press any button on the four corners of the board for 3 seconds to set mute on/off when theboard awakened. The indicator lights of all the buttons on the four corners will flash twice at the same time.

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NOTICES

1. Never disassemble the product in any way or it may lead to permanent damage.
2. Never abuse, throw, drop, puncture, violently kick or step on the product. This can damage the product.
3. The product is not water resistant. Do not drop the product into water. Do not leave the product out in the rain or near a source of moisture.
4. Do not place the product near a source of heat. Never store the product in environments higher than 60°C.
5. Discharge and charge the battery completely once every 3 months to keep it in good condition.
6. Do not store the product fully discharged for long periods of time, otherwise it will over discharge and lead to permanent damage.
7. Never use a damaged charger or power adapter to charge the product.
8. Keep the product away from sand and dust to protect the sensors in the center pieces.Clean only with a clean, dry cloth.
9. Read the user manual before use and keep it for future use.
10. Not suitable for children under 3 years. Small parts. Choking Hazards.

FAQ

Q1: What should I do if the app can not find my board?

- ① Make sure the Bluetooth of your device is turned on.
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Q2: What should I do if the board can not be awakened?

The board may be out of power, fully charge the board and press the middle button for 3 seconds to awaken it.

Q3:What should I do if there's no beep when I charge the board?

- ① Check whether the charging cable is fully inserted, and check whether the charging cable or power adapter is damaged, use the matching charging cable and qualified adapter to recharge the board.
- ② If the battery is completely exhausted, there may be no sound/light indication when charging starts. Keep charging for some time and the board will beep later.

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LIMITED WARRANTY

GiIKER warrants that your GiIKER hardware product ("the Product") will be free from defects in materials and workmanship for a period of one (1) year from the date of purchase ("the Warranty Period"). If a defect in the Product arises under normal and intended use within the Warranty Period, please contact the authorized GiIKER dealer in your country. The authorized GiIKER dealer in your country will, at its option and subject to applicable laws, replace or repair the Product with new or reconditioned parts. This warranty is only valid to the original retail purchaser, accompanied by a receipt or proof of purchase. GiIKER does not warrant that the operation of the Product will be uninterrupted or error-free. This Warranty does not apply to: a)Products you purchase from unauthorized dealer ; b)Defects in consumables, such as protective coatings designed to diminish over time; c)Defects caused by misuse or failure to follow the product directions, improper installation; product alteration or modification; improper or unauthorized repair; d)Defects caused by accidents, neglect, fire, water, lightning, or other acts of nature; incorrect electrical line voltage, fluctuations or surges; e) Normal wear and tear or otherwise due to the normal aging, other causes beyond GiIKER' s reasonable control.

Declaration of Conformity

GiIKER Technology Co.,Ltd. declares that this product is in compliance with the relevant requirements of Directive 2014/53/EU. This declaration of conformity is published on our website www.giiker.cn/compliance.

EUROPEAN UNION-DISPOSAL INFORMATION

The symbol above means that according to local laws and regulations your product should be disposed of separately from household waste. When this product reaches its end of life, take it to a collection point designated by local authorities. Some collection points accept products for free. The separate collection and recycling of your product at the time of disposal will help conserve natural resources and ensure that it is recycled in a manner that protects human health and the environment. Keep these instructions for future reference as they contain important information.

TECHNICAL SPECIFICAITON

- a) frequency band(s) in which the radio equipment operates:2402-2480 MHz.
- b) maximum radio-frequency power transmitted in the frequency band(s) in which the radio equipment operates:<10 dBm.

BATTERY INFORMATION

Each SMART FOUR board has a Lithium-ion battery. Attempting to remove the battery will void the warranty and may result in injury. Protect the environment by not disposing of this product with household waste. Check your local authority for recycling advice and facilities.

STATEMENT

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This content is subject to change without prior notice.

FCC Statement:

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 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 correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into and 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 your authority to operate the equipment.