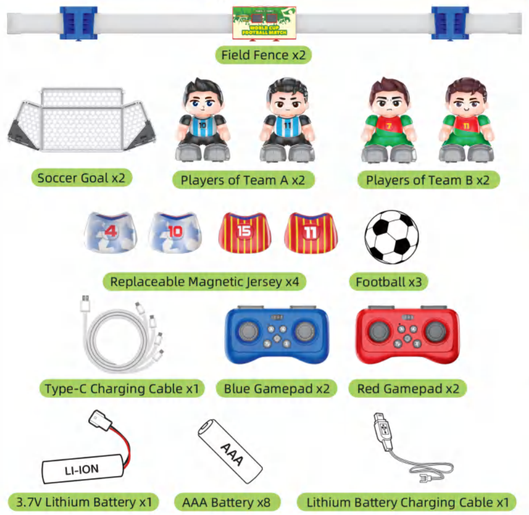
WORLD CUP FOOTBALL GAME

INSTRUCTION MANUAL

SCAN THE CODE TO WATCH THE **ASSEMBLY VIDEO**

PARTS LIST

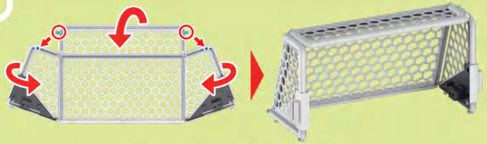


INSTALL THE SOCCER FIELD

A

Unfold the collapsible light barrier.

B

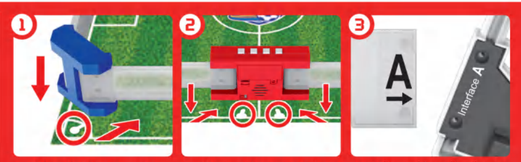


Assemble the net by aligning the parts with the mounting holes.

C

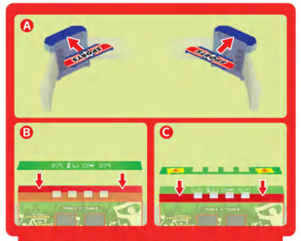
Install the barrier, main console, and goals in their designated positions on the field.

CAUTION



1. Align field corners to holes and push inward.
2. Align main console to holes and push inward.
3. Install goal by aligning to letter markings on both sides.

SCENARIO STICKER GUIDE



STICKER OVERVIEW

Match stickers to numbers.

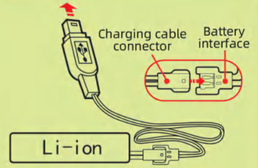
THE UPPER HALF OF THE FIELD

THE LOWER HALF OF THE FIELD

INSTALL BATTERIES

MAIN CONSOLE

Install 3.7V lithium battery.



Charge the 3.7V lithium battery using a USB cable.

INSTALL AND REPLACE

Insert 2x "AAA" size batteries.

Remove the magnetic jersey to replace it.

Charge the player using a Type-C cable.

⚠ BATTERY INSTRUCTIONS

1. The main console uses 1x 3.7V rechargeable battery;The gamepad uses 2x "AAA" size batteries.
2. The Remote Star Player has a built-in rechargeable battery and can be charged directly using the included Type-C cable.
3. Non-rechargeable battery is not to be recharged.
4. Only batteries of the same or equivalent type as recommended are to be used.
5. Batteries are to be inserted with the correct polarity.
6. Exhausted batteries are to be removed from the toy.
7. The supply terminals are not to be short-circuited.
8. Do not mix old and new batteries.
9. Do not mix alkaline, standard (carbon zinc) or rechargeable (nickel cadmium) batteries.
10. Please take out batteries when not in use.

CONNECTION INSTRUCTIONS

1

There is an indicator light on the back of the player. It stays on when the power is switched on.

LIGHT FLASHING INDICATES CHARGING NEEDED.

1

Turn on one remote and one player for automatic pairing. Connection successful when light turns off.

AVOID TURNING ON OTHER REMOTES DURING PAIRING.

IF CONNECTION FAILS, RESTART ALL UNITS ONE BY ONE.

GAMEPAD INSTRUCTIONS

GAMEPAD BUTTON

MAIN CONSOLE BUTTONS

BEFORE THE MATCH STARTS

IF NO TIME IS SELECTED, A 10-MINUTE MATCH STARTS BY DEFAULT.

MATCH IN PROGRESS

STANDBY OVER 5 MINUTES PUTS SCOREBOARD TO SLEEP; PRESS ANY KEY TO WAKE.

GAMEPLAY INSTRUCTIONS

1

Set lights for both sides with the leftmost and rightmost buttons, then set the time, and finally press the start button to begin the match.

STEP 1 Select left light color
STEP 2 Select right light color
STEP 3 Time selection
STEP 4 Start the game

2

Kicking the ball into the goal with the player counts as one point, and the player's team light will flash.

IF ACCIDENTAL GOAL, PRESS SIDE'S DEDUCTION BUTTON TO REMOVE A POINT.

3

When time runs out, the match ends. The display will switch to the final score, and all lights will illuminate in the winning side's color.

FCC STATEMENT

1. This device complies with Part 15 ofthe 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.
2. 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 wll not occur in a particular instalation. Ifthis equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment offand 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.
RF warning statement:
The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.