

120mm

85mm



GAMR

A New Era of Active Gaming

Turn screen time into play time with the world's first active gaming play pad that gets you moving.

www.getgamr.com
contact@getgamr.com
Designed by GameX Studios in the USA.
Made in China

Radio Frequency (RF) Energy

This device is designed and manufactured not to exceed the emission limits for exposure to radio frequency (RF) energy set by the Federal Communications Commission of the United States.

The exposure standard for wireless devices employing a unit of measurement is known as the Specific Absorption Rate, or SAR. The SAR limit recommended by the general public is 1.6W/kg. Averaged over one gram of tissue by IEEE Std 1528.

The FCC has granted an Equipment Authorization for this product with all reported SAR Levels evaluated as in compliance with the FCC RF exposure guidelines.

SAR compliance for body-worn operation is based on a separation distance of 0 mm between the unit and the human body. Carry this device at least 0 mm away from your body to ensure RF exposure level compliant .

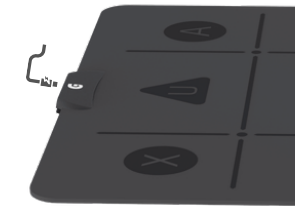
FCC Regulations

● 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 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 manufacturer could void the user's authority to operate the equipment.



Charging Your Play Pad

- Plug the USB-C cable into the port on the front of the play pad.
- Full charge takes ~2 hours.
- When fully charged, the four battery indicator LEDs at the front of the play pad will turn green.
- Battery lasts up to 10 hours of active play.

Connecting to Your Devices

Bluetooth Connection (Wireless)

1. Turn ON the GAMR Play Pad.
2. Enable Bluetooth on your device. (phone, tablet, TV, or computer)
3. Select "GAMR-<mac address>" from the Bluetooth list.
4. Once connected, start your game and play.

Wired Connection (Zero Latency Mode)

1. Connect the GAMR Play Pad to your laptop using the USB cable.
2. The device will automatically be recognized as a game controller.
3. Launch your game. (e.g., DDR-style games)
4. Start playing with zero latency.



How to Play

1. Open a supported game on your device.
2. The play pad acts like a **controller**.
3. Step, jump, or move to play the game.
4. You can customize controls in the GAMR Universe App.

GAMR Universe App

Download the GAMR Universe app from the App Store or the Play Store. Use the app to:

- Browse and play GAMR originals.
- Customize your play pad controls.
- Track movement, steps & activity.

 Google Play

 App Store

Care Instructions



- Use on flat, clean surfaces only.
- Clean with a damp cloth. Don't submerge in water.
- Store flat or rolled. Avoid sharp folds or creases.

Safety



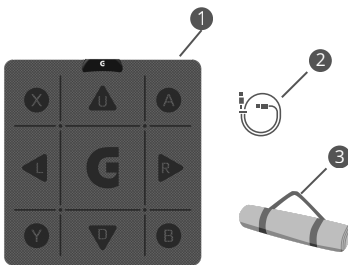
- Indoor use only.
- Use with bare feet or soft-soled shoes.
- Stop playing if you feel dizzy or unwell.

Trouble Shooting

- **Not pairing:** Turn off Bluetooth on your device, then turn it back on, and click "GAMR-<mac address>" in the available devices. If it still doesn't connect, click "Forget the device," then reconnect to the GAMR Play Pad.
- **Not powered:** Recharge the play pad with the provided USB cable. Check cable connection.
- **Unable to play a game:** Play a compatible game listed in GAMR Universe App. If you are playing a third-party game, make sure it is controller-supported.

What's in the Box?

- 1 1x GAMR Active Gaming Play Pad
- 2 1x USB-C Charging Cable
- 3 Carry Strap



Model No.	Description	Size
GMR012026	Active Gaming Play Pad	Play area - 36 x 36 inches Thickness - 8mm