Oregon SCIENTIFIC

Xplore

SMARTGLOBE™ INFINITY

Item No.: SG328

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Oregon SCIENTIFIC

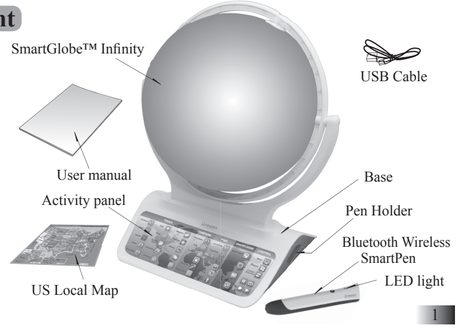
Dear customer,

Thank you for purchasing **SmartGlobe™ Infinity** by Oregon Scientific.
We hope that this product will help you and your family to learn more about the world we live in, and to develop an interest in geography, history, and in cultures around the world. As a truly international company, all of us at Oregon Scientific take a personal interest in designing products that help both children and adults understand more about our global neighbors. It is our goal that you will learn something new and inspiring that might change your perspective of the world. The **SmartGlobe™ Infinity** can be updated by connecting the **SmartGlobe™ Infinity** to our service via the internet with the USB cable provided.
As such, we hope that every day will bring a new adventure to your world using **SmartGlobe™ Infinity**.

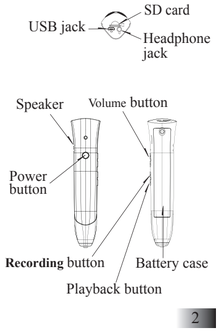
About Your SmartGlobe™ Infinity Kit

Your **SmartGlobe™ Infinity** is supplied with the following parts; please contact Oregon Scientific if any parts are missing.

Front



Back



Getting Started

Your SmartPen is powered by two AAA batteries. To open the battery compartment, remove the screw at the back of the SmartPen using a small coin or a screwdriver (fig.1), then disengage the cover to get access to the batteries (fig. 2). Insert the batteries inside the SmartPen, respecting the polarities indicated inside the battery compartment (fig. 3). Place back the cover of the battery compartment, then re-install the screw in order to secure the batteries inside the pen. Once installed the batteries, please remove the small plastic tag located near the reset button. This tag is used for the sole purpose of in-store demo.

Press and Hold the ⏻ button for a few seconds (between 5 and 10 seconds) until you hear the welcome audio message.

SmartPen

Auto off
The SmartPen will automatically shut off after a few minutes if it is not being used.

Low battery indicator
A flashing red LED light indicates that the SmartPen is running out of batteries.
NOTE: The clock in SmartPen will be inaccurate when out of batteries for over 2 minutes.

SD Card
To add more memory to your SmartPen, you can replace the provided SD card with any SD of higher capacity, up to 32GB.
NOTE: if you replace the SD card, you'll need to update the SmartPen again to make sure that all your appropriate content will be available on the SmartPen.

Caution
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Remove batteries from the unit if the unit is not going to be used for a long time.
- Rechargeable batteries are to be removed from the product before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.

- Remove all batteries when replacing.
- Do not dispose of batteries in fire.
- Non-rechargeable batteries are not to be recharged.
- In an environment prone to static discharge, the unit may malfunction. To reset, remove batteries for at least 10 seconds before connecting the power supply again.

Hardware requirements
- Windows XP/Vista/7/8
- 1 GHz or above 32-bit (x86) processor
- 512 MB RAM or above
- Also compatible with Mac (Mac OS 10.5 or above)
- USB port
- Internet Access
- 256 MB of available hard disk space

Key functions
- **Players**
  Touch this icon to select up to four players in the "Find" activities.
- **Pause**
  Touch this icon if you would like to pause the game. Touch it again to resume your game.
- **Repeat**
  Touch this icon to repeat a question or instruction prompt.
- **Demo**
  Touch this icon to listen to a demonstration of some of the exciting features and games on your SmartGlobe™ Infinity.
- **Content Selection**
  If you purchase one of the Theme Globes available (sold separately) and download on your SmartPen its dedicated content, you can touch this icon with your pen to select which content you want to play with on your SmartPen.
- **Local Map**
  A local map is included inside the box. To explore different topics of local places, touch any activity on the panel and then touch any local place.
- **Voice Recording**
  You can record your own content on your SmartGlobe™ Infinity, using the voice recorder on the SmartPen.
- **Recording**
  1. Touch the Record Icon on the panel or press the Record button on the SmartPen to activate the record mode.
  2. Touch a recording area on the Globe (one beep is played).

3. Press the Record button on the SmartPen to start the recording (2 beeps are played).
4. Start recording your voice.
5. Press the Record button again on the SmartPen to stop the recording.

NOTE: The maximum duration for each recording is 10 minutes. After 10 min, the recorded file will automatically be saved then the SmartPen will be back to normal mode. The LED on the SmartPen will flash during the last five seconds before the 10 minutes limitation.

- **Voice Playback**
  1. Touch the Play Icon on the game panel or press the play button on the SmartPen.
  2. Touch an area with recorded content to listen to the recorded voice.

At any time, you can touch any other Icon on the Game Panel to exit the recording mode.

Activities

Touch
To learn about a country, use the tip of the SmartPen to touch one of the 'Touch' categories on the activity panel (located on the base), and then use the SmartPen to point to a place on the globe. To learn more about a particular country, use the SmartPen to touch a different category on the activity panel, and touch the country again.

Touch		
Continent	Time	Weather
Name	Area	Features
Capital	Highest Point	History
Leader	Geography	Language
Population	Currency	National Anthem

Compare
To compare information between two places, such as distances, flying times, and exchange rates, choose a category under 'Compare,' and then touch two countries on the globe one after the other. The SmartPen will even let you compare places on the U.S. map with places on the main Globe.
NOTE: The time function will only be accurate once you have registered and updated the SmartPen; see pages 7 and 8 for instructions. Also, the exchange rates will be based on those automatically updated at the time of your last download.

Compare
Population
Area
Currency
Time
Distance
Flying Time

Find
To play a search game, touch one of the 'Find' categories with your SmartPen. The SmartGlobe™ Infinity will tell you to find certain places on the map, and you must answer the questions as quickly as you can. Each activity (except "Continents" and "Local Places") has 3 different levels, and for each level the player must answer the required number of questions correctly. Players need to answer the questions within the time limit; the time limit varies depending on the age group the player has selected. The 'Ultimate Challenge' game is a combination of questions from all the other categories.
NOTE: Use the local map to answer the questions about local places.

Find
Continents
Countries
Capitals
Cities
Local Places
Ultimate Challenge

This table shows the time limit.

Continents	60 seconds
Countries	90 seconds
Capitals	90 seconds
Cities	90 seconds
Local Places	90 seconds
Ultimate Challenge	90 seconds

This table shows the number of correct answers required from the player to advance to a higher level.

Level 1	2 questions
Level 2	2 questions
Level 3	3 questions

Knowledge
For up-to-date World News, Amazing Facts and Earth Facts, touch an icon with the SmartPen under the 'Knowledge' column.

Earth Facts
Each time you select the Earth Facts icon, you will hear facts about the Earth.

Amazing Facts
To explore amazing facts in our world, use the tip of the SmartPen to touch Amazing Facts on the activity panel (located on the base), and then use the SmartPen to point to a place on the globe.

World News
Each time you select the World News icon, you will hear up-to-date World News. Updates are available; see "Register and update your SmartGlobe™ Infinity" on the page 7, 8 and 9 for details.

i-GAME
An iOS and Android App is available for download for your SmartGlobe™ Infinity, providing extra fun and informative activities. The App is available in both Apple App Store℠ and Google Play.
1) To play with the App, switch to i-Game mode by touching the i-Game icon with your SmartPen.
2) Pair your SmartPen with your Bluetooth enabled device.
3) Launch the SmartGlobe™ App to start playing.
4) To see a list of compatible devices for this App, please refer to the description page of the App in the Apple App Store or Google Play store.

Sound Options

Your SmartGlobe™ Infinity can be used in two different sound modes:

Built-in speaker
With the built-in speaker of the SmartPen.

Headphones
With headphones connected to the SmartPen.

Volume Control
Press ▭ and ✚ to adjust sound volume.
NOTE: Purchasing multiple SmartPens allows multiple users to learn with one SmartGlobe™ Infinity at one time; we recommend using headphones in this case.

Register Your SmartGlobe™ Infinity

Your new SmartGlobe™ Infinity is not only ready to be used right out of the box, but can also be customized and can receive new educational content updated by Oregon Scientific editors.

NOTE: It is recommended that you register your SmartGlobe™ Infinity in order to download the latest information for your Globe.

SmartGlobe™ Infinity Download Services
Upon registration, SmartGlobe™ Infinty users are allowed to use Internet content download services free for two years from the time they're first registered. Two years of free service is contingent update SmartPen registration within 24 months of purchase.

Access code
SmartPen has a personal access code (located on this page) that will allow you to use our Internet services. This access code is important for registering and renewing your subscription. Please keep the access code in a safe place.

SmartGlobe™ Infinity PC Software
Before connecting the SmartPen to your PC or Mac OS 10.5 or above, please connect your PC or Mac to the Internet and install the SmartGlobe™ PC Software.
1) Download it at: http://smartglobe.oregonscientific.com/infinity2015/
2) Follow the instructions to install the program.
3) After the installation process, connect the SmartPen to your computer using the USB cable provided.

Register your SmartPen
1) After connecting your SmartPen to the PC or Mac via the USB cable, start the software and a web page will open up; please fill in the information and enter the access code (located on this page).
2) You can now download the latest information from our server. Follow the on-screen instructions on the PC or Mac control panel to update your SmartPen.

Warning: Do not unplug the SmartPen while downloading the data otherwise it may damage it. Restart your PC or Mac or reinstall the PC Software if you encounter download failure several times.
1) Connect SmartPen to your PC or Mac using USB cable provided.
2) Launch SmartGlobe™ Infinity Software, wait a moment. It will check and show if there is newer version available.
3) Select an age group and a language.
4) Press download button to download the latest version from server.

5) Unplug SmartPen when it shows "Download Completed".
6) If you own one of our Theme Globes (sold separately), you can also use the software to select which SmartGlobe™ content should play by default on the SmartPen, as well as the default language.

NOTE: A pop up message may appear when you plug your SmartPen to a Mac. Please ignore this message (don't click on it until you have finalized the registration) and proceed with the registration.

** As a result of our efforts to continually improve our products, the actual screen displays from the product may differ slightly from the diagrams shown.*

How to Renew Your Internet Subscription

You will be reminded to renew your subscription 30 days before it expires.
Press the 'Renew now' button and you will be directed to a website through which you can renew your subscription.

Cleaning and Maintenance
Your SmartPen and all cables should be checked regularly for damage to avoid the danger of an electric shock.
Do not use them if they are damaged.

Always remove the batteries and disconnect the power supply before cleaning. Do not attempt to dismantle any part of the product, and only use a soft, dry cloth for cleaning.

Do not get SmartGlobe™ Infinity or any of its parts wet, and be sure that your hands and the tip of the SmartPen are clean before touching the globe surface; otherwise, the SmartPen may fail to read information from the Globe.

Contact Information
As this product is updateable, prompts, instructions and game functions may change as we continue to improve SmartGlobe™ Infinity and its user interface. We would be happy to receive your comments and suggestions, and appreciate your feedback. Feel free to contact us at smartglobe.us@oregonscientific.com.

NOTE: All SmartGlobe™ Infinity data is for reference only, and is not intended to be used as a source for academic or professional research.

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Service: http://us.oregonscientific.com/service
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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.

Warning: Changes or modifications to this unit 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.
- RF Exposure
  FCC 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.

DISPOSAL
Do not dispose this product as unsorted municipal waste.
Collection of such waste separately for special treatment is necessary.

WARNING: CHOKING HAZARD - Small parts. Not for children under 3 years.

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Android™ and GooglePlay™ are trademarks of Google Inc.

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