Dear Parents/Guardians,

Thank you for purchasing SmartGlobe™ Adventure AR 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 the interest in geography, history, and cultures around the world. This device has built in Augmented Reality technology, providing you with a real world view with our dedicated Smart Globe App. 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 neighbours. It is our goal that you will learn something new and inspiring that might change your perspective of the world. As such, we hope that every day will bring a new adventure to your world using SmartGlobe™ Adventure AR.

About Your SmartGlobe™ Adventure AR Kit

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

Function keys on activity panel
- **PAUSE**
  Touch this icon if you would like to pause the game. Touch it again to resume your game.
- **VOLUME +**
  To raise the volume, touch [+].
- **VOLUME -**
  To lower the volume, touch [-].
- **REPEAT**
  Touch this icon to repeat a question or instruction prompt.

Activities

Touch
To learn about a country, use the tip of the SmartPen to touch any activity of the “Touch” categories on the front 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 activity on the activity panel, and touch the country again.

<table>
<thead>
<tr>
<th>Continent</th>
<th>Name</th>
<th>Capital</th>
<th>Population</th>
<th>Area</th>
<th>Currency</th>
<th>History</th>
<th>Features</th>
<th>Geography</th>
<th>Language</th>
<th>Highest Point</th>
<th>National Anthem</th>
<th>Amazing Facts</th>
</tr>
</thead>
</table>

Getting Started

Your SmartGlobe™ Adventure AR uses three AA size batteries. To open the battery cover, remove the screw under the base with a coin and then pull it open as shown. Install the batteries and then replace the cover back.

Caution
- Different types of batteries or new and used batteries are not to be mixed.
- Only use batteries of the same or equivalent type.
- 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.
- Remove all batteries when replacing.
- Do not dispose of batteries in fire.
- Non-rechargeable batteries are not to be recharged.
- 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.
- 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.
- Warning! Not suitable for children under 3 years. Small parts. Choking hazard.

Turn on
Press and hold the button until the light on.

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

To compare information between two places, use the tip of the SmartPen to touch an activity of the "Compare" category on the lower right activity panel and then touch two countries on the globe one after the other.

<table>
<thead>
<tr>
<th><strong>Area</strong></th>
<th><strong>Population</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Countries</strong></td>
<td>120 seconds</td>
</tr>
<tr>
<td><strong>Capitals</strong></td>
<td>120 seconds</td>
</tr>
<tr>
<td><strong>Ultimate Challenge</strong></td>
<td>120 seconds</td>
</tr>
</tbody>
</table>

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

To play a find game, use the tip of the SmartPen to touch an activity of the "Find" category on the lower left activity panel. The SmartGlobe™ Adventure AR will tell you to find certain places on the globe, and you must answer the questions as quickly as you can. Each activity 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 "Ultimate Challenge" game is a combination of questions from all the other categories.

**Find**

<table>
<thead>
<tr>
<th><strong>Continent</strong></th>
<th><strong>Capital</strong></th>
<th><strong>Country</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Level 1</strong></td>
<td>1 question</td>
<td></td>
</tr>
<tr>
<td><strong>Level 2</strong></td>
<td>2 questions</td>
<td></td>
</tr>
<tr>
<td><strong>Level 3</strong></td>
<td>3 questions</td>
<td></td>
</tr>
</tbody>
</table>

This table shows the time limit of each game.

**Local Map**

A local map is located on the base of the unit. To start the activity, touch activity icons on the activity panel and then touch any places on the local map.

**Note:** Local map works with UK language only, all French activities are invalid.

**French Activities**

There are six activities in French. Use the tip of the SmartPen to touch these activities on the activity panel located on the base, then use the SmartPen to point to a place on the globe.

**Note:** French activities work with the Globe only, it doesn’t support the local map.

**Augmented Reality App**

To activate the Augmented Reality function, download and install the App on your Smart Phone or Tablet PC. This App supports both Apple iOS and Google Play Android system.

**System Requirements**

<table>
<thead>
<tr>
<th><strong>Min. Configuration</strong></th>
<th><strong>Recommended Configuration</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>iOS 8.0+</td>
<td>iOS 9.0+</td>
</tr>
<tr>
<td>1GB RAM 1GB Storage</td>
<td>2GB RAM 1GB Storage</td>
</tr>
<tr>
<td>iPad 4, iPhone 5s</td>
<td>iPhone 6, iPad Air 2 and above</td>
</tr>
<tr>
<td>4.5+ OpenGL ES2.0</td>
<td>5.0+ OpenGL ES2.0</td>
</tr>
<tr>
<td>1.0 GB RAM 1.0 GB Storage</td>
<td>2GB RAM 1GB Storage</td>
</tr>
</tbody>
</table>

**Cleaning and Maintenance**

Your SmartGlobe™ Adventure AR 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 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™ Adventure AR 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**

Prompts, instructions and game functions may change as we continue to improve SmartGlobe™ Adventure AR and its user interface. We would be happy to receive your comments and suggestions, and appreciate your feedback. Feel free to contact us via Website: www.oregonscientific.co.uk.

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

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**Oregon Scientific (U.K.) Limited**

One St Peter’s Road
Maidenhead
Berkers SL6 7QU, UK
Hotline number: 0330 333 8708
Email: uk@oregonscientific.com
Website: www.oregonscientific.co.uk