

USER MANUAL
INTERACTIVE
PLAYSYSTEM
SMART EDITION





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1. INTRODUCTION



1.1 INTENDED USE

The Interactive Playsystem is intended exclusively for playing the games described in these instructions. The spots may only be (touched) by hand or with an appropriate projectile and may only be placed in play equipment fitted for this purpose. The spots are not suitable for standing or jumping on.

1.2 ABOUT THIS MANUAL


This document is the user manual for the Interactive Playsystem Smart and contains all the information for its correct and safe use.


The manual contains warnings indicating dangerous situations and important tips. These warnings and tips are shown as follows:

	Warning
	Information/Tip

1.3 WARRANTY & CUSTOMER SERVICE

A warranty period of 12 months applies to this product.

 **Warning** - The manufacturer is not liable for cases of material damage or personal injury caused by improper use or non-compliance with the safety instructions. In such cases, the warranty is void.

 **Warning** - It is not permitted to open the product or have it opened or repaired. This will void the warranty. Have maintenance carried out by the manufacturer.

For further information regarding the warranty conditions of this product and the contents of this document, please contact:

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7942 DD, Meppel
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contact@jb-inflatables.com










2. SAFETY

This chapter describes the safety rules that users must follow while using, charging, maintaining and disposing of the Interactive Playsystem.







2.1 USE

Warning:




-  **Avoid exposing the scoreboard to direct sunlight.**
-  The presence of nearby Wi-Fi networks can negatively affect the performance of the game system.
-  The game system must be used only for the purpose for which it was originally designed.
-  Use under the direct supervision of an adult.
-  Both the score panel and spots contain sensitive components, including the Li-ion batteries. Avoid exposing the game system to very hot or very cold temperatures. Hot and cold temperatures can temporarily alter battery life or cause the gaming system to temporarily stop functioning properly.
-  Make sure the score panel and spots do not come into contact with water or any other liquid. In the unlikely event of this happening, switch off the system and then immediately unplug the power adapter while charging. Have the game system checked by the manufacturer.
-  Do not use the panel after it has been dropped or otherwise damaged. Have it checked by the manufacturer and repaired if necessary.

2.2 BATTERY & CHARGING

Warning:



-  **Only charge the game system with the adapter provided. An adapter with a voltage higher than 5.0V will damage the system beyond repair.**
-  A damaged charging cable may cause electric shock, overheating or fire. You should never heat up, damage, modify or bend the power cord too tightly.
-  A damaged or leaking battery can cause fire, explosions or personal injury(s). Never disassemble, crush or puncture the battery pack. Keep the battery pack away from high temperatures, water, dust and dirt.
-  Only connect the adapter to a socket with the voltage and frequency indicated on the nameplate.
-  If the battery leaks and the liquid comes into contact with your skin or clothes, immediately rinse off the leaked liquid with clean water.
-  Before charging, check the panel, spotlights, cable and adapter for damage. If there is visible damage, strong smell or excessive heating of any component, unplug the adapter.



-  Regularly check the adapter and charging cable for any damage. If the adapter or cable is damaged, contact the manufacturer.
-  Do not touch the adapter with wet or damp hands.
-  Make sure no one can accidentally unplug the charging cable or trip over it.

2.3 MAINTENANCE

Warning:

-  Before carrying out any cleaning work, switch off the equipment and unplug it.
-  Clean the outside of the scoreboard and spotlights with a soft cloth. If necessary, dampen the cloth lightly with water and a neutral cleaning agent.

2.4 DISPOSAL




The symbol on the equipment, accessories or packaging indicates that this product should not be treated as household waste. Dispose of the device via the collection point for the recycling of waste electrical and electronic equipment.

Dispose of the battery in accordance with local, state and federal laws and regulations.



2.5 TRANSPORT AND STORAGE

Warning:

-  Only transport all parts with the case.
-  Only store all parts in the case.
-  For longer periods of time, always store the Interactive Playsystem fully charged.

3. DESCRIPTION

3.1 INTERACTIVE PLAYSYSTEM SMART



Figure 1 The Interactive Playsystem Smart

The Interactive Playsystem Smart (Figure 1) is a rechargeable electronic game system that requires one or more players to (touch) sensors by hand or with a projectile. These so-called 'spots' are wirelessly connected to the scoring panel that displays the score and other information. This scoring panel also contains an electronic screen to select and set the desired game.

JB-Inflatables B.V. supplies various play objects in which the spots of the Interactive Playsystem Smart can be placed. The full range of these accessories can be found at www.jb-inflatables.com

3.2 TOUCH (IPS) AND HIT

This Interactive Playsystem is the latest version of this product line. It allows HIT mode to be played in addition to the traditional IPS TOUCH mode. The system automatically detects which type of IPS spots are connected. This can be found on the IPS score panel in the general settings under spots settings. Several games are available in both modes. These games are explained in more detail later in this manual.

- **TOUCH.** In this mode, the games focus on touching the spots with the hand.
- **HIT.** In this new mode, the games focus on using projectiles to hit spots. Think balls or toy guns.

3.3 PARTS



Figure 2 All the components of the Interactive Playsystem

The Interactive Playsystem consists of the following components:

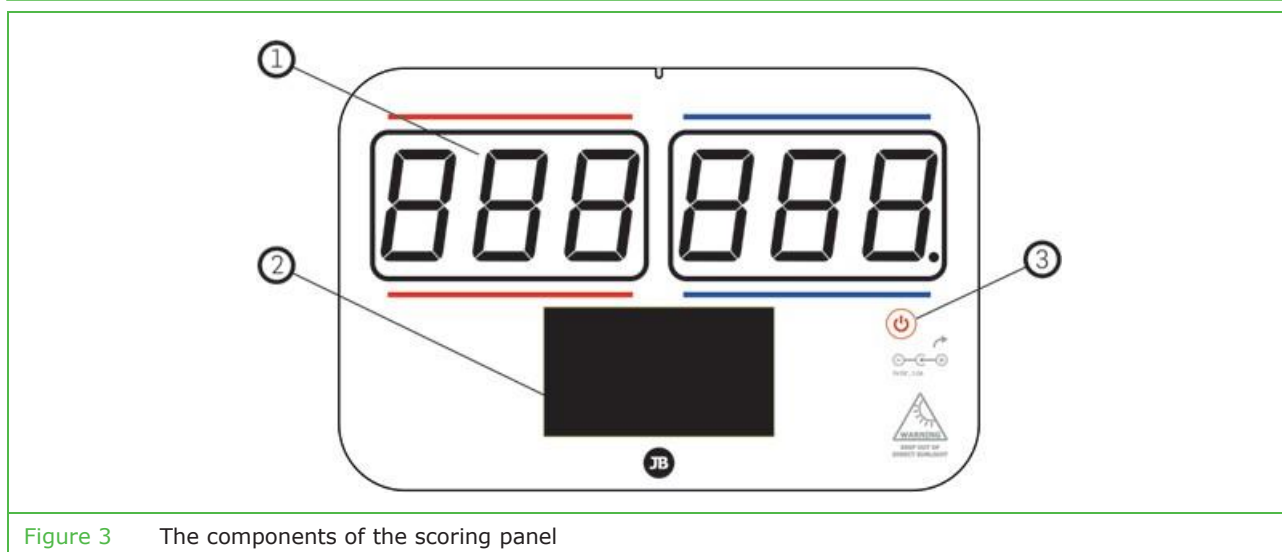
1. Case with score panel
2. Spots: 10 pieces (expandable to up to 20 units)
3. Charging cable
4. Adapter + 3 type of plugs

The following document is supplied with this:

1. User guide

Upon receipt, always check that all parts are present and undamaged before starting work with the gaming system. Contact the manufacturer if this is not the case.

3.4 SCORE PANEL



The scoring panel consists of the following parts, see figure above:

1. Display showing the score.
2. Touchscreen used to control the score panel and display other information.
3. Power button.

3.5 SPOTS

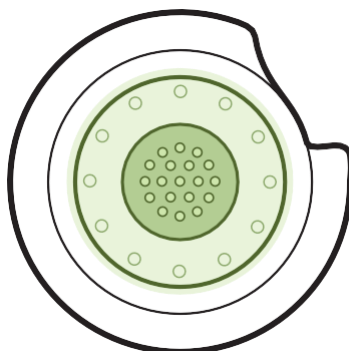


Figure 4 The green marked part of the spot is sensitive to touch

The spotlights contain both a touch sensor and a motion sensor and can therefore be used in two ways. The touch sensor is activated by placing a hand on the spotlight (figure 4). The motion sensor is activated when the spotlight is touched.

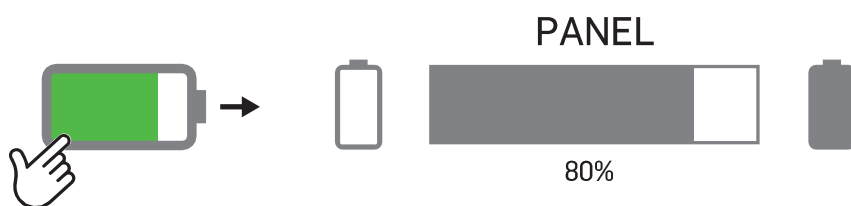
3.6 SPECIFICATIONS

Case dimensions	460 x 380 x 210 mm
Spot dimensions	173 x 42 mm
Battery type score panel	Li-ion
Battery life panel	16 hours of active playing
Battery type spots	Li-ion
Battery life spots	16 hours of active playing
Connection of spots	WiFi 2.4 GHz

4. CHARGING

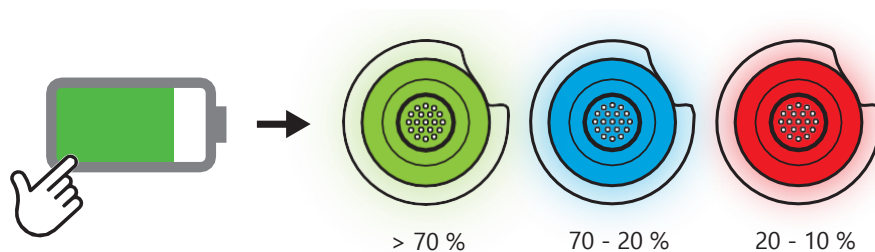
4.1 CHECKING THE BATTERY LEVEL

1. Press the battery icon which is displayed at the top right of the screen. A new screen opens; here you can read the battery percentage of the score panel.



i It may happen that the panel has too low a battery level to be switched on. In this case, charge the panel fully first (at least 24 hours).

2. Press the battery icon which is displayed at the top right of the screen. A new screen opens, the lights will light up. Each spot lights up in the colour indicating its battery level:





5. GAMES

The games that can be played depends on two settings: game mode and team mode. The game mode - IPS or HIT - determines the colour of the spots and what kind of games can be played. The team mode - 1P, 2P or 2P2P - determines the number of teams to play with and which spots they use.

5.1 TEAM MODE

- 1P – One player or team
- 2P – Two players or teams. Both use all spots.
- 2P2P – Two players or teams. Each has its own set of spots.

5.2 PLAY MODE

In IPS game mode, there are games available which are designed for general use, where the spots are touched by hand. The spots light up red or green during play.

In **HIT** game mode, there are games available which are designed to use projectiles to hit the spots. Think balls or toy guns. The spots light up red or blue during play. The sensitivity of the IPS spots can be set in the general settings under spots settings.







The spot detection method can be adjusted to match the way the user wants to play a game. For this, see chapter 6.4 - Selecting sensor mode.

5.3 PLAY OPTIONS








For each game mode, the tables below show in which team mode each game can be played. The following sections describe and explain each game.



5.3.1 Games

Button	Name	Team mode		
		1P	2P	2P2P
	Light Hunter	x	x	x
	Steal the Light		x	x
	Back to Base	x	x	x
	Hit Counter	x	x	x
	Last Man Standing			
	Themes			

5.3.2 Educational





Button	Name	Team mode		
		1P	2P	2P2P
	Player vs. Computer Memory	x	x	
	Player vs. Player Memory	x	x	
	Fun Math	x	x	
	Word Game	x	x	
	Word Hunt	x	x	
	Sound Memory Kids	x	x	x
	Quiz			



5.3.3 Sports

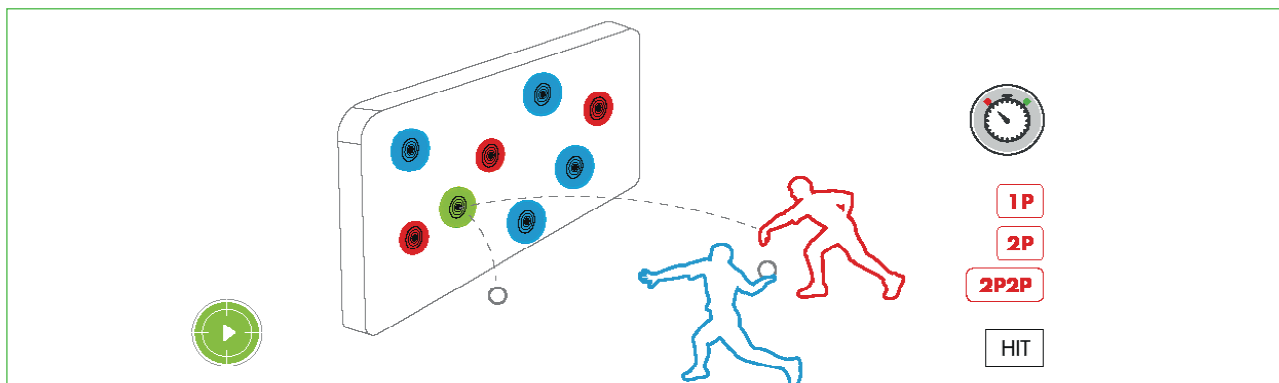
Button	Name	Team mode		
		1P	2P	2P2P
	Timer			
	Back to Base Training	x	x	x
	Goal Shooting	x	x	x
	Precision	x	x	x
	Dartgame	x	x	

5.3.4 Fitness

Button	Name	Team mode		
		1P	2P	2P2P
	Speed			
	Reaction & Response		x	x
	Endurance	x	x	x
	Muscles (Full Body Workout)	x	x	x
	Agility (Catch Me If You Can)		x	x

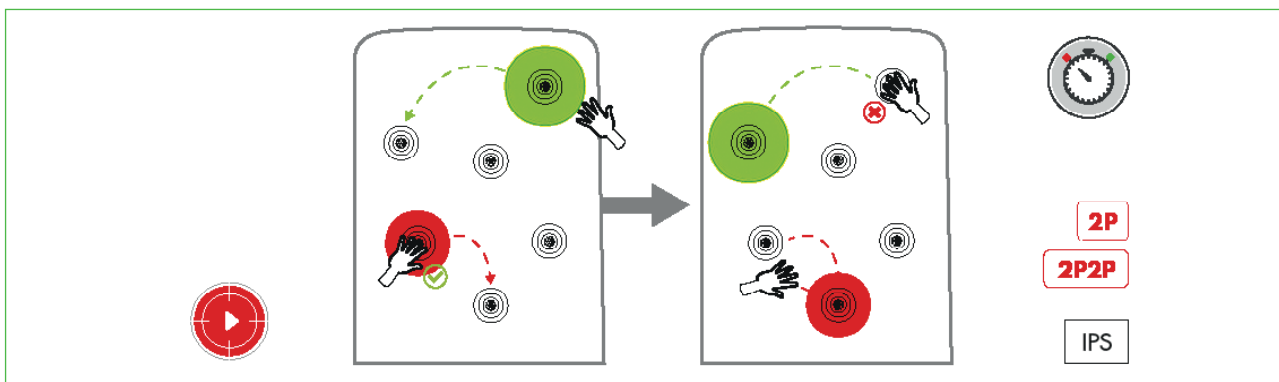
5.4 GAME INSTRUCTION - GAMES

LIGHT HUNTER



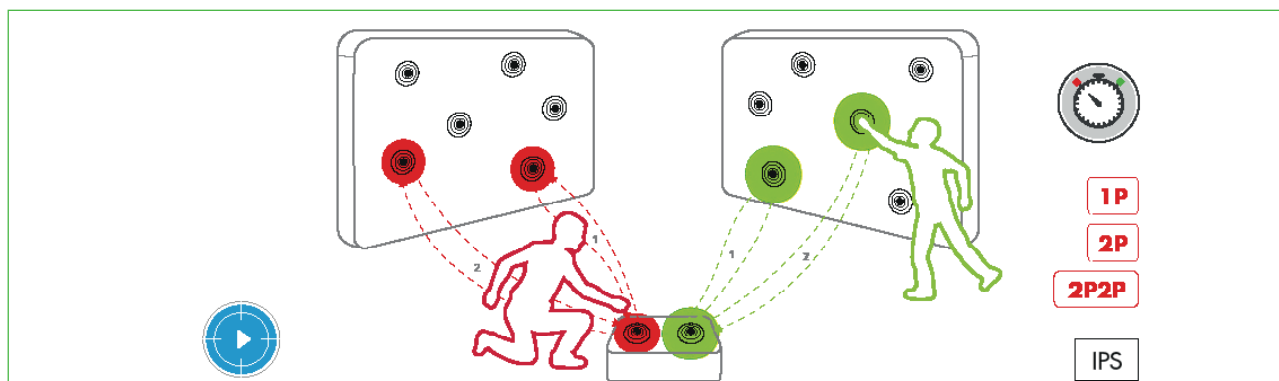
The system counts down, and any two spotlights light up in two different colours. Now touch the spot of your colour as quickly as possible when it appears. When the time is up, the game ends. You have won if you have touched the most spots of your colour.

STEAL THE LIGHT



The system counts down, and any two spotlights light up in different colours. Now touch the spot of your colour as quickly as possible when it appears. When the time is up, the game ends. You have won if you have touched the most spots of your colour.

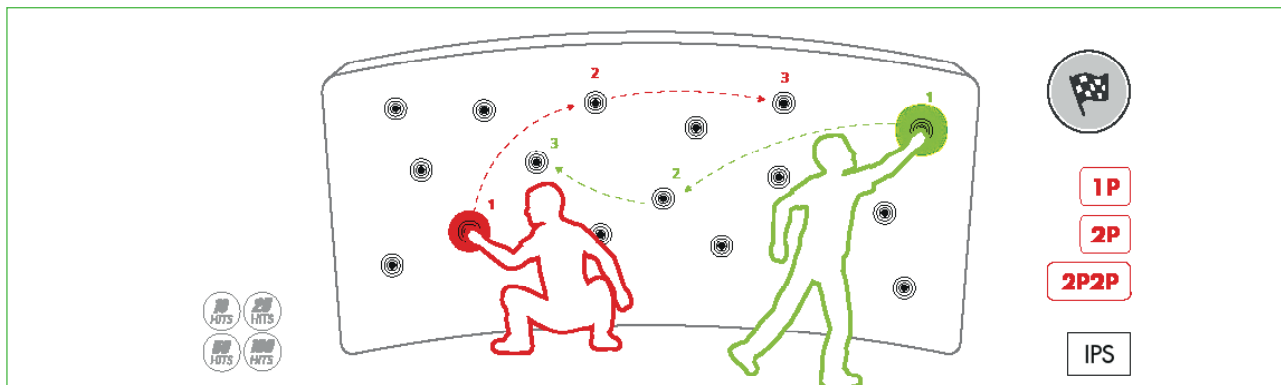
BACK TO BASE



Choose one of the two base spots. The system counts down, and the base spots light up in different colours. So first, touch your base spot and then the spot that lights up in your colour. The game ends when the time is up. The winner is the one who has touched their base spot the most times.

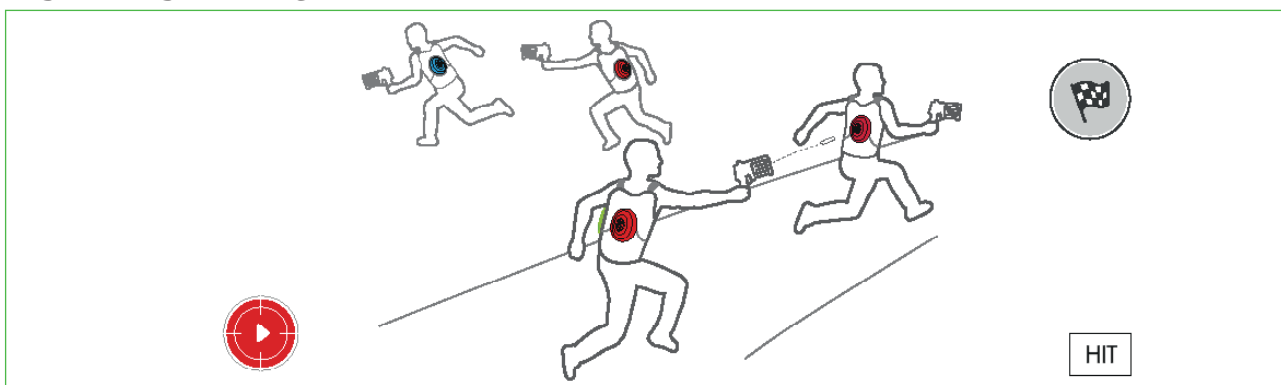


HIT COUNTER



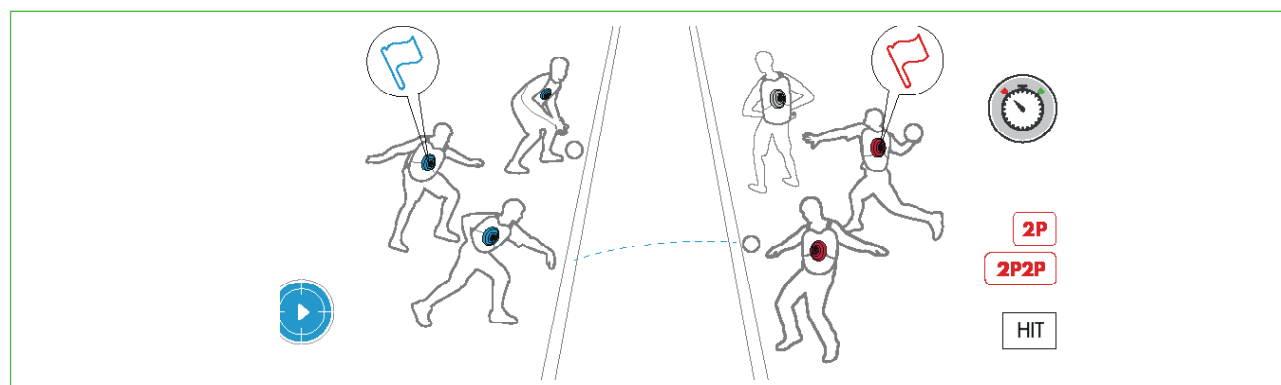
First, choose the number of spots each team has to touch. The system counts down, and any two spotlights light up in two different colours. Now touch the spot of your colour as quickly as possible. You win when you are the first to touch the number of chosen spots. When the time is up, and no one has touched the number of predetermined spots, the player with the most points wins.

LAST MAN STANDING



Choose a spot and attach it to your vest. The system counts down, and all spots light up in a random colour. Touch the other players' spots to take them out, but don't get hit yourself. You win if you are the last remaining player. When the time runs out and several players are still left, the game ends, and the remaining players win.

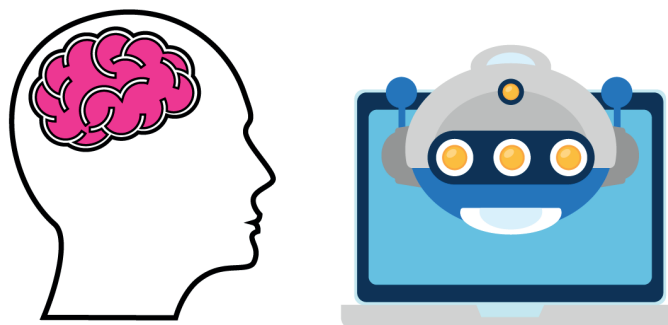
CAPTURE THE FLAG



The system counts down, and any two spotlights light up in different colours. Now touch the spot of your colour as quickly as possible when it appears. When the time is up, the game ends. You have won if you have touched the most spots of your colour.

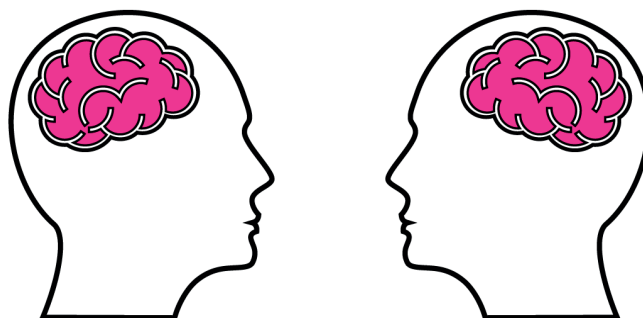
5.5 GAME INSTRUCTION - EDUCATION

PLAYER VS. COMPUTER MEMORY



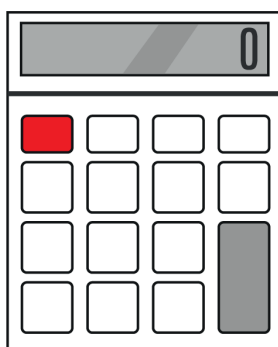
This is a variation of the well-known game 'Simon Says'. You play the game on the computer. First, the computer invents a pattern by burning different spots in a specific order. Then, you must try to repeat this pattern by touching the spots in the same order.

PLAYER VS. PLAYER MEMORY



This is a variation of the well-known game 'Simon Says'. You play the game with two people. First, one person makes up a pattern by touching several spots in a specific order and making them burn. Then, the other person must try to repeat this pattern by touching the spots in the same order.

FUN MATH



This game aims to solve sums. To do this, select the different digits. You do this by touching the spots that belong to the different numbers.



WORD GAME

The word game interface shows a word with two visible letters, 'J' and 'N', and five dots in between. Below the word is a grid of letters from A to Z, each in a different colored box. The letters are arranged in three rows: Row 1: A, B, C, D, E, F, G, H, I, J, K, L; Row 2: M, N, O, P, Q, R, S, T, U, V, W, X; Row 3: Y, Z.

This game is an interactive version of the well-known game 'Hangman'. First, try to guess the word by selecting different letters. You do this by touching the spots that belong to the different letters.

WORD HUNT

The word hunt interface shows a large empty rectangular space for selecting letters to form words.

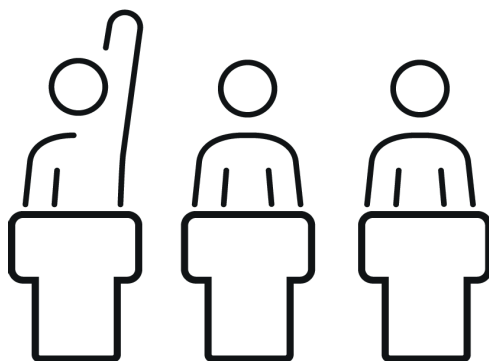
Make words by selecting different letters. You do this by touching the spots that belong to the different letters.

SOUND MEMORY KIDS

The sound memory kids interface shows a large empty rectangular space for selecting letters to form pairs.

The system counts down, and the game begins. All spots light up in the same colour. Touch two spots and listen to the sound they make. When both spots make the same sound, you have found a pair, and it is your turn again. Otherwise, the turn passes to the next player. The game ends when all pairs have been found. The winner is the one who found the most pairs.

QUIZ



Play an interactive quiz! Whoever knows the answer first presses a spot, which makes it light up. No count is kept.

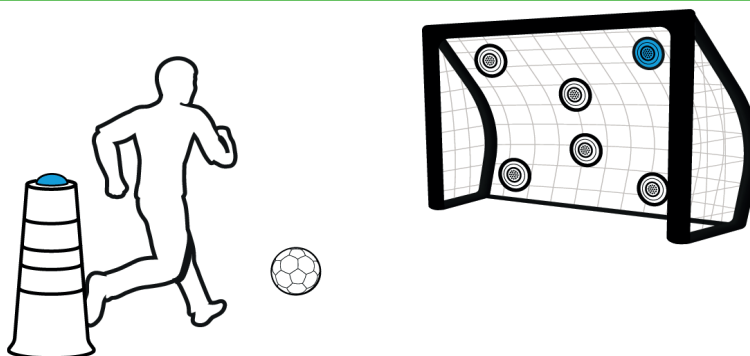
5.6 GAME INSTRUCTION - SPORTS

TIMER



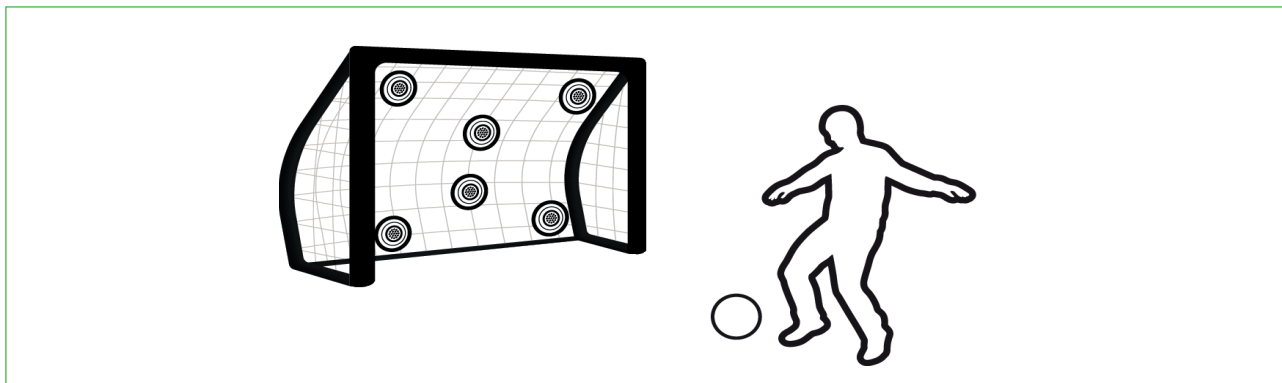
After starting the game, first, select the spots for each player. The system counts down, and all spots light up in different colours. Turn off all your own spots as quickly as possible by touching them. Whoever has touched their own spots first is the winner.

BACK TO BASE TRAINING



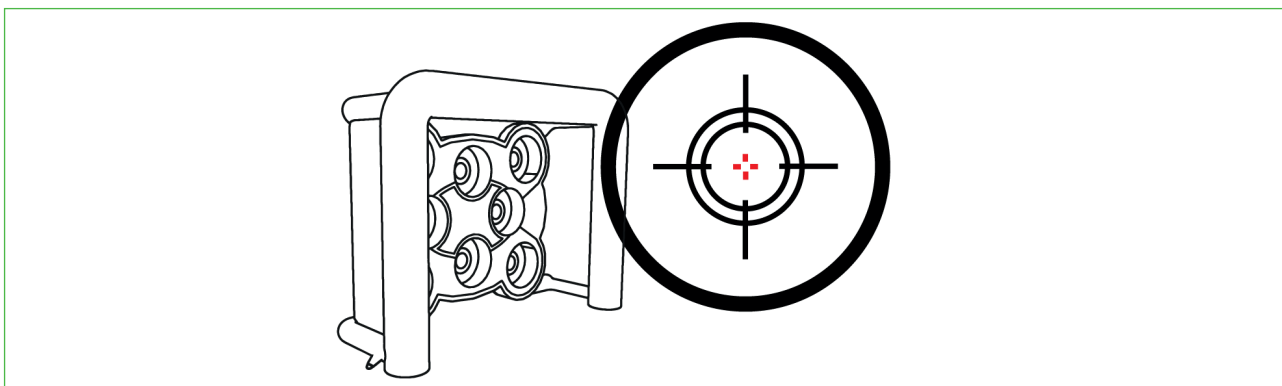
The system counts down, and the base spots light up in different colours. So first, touch your base spot and then the spot that lights up in your colour. The game ends when the time is up. The winner is the one who has touched their own base spot the most time.

GOAL SHOOTING



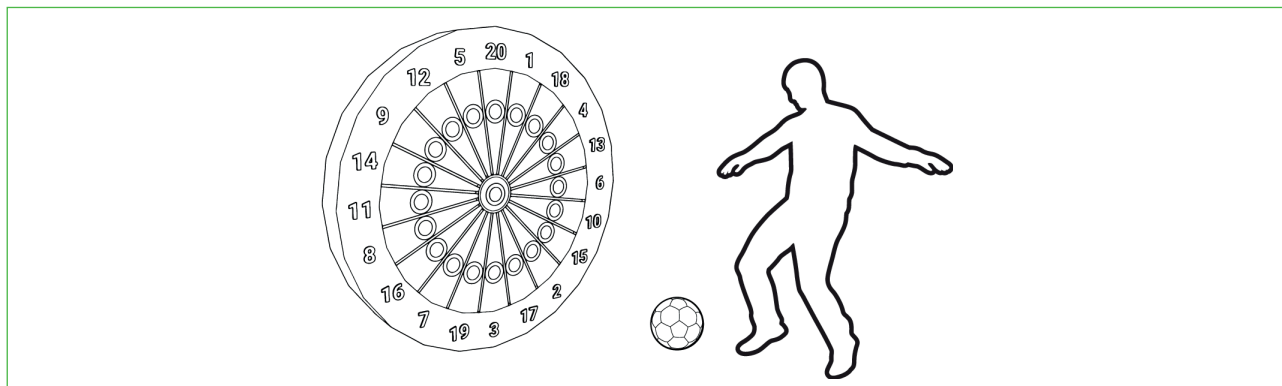
Try to hit the spots that light up. Then, when you have a critical hit, continue with the other spots that light up randomly. This exercise requires you to aim accurately and hit the right spot.

PRECISION



Try to hit the spots that light up. Then, when you have a critical hit, continue with the other spots that light up randomly. This exercise requires you to aim accurately and hit the right spot.

DARTGAME



Works just like the well-known dart game. Aim at the spots and try to hit them to earn the points that come with it. You can play the classic darts game or a variation of it.

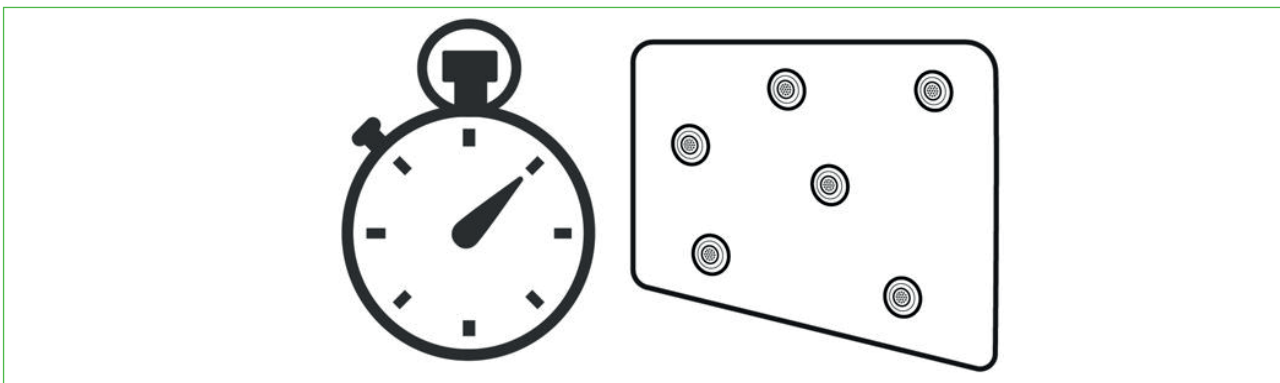
5.7 GAME INSTRUCTION - FITNESS

SPEED



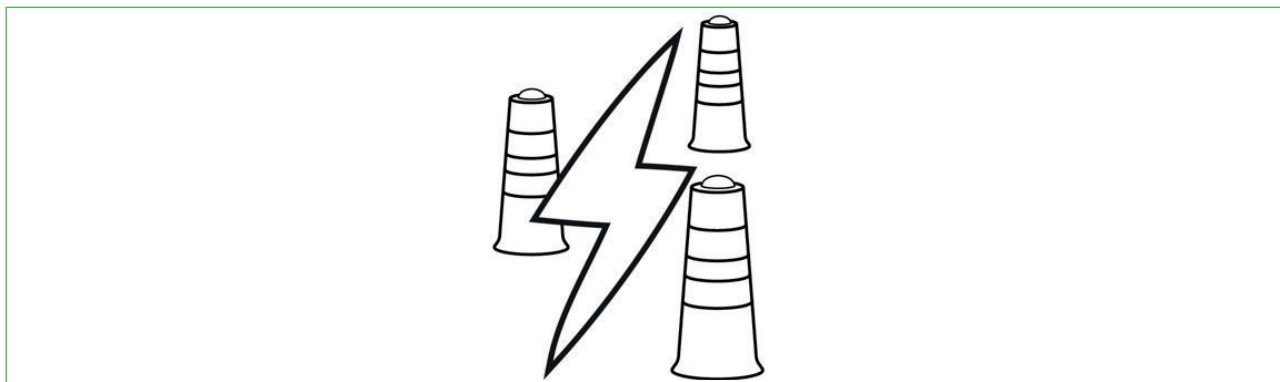
Spread the spots at a distance from each other to create a track. Now try to touch the spots as quickly as possible. When you touch them, they light up. Whoever completes the course fastest is the winner.

REACTION & RESPONS



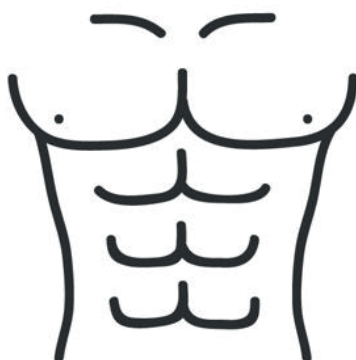
The different spots light up randomly. You should touch them as quickly as possible so that they go out again. So this game is all about your reaction speed.

ENDURANCE



The system counts down, and the base spots light up in different colours. So hit now first, switch on your base spot, and then the spot that lights up in your colour. A fun way to improve your fitness.

MUSCLES (FULL BODY WORKOUT)



The system counts down, and the base spots light up in different colours. So first, touch your base spot and then the spot that lights up in your colour. A fun way to train your muscles.

AGILITY (CATCH ME IF YOU CAN)



You and your opponent put on a vest with a spotlight. Now try to touch your opponent's spot so that it lights up. The trick is to tap your opponent, and for your opponent, it is a challenge not to be touched by you. If you have touched your opponent's spot, you switch. A modern form of tag that tests your skill and endurance.

6. OPERATION

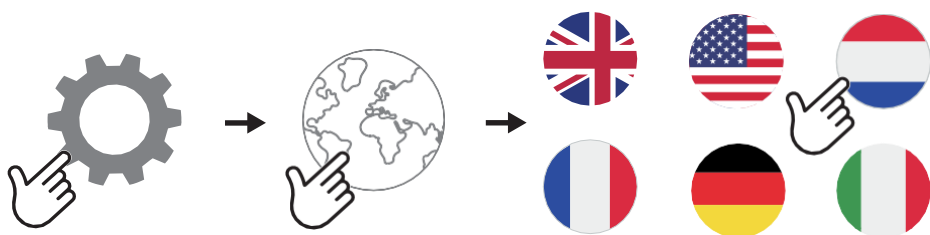
6.1 SWITCHING THE SYSTEM ON AND OFF

Press and hold the **START** button for 3 seconds to turn on the system. The location of the start button can be found on the overview at '3.4 Score panel'. To turn the system off, press and hold the same **START** button for 3 seconds, the system asks you to confirm this action when you turn the system off.



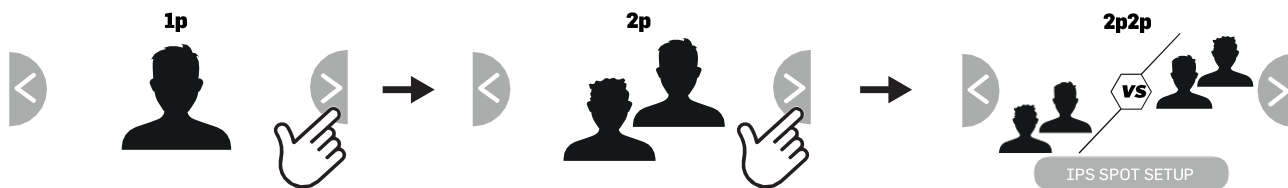
6.2 FIRST TIME USE

If you are using the score panel for the first time but cannot set the correct language, go to the home screen and manually adjust the language via the following steps.



6.3 CHOOSING THE PLAY MODE

1. First choose the game you want to play.
2. Then press the button for game settings which is located at the bottom-right of a game's main menu.
3. Then, under the 'teams' setting, choose which team mode you want to play.



6.4 SENSOR MODE

The system automatically detects which type of IPS spots are connected to the score panel. To find out which sensor mode the IPS score panel is in, take the following steps:

1. Go to the general settings. Open them by pressing the cogwheel icon at the top left of the screen.
2. Next, go to the 'spots settings'. Here you can read which sensor mode the IPS score panel is in.



The HIT sensor mode only works if all paired spots support this mode. For this, the spotlights must contain both a touch sensor and a motion sensor. These can be recognised by a white underside.

6.4.1 Sensor sensitivity

The amount of force required to activate a spot with impact can be adjusted.

1. Go to the general settings. Open them by pressing the cogwheel icon at the top left of the screen.
2. Next, go to the 'spots settings'. Here you can set the sensitivity of the spots.



6.5 STARTING AND STOPPING A GAME

There are two ways to start a game: via the touchscreen on the scoring panel or by touching a lit spotlight in standby mode.

Press the **START** button and confirm your choice on the touchscreen to stop any active game. You can stop an active game directly on the touchscreen by pressing the **STOP** icon.



6.5.1 Score panel

To set up a game, use the touchscreen on the scoring panel. The scoring panel contains different game types divided into different themes/applications. Each game has an explanation of the game type. A game is easily started by pressing the start button.

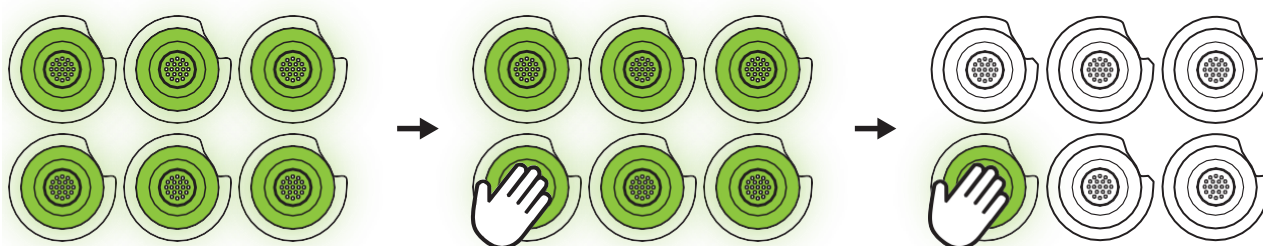
6.5.2 Starting spot


When in standby mode, all linked spots will light up in turns. Touch an illuminated spotlight to restart the last game or sound theme played.


6.5.2.1 Choosing a fixed starting spot

A fixed start spot can also be set.

1. Go to the general settings. Open them by pressing the cogwheel icon at the top left of the screen.
2. Then, in the start spot settings, you can activate this function.
3. Then all the lights will flash green. Place your hand on the spot you want to use as a starting spot. The starting spot is confirmed when only the lamp you selected as the starting spot flashes green.



 The regular starting spot does not partake in the game.

 The fixed starting spot can be reset by turning off this function. When switching this function on again, a new starting spot can be selected.

7. SETTINGS

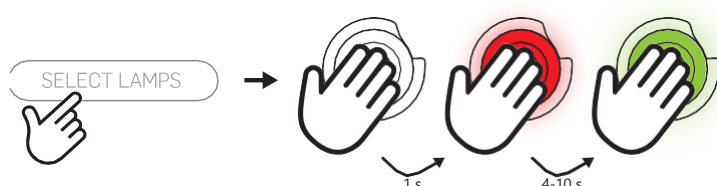
The game system has a number of settings that can be adjusted to your liking. This section describes how to do this. The game system contains both general settings which you can access by pressing the cogwheel icon at the top left of the screen.

As game-specific settings, these settings are specific to that game type and will also only apply to that game type. You can access these settings by pressing a game type and then pressing the cogwheel icon at the bottom right of the screen.

7.1 COUPLING AND DECOUPLING SPOTS

Depending on the number of players and the game to be played, more or less spots can be linked to the game system.

1. Go to the general settings. Open them by pressing the cogwheel icon at the top left of the screen.
2. Next, go to the 'spots settings'. Here you can press the **select lamps** button at the top right of the screen.
3. Place your hand on the spotlight you want to pair. The lamp will first light red and when it lights up green (blue in HIT mode) the spotlight is paired.
4. Repeat until the desired number of spots are linked.
5. Press the **READY** button to exit the 'PAIR' mode.



If a spot does not want to pair, it could be that the system's memory is full. This can also occur when fewer than 20 spots are visibly linked. In this case, disconnect all spots according to the instructions in the following section.

7.1.1 Disconnecting all the spots

All spots can be disconnected at the same time. After this, new spots can be connected to the system.

1. Go to the general settings. Open them by pressing the cogwheel icon at the top left of the screen.
2. Next, go to the 'spots settings'. Here you can press the **clear all spots** button at the bottom right of the screen.
3. The system is rebooted. All spots are now disconnected.

19.19 PLACEMENT OF

There are a number of accessories available to which the spotlights can be attached. This makes games work best.



The full range of accessories is available at www.jb-inflatables.com.

However, the game can also be played without these accessories. In this case, keep a maximum distance of 20 metres between the spotlights and the panel (figure 6).



Figuur 6 The maximum distance between parts



Warning - Avoid exposing the scoreboard to direct sunlight.

7.3 SETTING THE GAME TIME

A number of games end after a certain amount of time has passed. This game time can be set in the game-specific settings.

1. Open a game type and go to the game-specific settings.
2. Next, the game time can be set here as in the example below.



The playing time set is set only for the game type where it is adjusted.

7.4 AUDIO SETTINGS

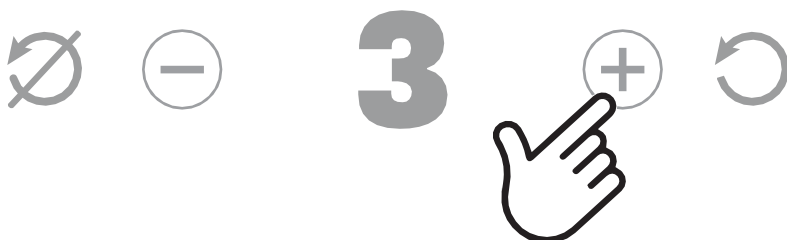
1. Go to the general settings. Open them by pressing the cogwheel icon at the top left of the screen.
2. Next, go to the 'audio settings'. Here you can adjust the volume and turn the background music on and off.

7.5 DISPLAY SETTINGS

1. Go to the general settings. Open them by pressing the cogwheel icon at the top left of the screen.
2. Next, go to the 'display settings'. Here you can adjust screen brightness, standby time and background.

7.6 AUTOMATIC GAME RESTART

1. Go to the general settings. Open them by pressing the cogwheel icon at the top left of the screen.
2. Next, go to the 'advanced settings'. Here you can set whether / after how many seconds a game automatically restarts.



7.7 SETTING A PASSWORD

You may want the score panel to be locked with a code. You can set this code as follows:

1. Go to the general settings. Open them by pressing the cogwheel icon at the top left of the screen.
2. Then go to 'advanced settings' and press **password settings**.
3. Here you can specify whether you want to set a password and for which a password is required to unlock the score panel. Setting a password can be done when you toggle the 'password required to unlock' slider to ON.



The password is set to 0000 by default.



7.8 RESTORE TO FACTORY SETTINGS

To reset the scoreboard to its factory settings, take the following steps:

1. Go to the general settings. Open them by pressing the cogwheel icon at the top left of the screen.
2. Then go to 'advanced settings' and press **reset factory settings**.
3. After confirming your selection, the system will reboot and the score panel is reset to the factory settings.

7.9 SOFTWARE UPDATE

If you want to update your software, you need to take the following steps:

1. First, check which version of firmware you have. Go to general settings. You can open by pressing the gear icon at the top left of the screen.
2. Then go to the 'advanced settings', here you can read what firmware version you have. If a new firmware version is available, you can update it via bluetooth.

7.10 SETTING UP ACCESSORIES

If you want to set up accessories such as the coin arcade or switchbox, for example, take the following steps:

1. Connect the accessory and go to the general settings. You access these by pressing the cogwheel icon at the top left of the screen.
2. Then go to the 'accessories'; here you can set the accessories.

8. ERROR MESSAGES

If the score panel no longer functions correctly, it can be reset using the reset button.

8.1 RESET BUTTON

The IPS system is equipped with a reset button. The reset button is located under the round hole at the back of the scoreboard. The reset button can be pressed with a long and thin object.



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