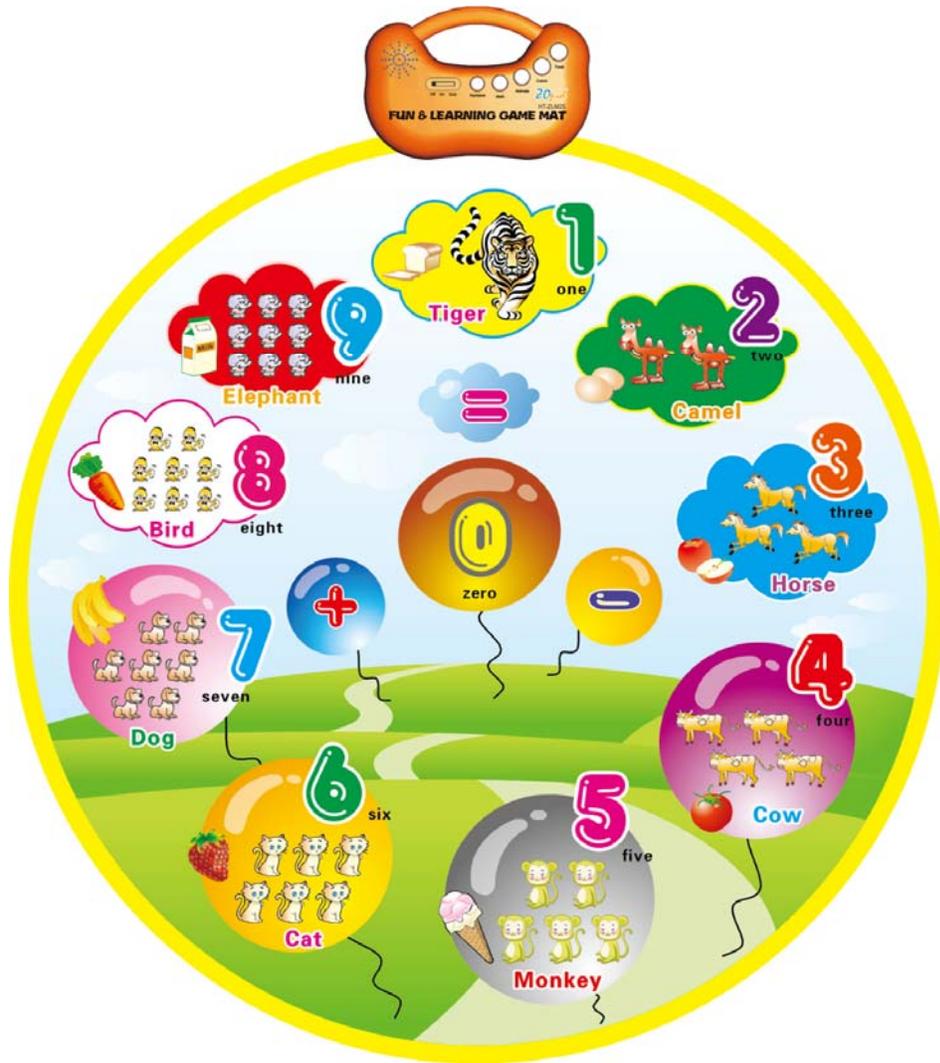


ZOpid[®]

HT-ZLM25



FUN & LEARNING GAME MAT

USER MANUAL

SAFETY & CARE INFORMATION:

- Observe all Warnings and Cautions shown on the backside of the game controller.
- Do not use or store in dusty, dirty areas.
- Do not store in hot areas. High temperatures can shorten the life of electronic devices and warp or melt certain plastics.
- Do not store in very cold areas. When the system warms up, the moisture can form inside the case, which may damage electronic circuit boards.
- Do not attempt to open the case. Non-expert handling of the device may damage the system.
- Avoid dropping or a strong shock.
- Always use the game on a flat surface.
- Do not wash the game - use a soft damp cloth to clean the mat.
- Do not use sharp object on the mat.
- Please use high quality alkaline batteries for better performance.
- Make sure to insert batteries in the battery compartment as shown on the battery cover or inside battery compartment.
- Remove batteries from the game during long period of non-use.

GAME CONTROLLER:



BASIC OPERATION:

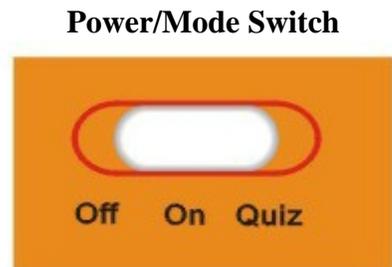
FUN & LEARNING GAME MAT operates in two modes.

- Learning Mode
- Quiz Mode

LEARNING MODE:

Move Power switch to “**On**” position to turn on the power and use the game in **Learning** mode.

Note: When the game is not in use, move power switch to “**Off**” position



Once in Learning mode, press one of the following learning activity selection buttons:

1. NUMBERS

In learning mode, press the **NUMBERS** button to learn numbers from 1 to 9.

In this mode, when you press any number on the mat, you will hear that number.

2. MATH

In learning mode, press the **MATH** button to learn single digit addition and subtraction.

In this mode you can learn simple mathematical calculations using **+** or **-**, and **=** signs on the mat. The game will say the names of symbols and numbers when pressed on the Mat.

For example:

Press **1** and hear “**one**”,
Press “**+**” and hear “**plus**”,
Press **4** and hear “**four**”
and press “**=**” and hear “**equals**”

Now if you press the correct answer, which is 5, you will hear “**excellent**”, if you give wrong answer, you will hear “**Wrong, try again!**”

Important Note:

- ✓ You can only include single digit numbers in your calculations.
- ✓ If the answer has double digits such as “12”, press 1 first and then press 2 to give the correct answer.

3. ANIMALS

In learning mode, press the **ANIMALS** button to learn the names of different animals on the Mat.

In this mode when you press on the picture of an animal on the mat, you will hear the name of that animal.

4. COLORS

In learning mode, press the **COLORS** button to learn the names of different colored balloons and clouds on the Mat.

In this mode when you press on the different colored balloons or clouds on the mat, you will hear the name of that color.

5. FOOD

In learning mode, press the **FOOD** button to learn the names of different food pictures shown on the Mat.

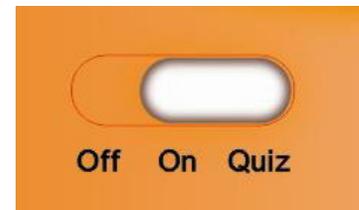
In this mode when you press on the picture of any food on the mat, you will hear the name of that food.

QUIZ MODE:

Move Power switch to “**Quiz**” position to turn on the power and use the game in **Quiz** mode.

Note: When the game is not in use, move power switch to “**Off**” position

Power/Mode Switch



Once in Quiz mode, press one of the following learning activity selection buttons:

1. NUMBERS

In quiz mode, press on the **NUMBERS** button to get tested on numbers.

The Fun & Learning Game Mat will start asking questions like “Where is {number}?”. To give the correct answer, press on that number on the mat.

For example:

When you hear “**Where is five (5)?**”

To answer, press on number “**5**” on the mat.

2. MATH

In quiz mode, press on the **MATH** button to get tested on single digit addition and subtraction problems.

The Fun & Learning Game Mat will start asking Math problems. To give the correct answer, press on that number on the mat.

For example:

When you hear “ **Three (3), Plus (+), One (1), Equals (=)**”

To answer ($3+1=4$), press on number “**4**” on the mat.

Important Note:

To enter double-digit answers, press tens digit of the answer first and then ones digit of the answer. For example, if you want to enter “12”, press on number “1” and then press on “2”.

3. ANIMALS

In quiz mode, press on the **ANIMALS** button to get tested on animal names and pictures recognition.

The Fun & Learning Game Mat will start asking questions like “**Where is the {animal’s name}?**” To give the correct answer, press on the picture of that animal on the mat.

For example:

When you hear “**Where is the tiger?**”

To answer, press on the picture of the “**tiger**”

4. COLORS

In quiz mode, press on the **COLORS** button to get tested on colors recognition.

The Fun & Learning Game Mat will start asking questions like, “**Where is {color}?**” To give the correct answer, press on that color balloon or cloud on the mat.

For example:

When you hear “**Where is pink?**”

To answer, press on “**pink**” colored balloon or cloud.

5. FOOD

In quiz mode, press on the **FOOD** button to get tested on food names and pictures recognition.

The Fun & Learning Game Mat will start asking questions like “Where is {food}?” To give the correct answer, press on the picture of that food on the mat.

For example:

When you hear “Where is the milk?”

To answer, press on the picture of milk carton on the mat.

Important Note:

- ✓ If wrong answer is given 3 times in a row, the game-mat will ask a different question.
- ✓ To switch to a different activity, just press on that activity button.

LIST OF VOICE PROMPTS:

Numbers:

Zero (0), One (1), Two (2), Three (3), Four (4), Five (5), Six (6), Seven (7), Eight (8), Nine (9)

Math Operations:

Plus (+), Minus (-), Equals (=)

Animals:

Tiger, Camel, Horse, Cow, Monkey, Cat, Dog, Bird, Elephant

Colors:

Yellow, Green, Blue, Purple, Grey, Orange, Pink, White, Red, Brown

Food:

Bread, Egg, Apple, Tomato, Ice cream, Strawberry, Banana, Carrot, Milk

LIMITED 90-DAY WARRANTY

Coverage: Hi-Tech Trading (USA), Inc. ("HiTT") warrants this product ("Product") against defects in materials and workmanship under normal consumer use for up to 90-days from the date of purchase. HiTT, at its option, will at no charge repair, replace or refund the purchase price of this Product should it not conform to this warranty. This limited warranty is a consumer's exclusive remedy, extends only to the first consumer purchaser, is not transferable and is valid only on Products purchased by consumers in the United States or Canada.

Exclusions:

Normal Wear and Tear: Periodic maintenance, repair and replacement of parts due to normal wear and tear are excluded from coverage.

Miscellaneous: This warranty does NOT cover defects or damage that results from: (a) improper operation, storage, misuse or abuse, accident or neglect, such as physical damage (cracks, scratches, etc.) To the surface of the Product resulting from misuse; (b) contact with liquid, water, rain, extreme humidity or heavy perspiration, sand, dirt or the bike, extreme heat, or food; (c) use of the Product for commercial purposes or subjecting the Product to abnormal usage or conditions; (d) service, installation, alteration, or modification in any way by someone other than HiTT and, (e) other acts which are not the fault of HiTT.

Obtaining Service: To obtain service or information, please send email to help@hittusa.com. You will receive instructions on how to ship the Product, at your expense, to a HiTT Service Center. To obtain service, you must include a copy of your receipt. Copy of receipt is not required if you registered this product on our website www.hittusa.com within 30 days of purchase date.

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