

JOYO CONSOLE INSTRUCTION MANUAL

Board games are one of the oldest forms of entertainment known to mankind.

They are also one of the most dynamic forms of play.

Unravel a new world where people are closer.

Exciting new challenges are coming your way!

Use your brain and compete with friends!

JOYO is a game world of new possibilities.

We will all grow from facing its challenges.

And we will unlock pure joy in our hearts.

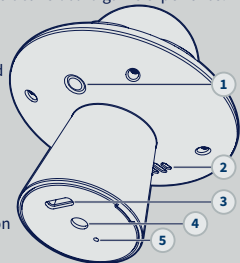


JOYO is an intelligent board game,

Using complex visual recognition technology, a gyroscope, and other sensors, it can determine the player's position on the game board and judge actions and their adherence to game rules. JOYO is a truly interactive board game experience.

JOYO can be used to play a variety of compatible games, including Unlocko, Recon, and RightHere, and more.

- 1 Power button
- 2 Speaker
- 3 Type-C
- 4 Scanner
- 5 Reset button



- i** To scan, place JOYO on the scanning area of a card or a space on the game board, and JOYO will generate a result and perform specific tasks related to the gameplay mode.

Change Your Pilot

Rotate JOYO's transparent cover to remove it and change your pilot.

- 1 Rotate the cover clockwise to tighten it, and rotate it counterclockwise to remove it.
- 2 Carefully remove the cover/pilot from JOYO in a vertical direction.



- i** Pilot Options



Console Controls — Power On/Off

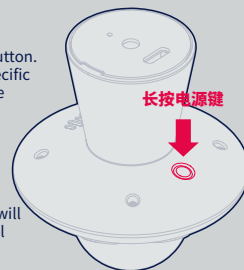
Power On

Press and hold the power button. JOYO will light up with a specific number of lights to show the battery level, indicating it is powered on successfully.

Power Off

Press and hold the power button for 2 seconds. JOYO will briefly flash the battery-level LED lights on and then off, indicating it is powered off successfully.

- i** The console may not power on correctly if the battery level is lower than 10%.



Console Controls — Start Game

Place JOYO vertically on the start card or start area of the game board to scan and identify the game being played:



Console Controls — Exit Game

Recommended Method

Turn JOYO upside down and shake it 3-5 times.

Other Methods

Method 1

Scan the start area of another game.

Method 3

Press and hold the power button to power



Method 2

Game Over
JOYO plays victory sound/light effects.

Method 4

Charge JOYO

FCC STATEMENT :
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
This device may not cause harmful interference, and
This device must accept any interference received, including interference that may cause undesired operation.
Warning: Changes or modifications 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 warning statement:
The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.

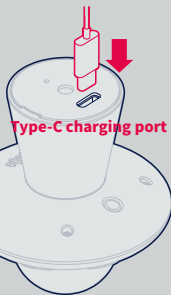
Console Controls — Charging

Charging Method

Type- C charging port

Battery Capacity

JOYO's battery lasts up to 4 hours when fully charged.



- i** •A game cannot be started when JOYO is charging.
•Charging resets the device automatically and previous game data will not be saved.

Console Controls — Display Battery Level

•After powering on JOYO, press the power button once to display the current battery level.
•When checking the battery level, avoid pressing the button longer than 2 seconds and powering off JOYO.



12.5% Battery



37.5% Battery



75% Battery

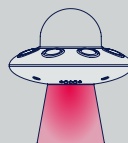


100% Battery

Console Controls — Low Battery



Low Battery
JOYO's base flashes yellow



Low Battery Warning
JOYO's base flashes red

- i** Charge JOYO before use if it has been sitting unused for a long period (more than 2 months).
If JOYO cannot power on after pressing the power button, check the battery level and try charging it.

Online Programming

You can connect JOYO to your computer and go to the JOYO website to program your console and create your own games using the board game design kit.

- 1 Press and hold the JOYO console power button to power it on.
- 2 JOYO Website URL: code.cubyfun.com
- 3 After accessing the website, do the following:
a) Connect JOYO to your computer over Wi-Fi.
b) Start creating.

- i** When JOYO is connected, the base will flash green.



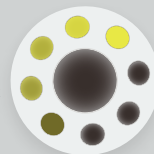
Firmware Updates

Connect JOYO to your computer to upgrade the firmware.
JOYO Firmware Alerts:

- a) If a newly purchased game fails to start correctly, JOYO will flash red to indicate a firmware update is required.
- b) The JOYO team will post game and console firmware update notices on the website.

- 1 Press and hold the JOYO console power button to power it on.
- 2 JOYO Website URL: code.cubyfun.com
- 3 After accessing the website, do the following:
a) Connect JOYO to your computer over Wi-Fi.
b) Perform a firmware update.

- i** • JOYO will flash a specific LED light pattern to indicate it is connected successfully.
•Firmware updates take around 3-6



Product Specifications



JOYO Console
×1



Instruction
Manual ×1



Charging
cable ×1



Pilot
Options

Console Packaging Size: 88*88*88mm
Overall weight: 100±5g
Console size: 67*67*74mm
Console weight: 60±5g
Speaker frequency: 3W
Battery capacity:450mAh/3.7V
Charging method:Type-C 5V
Main material: silicone/ABS/PVC
Main sensors: intelligent code point recognition module, gyroscope module, geomagnetic module, wireless module

Credits

Console Concept Designers
Feifei Lee, Huanggua Dong, Yongqiu Cai

Lighting Design and implementation
Jason Zhi, Yanchao Yu, Koonwah So

Game Design
Xin Mào, Tsing, Mike Ye, Liu Xiao, Yongqiu

Product Function Design
Kimmy Li, Jason Zhi, Rain Xia, Yanhua Quan, Ann Zhang, Allen Yan, Chester Huang,

Sound Design
Lanx, Lachure

Marketing Content Editing and Design
Annie You, Sasa Qin, Dwight ,Koonwah So

Project Management
Debbie Zhang, Kimmy Lee

Pilot Designers
Yongqiu Cai, Feifei Lee

Industrial and Structural Designers
Rain Xia, Yongqiu Cai, Zhiwei Liang

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Manual Editing and Design
Yongqiu Cai, Freddie Huang, Eric Becker, Beatrice Zhang,Kimmy Lee,Rando Wang

Branding and Graphic Design
Freddie Huang

3D Rendering
Wilson Niu, Zhan Tao Li

Video Production
Wilson Niu, Zhantao Li, Xinghuan Wang, Yongyu Pan

Product Testing
Eric XXXX, Shuai Zhang

User Testing
Lance Love2hate, Juegos de Mexa, Gabriel Fernández Gonzalo, Anthony BoardGameEmpire, Grant Lyon, Hangzai Zhuoyouwanzhu, Forrest Bower's Game Corner, Douglas TikTokBoardgames, Aly James, Joseph Tabletop Jocks, Lance Cheng, Longyi Cheng, Hannah Zhu, Kelly Zheng, Shirley Zhang, Juanrigo, Phoebe Wong, Yuki Jiang, Zhou Liao, Leo Liu, Chris Bai, Xiaoming WDHL, Huan Li, Zack Holz, James Mackintosh, Ketoo Du, Kuku Zhang...

Manufacturing
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Special Thanks
Albert, Franklin Wang,, Jennifer Zhang, Tony Chen, Pingk Gao, Zhiqiang Ma, Ferry Feng, Winny Wu,Leo Li, Peng Wu, Hendrick, Yafeng Niu, Ming Chen, Feng Xu, Benny He, Kai Su, Jingjing Chen, Jizhou, Jackie Pan, Emily Wang, Tracy Lim, Martin Tong, Xiaobo Ding, Dan Blacklock, Henri Peng, Smallrig, Haibo Yu, Dwight, Laura Luo, SZ Nanshan Inno School, Zhicheng Seeds...