Android: Initial installation (once only)

1 ⇨ 🛍 Market

2 🔍 ⇨ "Gametel"

3 ⬇ Gametel

4 📅 🎯 📷 ⇨ Gametel

5 Gametel — Gametel ☑ ⇨ ✓ — Touch Input

6 ⬅ ⇨ Gametel Device List

7 ~3 secs

8 Gametel Device List ➕🎮

9 Gametel Device List — Select Device — **Gametel** 88:94:F9:00:08:0A

10 ⓘ Bluetooth Pair ⇨ **Pair**   ⇨ 🎮•••📱 ✓

Insert phone

1 ⇨ **www.gametel.se**

2 ⇨ *New game releases*

In use

⏻ **On**

~3 secs

🔆 1/1 (🎮 ✕ 📱)
🔅 1/5 (🎮•••📱)
🔆 1/1 🔋

Select input method
Touch Input ◉
Gametel ◉

⇨ ⇨ ✓

⏻ **Off**

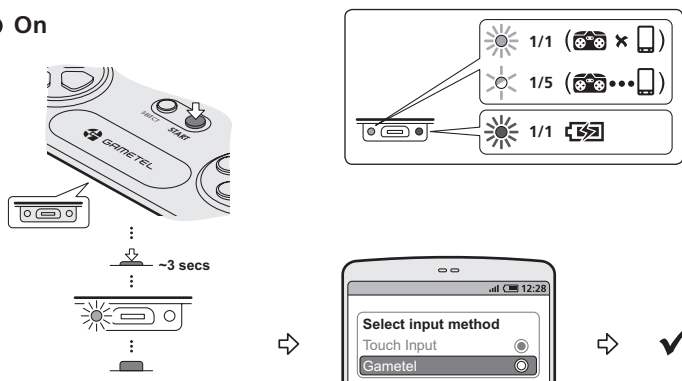~3 secs

🔋 USB A micro (not supplied)

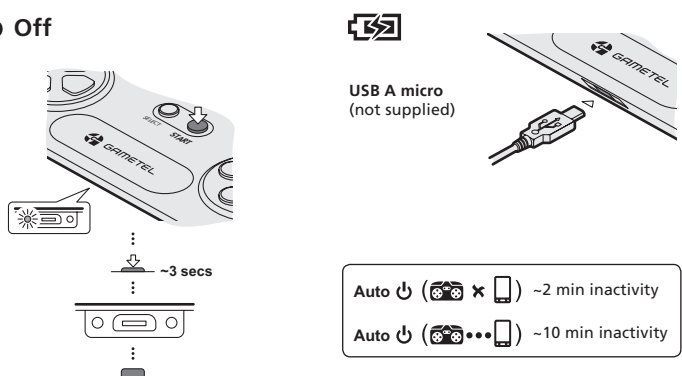**Auto ⏻ (🎮 ✕ 📱)** ~2 min inactivity
Auto ⏻ (🎮•••📱) ~10 min inactivity
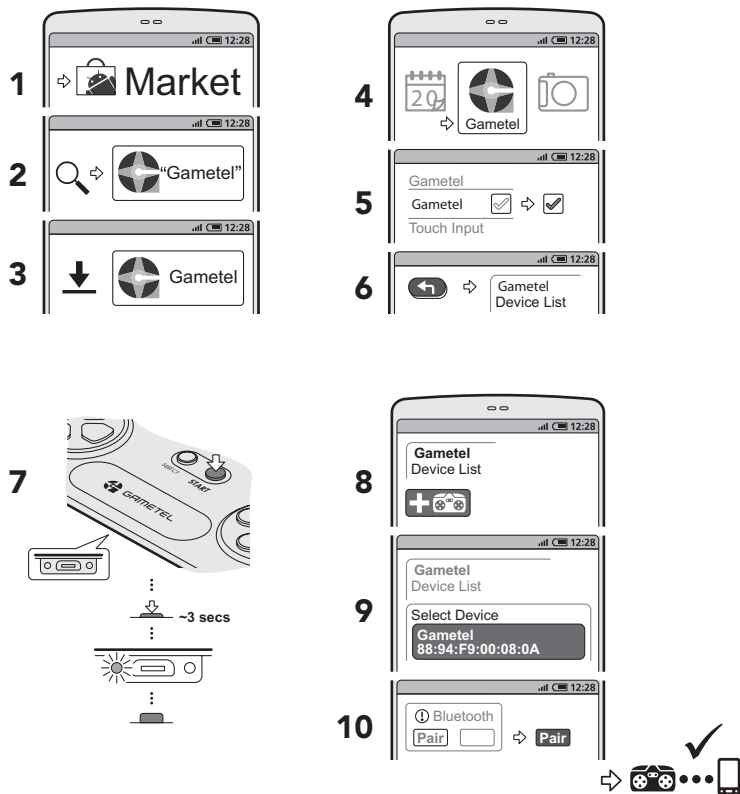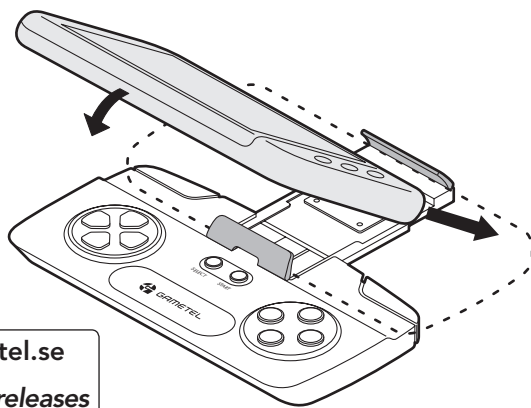
Android: Initial installation
(to install the driver and establish a Bluetooth link)

1   Go to Android Market.
2   Search for "Gametel".
3   Download and install the Gametel app.
4   Run the Gametel app.
5   When asked to choose the input method, select "Gametel".
6   Press the back button on your phone to return to the device list.

7   Press and hold the START button on the Gametel for 3 seconds to switch it on and make it visible to your phone. After some initial flashes, the green indicator should light continuously to show that the Gametel is not yet paired to a phone.
8   Tap the ➕🎮 icon in the device list to add the Gametel.
9   If the Gametel is located, it will be added to the list. Tap the entry to select it.
10 When prompted, tap "Pair" to establish a Bluetooth link between the Gametel and your phone.

Your phone and the Gametel are now linked and will work together each time they are both switched on and within range of each other. The green indicator on the Gametel will flash slowly to show that it is paired with your phone.

Insert phone

On the Gametel, carefully pull out the sprung phone arm and insert your phone so that it is firmly held in place between the two rubber clamps.

Tip: You can also use the Gametel up to 10 metres away from your phone (depending on Bluetooth range). Useful if, for instance, your phone is linked to a TV screen.

For more information and a list of recommended games, please go to **www.gametel.se**

In use

Once the Gametel has been linked with your phone, to switch it on: Press and hold the START button for 3 seconds until the green indicator responds. The green indicator on the Gametel will flash slowly to show that it is paired.

On your phone, select "Gametel" as the input method and you are ready to start playing.

To switch off the Gametel: Press and hold the START button for 3 seconds until the green indicator goes dark.

To charge the Gametel, use a standard USB phone charger (or link it to a USB port on a computer). The red indicator will be on when power is applied.

To conserve battery power, the Gametel will automatically power off when it is not being used. Auto power off will occur after 10 minutes of inactivity unless it is not paired with your phone, in which case auto power off will occur after 2 minutes. Press and hold START to switch Gametel on again.
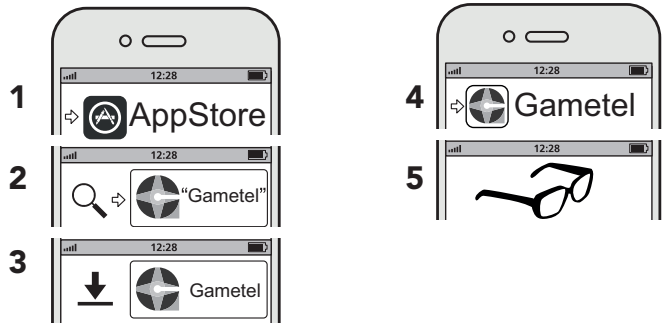
GAMETEL
User Guide

iOS: Initial installation

1   Go to AppStore
2   Search for "Gametel"
3   Download and install the Gametel app
4   Run the Gametel app
5   In the app there is a Manual tab where you can read the details on how to set up your iOS device to run with Gametel.

1 AppStore
2 "Gametel"
3 Gametel
4 Gametel
5

Product development

This product was developed in Lund, Sweden by

Svep Design Center AB on commission from Fructel AB.

Please Note!

The Gametel clamp should hold your phone securely, but please check the fit before tilting the Gametel.

Whilst gaming is fun, taking a short break every hour is advisable.

Keep your Gametel away from high humidity and wet conditions as it might harm the electronics.

Do not use your Gametel while driving or operating any machinery!

EC Declaration of Conformity

We, Fructel AB, Box 1233, 221 05 Lund, Sweden, declare under our sole responsibility that our product Gametel is in conformity with the appropriate standards EN300328, EN 301489-1/-17, EN 60950 : 2006 + A1:2010 + A11:2009 + A12:2011 following the provisions of Radio Equipment and Telecommuncation Terminal Equpment Directive 1999/5/EC.

Lund, December 2011

Bo Nyman

Bo Nyman, CEO, Fructel AB

CE

Disposal of Electrical & Electronic Equipment (WEEE)

Electronic Equipment and Batteries should not be treated as household waste. It should be handed in at the appropriate collection point for recycling.

Do not try to remove internal batteries, they should only be removed by trained professionals at recycling centres.

Please help protect the environment by recycling this product properly.

FCC Compliance Statement

This device complies with part 15 of the FCC and Industry Canada 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.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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."