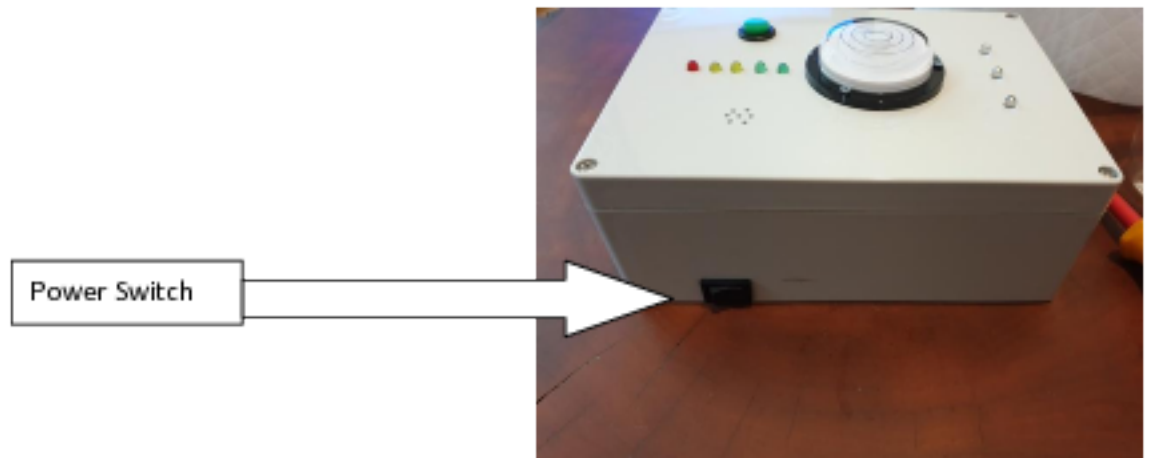
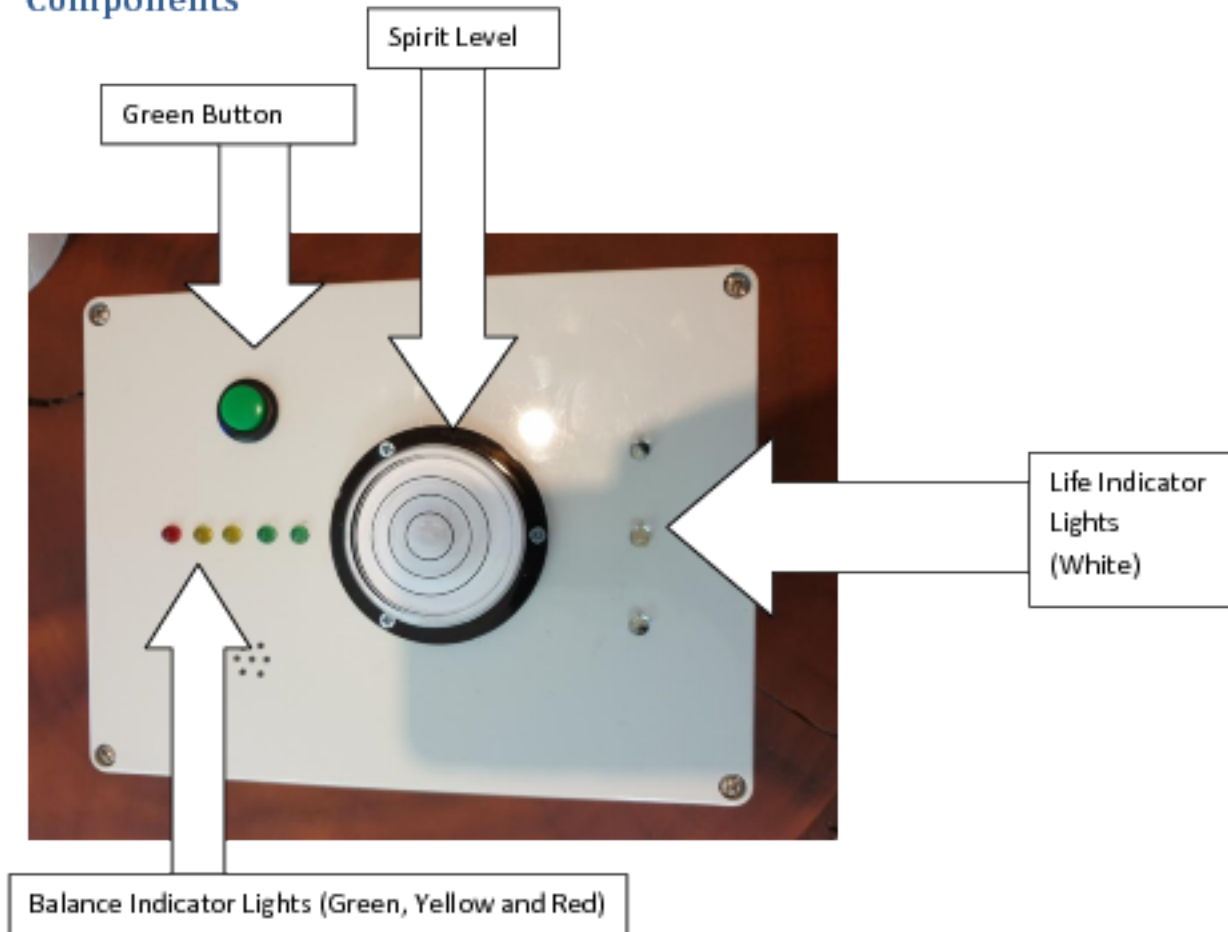


## Instructions for the balance box

### Components



## Starting

Before turning the box on, put the box down on a flat and level surface so that the bubble in the spirit level is in the centre circle.

Turn the power switch on, the box will beep once and boot up. Leave the box stationary until you hear a triple beep and the 3 white "Life lights" turn on.

The game is now ready.

## Box functions

The box needs to be moved carefully while being carried level. As the box moves out of level, the balance indicator lights will illuminate, more lights indicates that the box is further out of level.

The spirit level can also be used to see if the box is level (If the spirit level and balance lights do not match carry out a balance sensor reset, see below)

When the box is too far out of level or it is bashed, the box will chirp 3 times and play a honk noise, one of the life lights will go off.

When all 3 lives have been used the box will alarm and flash all of the lights, the game is lost.

## Controls

|   |   |
|---|---|
| <b>Reset Alarm</b><br>Do this to stop the game over alarm after all 3 lives have been lost.                               | While the alarm is sounding, press the green button for one second and release. The alarm should stop after a second. If not try again  |
| <b>Reset Lives</b><br>Do this if you want to reset the game, all three lives will be returned.                            | At any time, double click the green button (like a computer mouse, but slightly slower). The reset noise will sound and three life lights will be illuminated.  |
| <b>Reset the balance sensor</b><br>Do this if the bubble in the spirit level does not match the balance indicator lights. | Long press the green button (press for 3 seconds and release) The balance reset noise will play and the balance lights will flash on briefly and then should go off (indicating that the box is level). It should be done while the box is level as indicated by the spirit level bubble. |

## Notes

When the box starts to chirp because a life is lost, be quick getting it back to the correct flat position or you will lose another life as soon as the chirping stops, approximately 5 seconds.

Use the spirit level to see which way out of flat/level you are, the lights indicate that you are out of level but they do not show which way.

The bubble of the spirit level is roughly the same as the indicator lights, when the bubble touches the side of the spirit level a life will be lost.

If the box is behaving strangely and a balance sensor reset does not work, turn the box off and on again with the black power switch. You will have to wait approximately 10 seconds with the box on a flat surface while it powers back up. Try to use the balance sensor reset first as it is faster, you do not need to wait for the box to carry out its power up cycle.

The box is battery powered, it should **in theory** have enough charge to last a full day of constant use, please turn it off if it is not in use to save batter power.

If the button is not responding, please be sure you are pressing AND releasing the button.