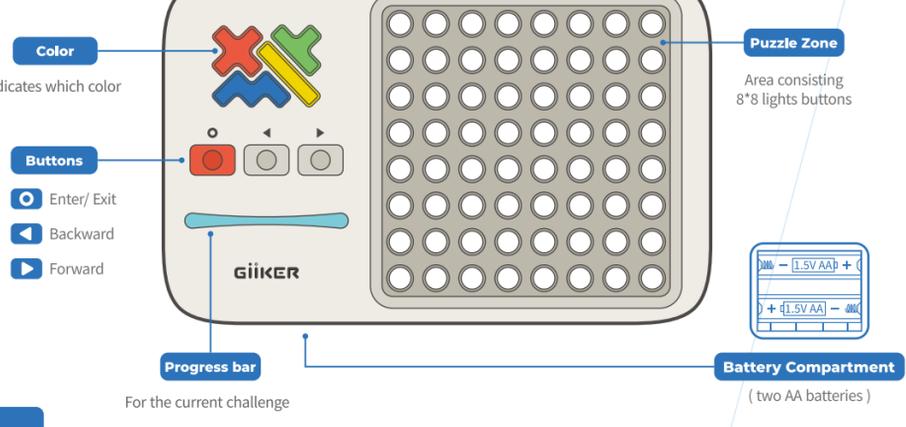


User Manual

Read this manual carefully before use and retain it for future reference.

ABOUT SUPER BLOCKS

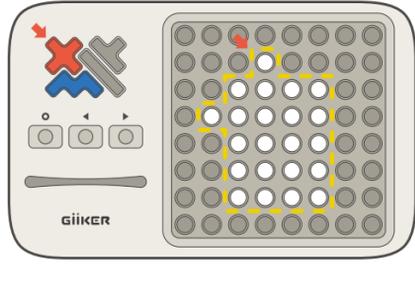
Super Blocks is a handheld console for a whole new puzzle game. The goal is to fill the lights area with indicated color / colors of puzzles. Explore 1000+ leveled up games with learn modes and random challenges, enjoy the game with sounds and lights interactions like never before!



HOW TO PLAY

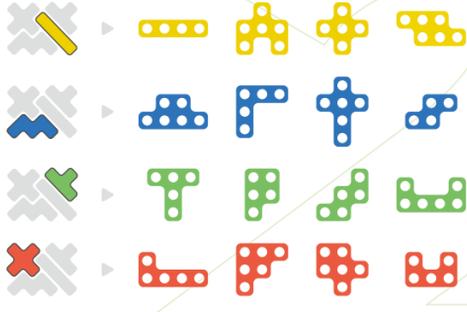
Target

The goal is to fill the lights area with indicated color / colors of puzzles.



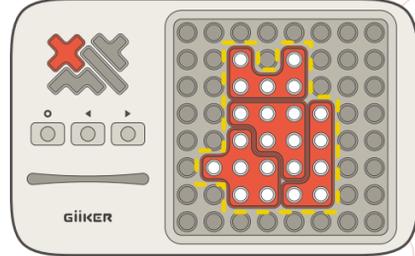
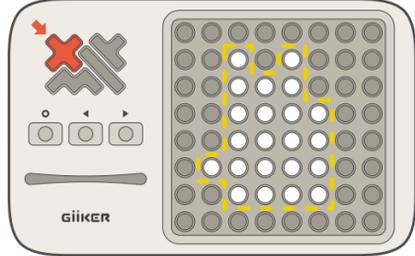
Puzzles

There are 16 different shapes of puzzles in 4 different colors. For each challenge, you have to ONLY use puzzles with the indicated



QUICK START IN 3 STEPS!

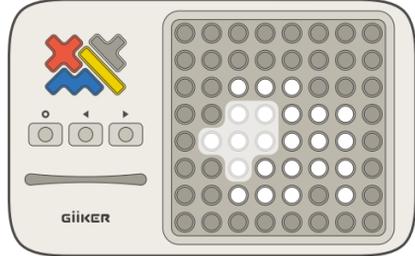
- 01 Install batteries, long press button **○** to turn on, short press **◀** or **▶** button to select a challenge.
- 02 Observe the challenge (lighting area) and indicated colors.
- 03 Fill the lights with puzzles ONE BY ONE!



- Hints:
- ① Clear the puzzle zone before turning on or selecting a challenge, otherwise the puzzle zone will flash for clearing.
 - ② Make sure to press the lights buttons when placing the puzzle. The lights underneath the puzzle will flash for once to confirm.
 - ③ If placing puzzle of wrong color or exceeding the lights area, the lights underneath the puzzle will flash continuously.
 - ④ When successful, the entire lighting area / challenge will flash for three times. Clear the puzzle zone to the next challenge.

Learn Mode

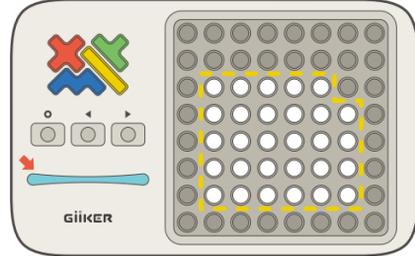
Want to get a clue? Double short press button **○** to enter learn mode. The highlighted lights are the hints for the solution.



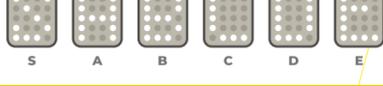
Press **◀** or **▶** to look for more hints of the given challenge.
Double short press button **○** to exit learn mode.

Time-limits Challenge

A time-limits challenge will appear before difficulties / indicated colors change. Users have to complete the challenge before the progress bar finishes.



Clear the puzzle zone and short press button **○**, to restart the challenge.
When the challenge is completed, clear the puzzle zone to check the score. **SABCD** represents different levels of success, **E** represents failure.



Use of buttons

- Turn on/off** Long press button **○** to turn on/off; Automatically turn off if no operations within 10 mins.
- Select a challenge** Short press **◀** or **▶** to select backward/ forward. Long press **◀** or **▶** to fast backward/ forward. Long Press **◀** and **▶** at the same time, to save the current challenge. Long press **○** and **◀** at the same time, to quickly move to challenge #1. Long press **○** and **▶** at the same time, to quickly move to saved challenge.
- Learn Mode** For a given challenge, double short press button **○** to enter learn mode. Short press **◀** or **▶** to look for more hints. Double short press to exit Learn mode.
- Time-limits Challenge** During challenge, short press button **○** to restart the challenge.
- Mute Settings** Short press **◀** and **▶** at the same time, to set mute on/ off.

FAQ

- Q1 Why there's flashes/ sounds when a puzzle is placed?**
It's probably that the puzzle is not properly placed, try to replace the puzzle. If it's properly placed, the lights underneath it will flash for once to give confirmation.
- Q2 Why the puzzle zone keeps flashing when a puzzle is placed?**
It's probably that the puzzle has been placed wrongfully, i.e. in wrong colors, exceeding the lighting area, the puzzle is not flatwise. Please replace the puzzle with correct color and place it flat within the lighting area.
- Q3 Why there's chasing lights in the puzzle zone?**
The puzzle zone has not been clear yet, please remove all the puzzles.
- Q4 Why there's no successful hints when a challenge is completed?**
It's probably part of the puzzles have not been placed properly. Please remove all of them and replace again. Or clear the puzzle zones and short press **◀** or **▶** to other challenge.

Super Blocks APP

Search for the Super Blocks in the App store of Google Play or scan the QR code to download the app on your mobile device.



Specifications

Name	SUPER BLOCKS	Model	JKJM001
Material	ABS	Age	6+

Notes

1. Never abuse, throw, drop, puncture, violently kick or step on the product. This can damage the product.
2. The product is not water resistant. Do not drop the product into water. Do not leave the product out in the rain or near a source of moisture.
3. Do not place the product near a source of heat. Operate and store the product between 0 °C and 40 °C.
4. Leakage of battery acid can cause personal injury as well as damage to your Super Blocks. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.
To avoid battery leakage:
Do not mix different brands of batteries; do not mix different types of batteries (alkaline, standard (carbon-zinc) or rechargeable (Ni-Cd) batteries; Do not leave used batteries in the Super Blocks; Do not leave batteries in the Super Blocks for long periods of time of non-use; Do not put the batteries backwards. Make sure the positive (+) and negative (-) ends are facing the correct direction. Do not dispose of batteries in a fire.
5. The supply terminals are not to be short-circuited.

GIKER warrants that your GIKER hardware products ("the Product") will be free from defects in materials and workmanship for a period of 1 year from the date of purchase ("the Warranty Period"). If a defect in the Product arises under normal and intended use within the Warranty Period, please contact the authorized GIKER dealer in your country. The authorized GIKER dealer in your country will, at its opinion and subject to applicable laws, replace or repair the Product with the new or reconditioned parts.
This warranty is only valid to the original retail purchaser, accompanied by a receipt or proof of purchase. GIKER does not warrant that the operation of the product will be uninterrupted or error-free. This Warranty does not apply to: a) Products you purchase from unauthorized dealer; b) Defects in consumables, such as stickers or protecting coatings designed to diminish over time; c) defects caused by misuse or failure to follow the product instruction; d) Defects caused by accidents, neglect, fire, water, lightning, or other acts of nature; e) Normal wear and tear or otherwise due to the normal aging, other cause beyond GIKER's reasonable control.



Manufacturer: FS GIKER Technology Co., Ltd.
Website: www.giker.com Email: support@giker.com
Made in China
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