# JB inflatables

# INTERACTIVE PLAYSYSTEMS

## USER MANUAL

# INTERACTIVE PLAYSYSTEM

## HIT EDITION

V1 9/2019

HIT 2.20

**JB-Inflatables B.V.**

## COPYRIGHT AND DISCLAIMER

# CONTENTS

# 1.  INTRODUCTION

## 1.1 INTENDED USE

The Interactive Playsystem is only intended for playing the games as described in this manual. The spots must only be touched or hit with a hand or with an associated projectile and must only be put into game equipment that is equipped for this. The spots are not suitable for standing or jumping on.

## 1.2 ABOUT THIS MANUAL

This document is the user manual for the Interactive Playsystem and contains all the information about using it correctly and safely. As well as this comprehensive manual, the Interactive Playsystem has a Quickstart Guide that gives you a quick overview of the basic control options and the games available.

The manual contains warnings that indicate hazardous situations and important tips. These warnings and tips are indicated as follows:

| ⚠️ | Warning |
|---|---|
| ℹ️ | Information/Tip |

## 1.3 WARRANTY & CUSTOMER SERVICE

A warranty period of 12 months applies to this product.

⚠️ **Warning** – The manufacturer is not liable for cases of material damage or personal injury caused by incorrect use or failure to follow the safety instructions. In such cases the warranty will lapse.

⚠️ **Warning** – Opening or repairing the product or having someone else do so is prohibited. In such cases, the warranty will lapse. Have maintenance done by the manufacturer.

For more information about the warranty conditions of this product and about the contents of this document, please contact:

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Ampere 10
7942 DD, Meppel
The Netherlands
0031 (0)522-246169
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# 2. SAFETY

This chapter describes the safety instructions that users must follow during use, charging, maintenance and disposal of the Interactive Playsystem.

## 2.1 USE

**Warning:**

⚠ **Avoid exposing the score panel to direct sunlight.**

⚠ The presence of nearby Wi-Fi networks might affect the performance of the playsystem detrimentally.

⚠ This playsystem may only be used for the purpose for which it was originally designed.

⚠ Use under the direct supervision of an adult.

⚠ Both the panel and the spots contain delicate parts, including the lithium-ion batteries. Avoid exposing the playsystem to very high or very low temperatures. High or low temperatures might temporarily alter the battery life or cause the playsystem to temporarily stop working properly.

⚠ Ensure that the panel and the spots do not come into contact with water or any other liquid. If this does happen accidentally, switch the system off and remove the adapter from the mains socket immediately if it is charging. Have the playsystem checked by the manufacturer.

⚠ Do not use the panel after it has fallen or has become damaged in any other way. Have it checked and if necessary repaired by the manufacturer.

## 2.2 BATTERY & CHARGING

**Warning:**

⚠ **Only charge the playsystem using the adapter supplied. An adapter with a voltage higher than 5.0V will damage the system irreparably.**

⚠ A damaged charger cable could cause electric shocks, overheating or fire. You must never heat, damage or alter the mains cable or bend it too tightly.

⚠ A damaged or leaking battery could cause fire, explosion or personal injury. You must never dismantle, crush or drill into the battery. Keep the battery away from high temperatures, water, dust and dirt.

⚠ Only connect the adapter to a mains socket with the voltage and frequency indicated on the type plate.

⚠ If the battery leaks and the liquid comes into contact with your skin or clothing, you must immediately rinse it off with clean water.

⚠ Before charging, check the panel, the spots, the cable and the adapter for damage. If a part is visibly damaged or heats up excessively or emits a strong smell, remove the adapter from the mains socket.

⚠ Check the adapter and charger cable regularly for damage. If the adapter or cable is damaged, please contact the manufacturer.

⚠️ Do not touch the adapter with wet or damp hands.

⚠️ Ensure that no-one can accidentally pull out or trip over the charger cable.

## 2.3 MAINTENANCE

**Warning:**

⚠️ Before doing any cleaning work, switch the equipment off and remove the plug from the mains socket.

⚠️ Clean the outside of the score panel and spots with a soft cloth. If necessary, moisten the cloth with water and a neutral cleaning agent.

## 2.4 DISPOSAL

The symbol on the material, accessories or packaging indicates that this product must not be treated as domestic waste. Dispose of the equipment via the collection point for the recycling of scrap electrical and electronic equipment.

Remove the battery in accordance with the local, provincial and federal/national regula and legislation.

LI-ION

## 2.5 TRANSPORT AND STORAGE

**Warning:**

⚠️ Only transport all the parts in the case.

⚠️ Only store all the parts in the case.

⚠️ If you store the Interactive Playsystem for a longer period, ensure it is fully charged.

# 3. DESCRIPTION

## 3.1 INTERACTIVE PLAYSYSTEM



Figure 1    The Interactive Playsystem

The Interactive Playsystem (Figure 1) is a chargeable electronic playsystem where one or more players have to touch or hit sensors with the hand or a projectile. These 'spots' are connected wirelessly to an electronic panel that displays the score and other information. The buttons to choose and set up the desired game are also situated on this score panel.

JB-Inflatables B.V. supplies various game equipment into which the spots of the Interactive Playsystem may be fitted. The full range of these accessories may be found at www.jb-inflatables.nl and at www.interactiveplaysystems.com.

## 3.2 TOUCH (IPS) AND HIT

This Interactive Playsystem is the latest version of this product line. It is possible to play not only in the traditional IPS mode but also in the new HIT mode. Various games are available in both modes. These games may be found in the Quickstart Guide and are explained further later on in this manual.

- **IPS**. In this mode, the games focus on touching the spots with the hand.
- **HIT**. In this new mode, the games focus on using projectiles to hit the spots. These could be balls or toy guns.

## 3.3 PARTS



Figure 2      All the parts of the Interactive Playsystem

The Interactive Playsystem consists of the following parts:

1.  Case with score panel
2.  Spots: 10 items (expandable to a maximum of 20 items)
3.  Charger cable
4.  Adapter + 3 types of plugs

The following two documents are supplied:

1.  User Manual
2.  Quickstart Guide with operation pages

Upon receipt, always check that all parts are present and undamaged before you get started with the playsystem. Please contact the manufacturer if this is not the case.

## 3.4 SCORE PANEL
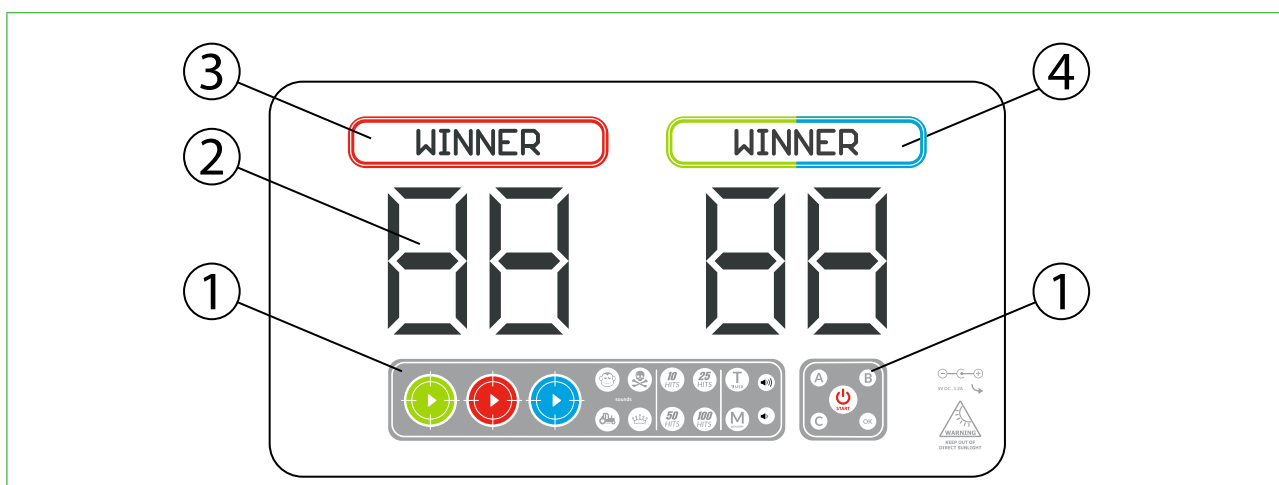


Figure 3    The parts of the score panel

The score panel consist of the following parts as shown in the figure below:

1. Range of buttons to operate the system.
2. Display showing the score and other information.
3. Winner indicator for the red team.
4. Winner indicator for the green or blue team.

ℹ️ Please see the operation pages in the Quickstart Guide for a quick overview of the functions of all the buttons. For a comprehensive description of these functions, see Chapters 4 to 7 of this manual.

## 3.5 SPOTS
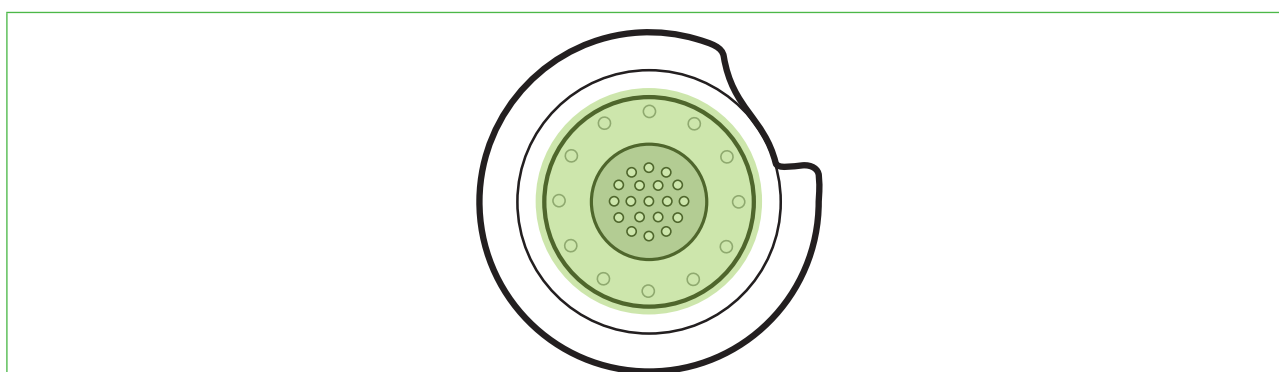


Figure 4    The part of the spot marked green is sensitive to touch

The spots contain both contact and motion sensors and may thus be used in two ways. The contact sensor is activated by putting a hand on the spot (Figure 4). The motion sensor is activated when the spot is hit.

## 3.6 SPECIFICATIONS

| | |
|---|---|
| Dimensions of case | 690 x 420 x 230 mm |
| Dimensions of spots | 173 x 42 mm |
| Battery type in panel | Li-ion |
| Battery life of panel | 16 hours' active playing time |
| Battery type in spots | Li-ion |
| Battery life of spots | 16 hours' active playing time |
| Connection of spots | Wi-Fi 2.4GHz |

# 4. CHARGING

## 4.1 CHECKING THE BATTERY LEVEL

1. Keep the **START button** pressed for five seconds to switch the system on. The system starts up in standby mode. It is switched off by the same action.



ℹ️ It might happen that the system has too low a battery level to be switched on. In this case, first charge the panel up fully (at least 24 hours).

2. Keep the **B button** pressed. The panel indicates its battery level in percentage. Each spot lights up to indicate its battery level:



> 70 %        70 - 20 %        20 - 10 %        < 10 %
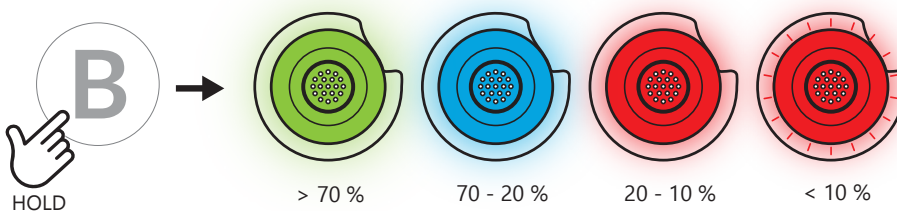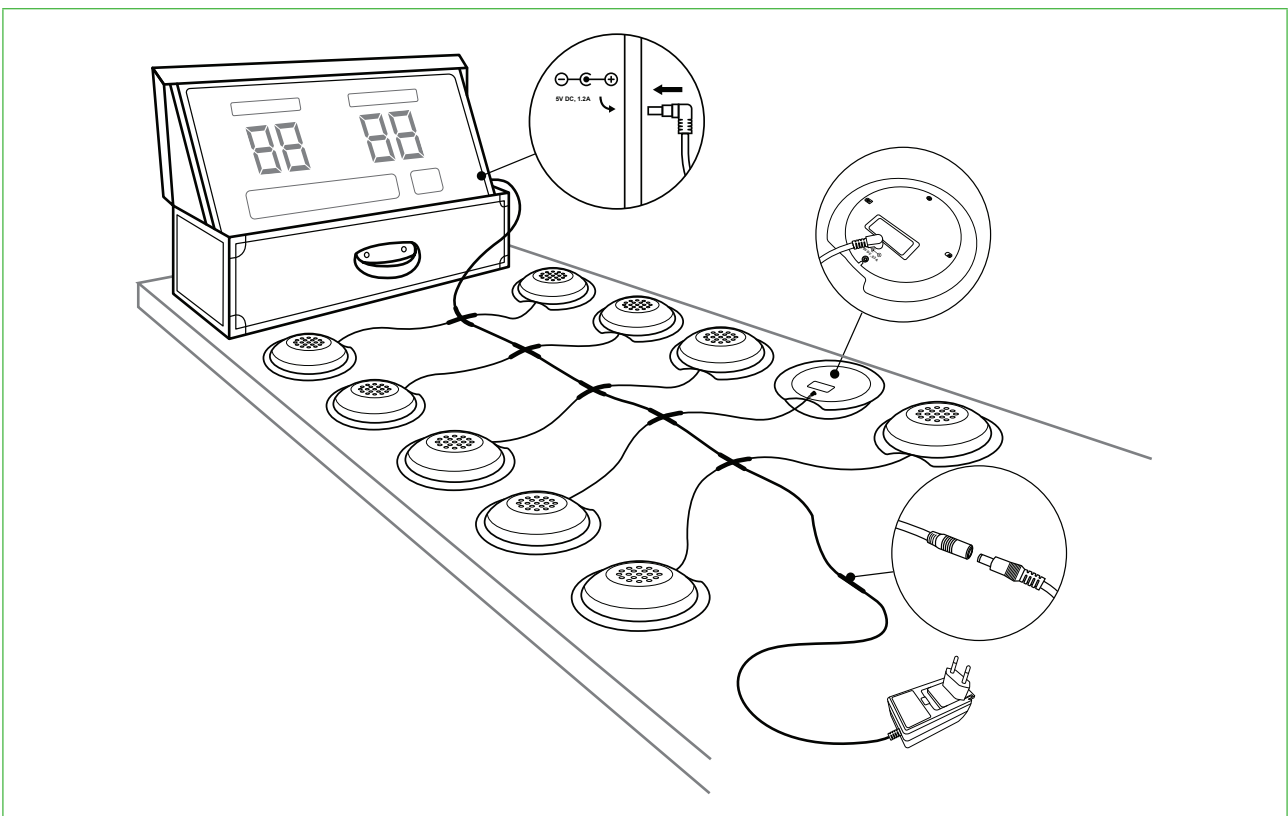
## 4.2 CHARGING



Figure 5      The correct connection for charging up the playsystem

1. Connect the cables as indicated in Figure 5.
2. Insert the charger plug into the mains socket. The score panel and the spots will now be charged.

⚠ **Warning** – Only charge the playsystem with the adapter supplied. An adapter with a voltage higher than 5.0V will damage the system irreparably.

# 5.  GAMES

The games that can be played depend on two settings: the play mode and the team mode. The play mode – IPS or HIT – determines the colour of the spots and what type of games can be played. The team mode – 1P, 2P or 2P2P – determines the number of teams that can play and what spots they use.

## 5.1 TEAM MODE

- 1P – One player or team

- 2P - Two players or teams. Both use all spots.

- 2P2P - Two players or teams. Each has its own set of spots.

## 5.2 PLAY MODE

Six games are available in play mode **IPS**. These games have been developed for general use, where the spots are touched with the hand. During play, the spots light up red or green.

There are also six games available in play mode **HIT**. These games have been developed for the use of projectiles to hit the spots. These could be balls or toy guns. During play, the spots light up red or blue.

The detection method of the spots can be altered to correspond to the way the user wants to play a game. For this, see section 6.4 – Choosing sensor mode.

## 5.3 PLAY OPTIONS

The tables below indicate for each play mode the team mode each game can be played in and the button used to start them. In the following sections, each game is described and explained.

> **i** Use the table or the Quickstart Guide to allow a quick choice of a game to be made and to find the possible modes.

### 5.3.1 IPS

| Button | Name | Team mode | | |
|---|---|---|---|---|
| | | 1P | 2P | 2P2P |
| | Light Hunter I | x | x | x |
| | Steal the Light | | x | x |
| | Back to Base | x | x | x |
| | Hit Counter I | x | x | x |
| | Timer | x | | x |
| | Memory | x | x | x |

### 5.3.2 HIT

| Button | Name | Team mode | | |
|---|---|---|---|---|
| | | 1P | 2P | 2P2P |
| | Light Hunter II | x | x | x |
| | Last Man Standing | x | x | x |
| | Capture the Flag | | x | x |
| | Hit Counter II | x | x | x |
| | Timer | x | | x |
| | Memory | x | x | x |

### 5.3.3 Sound themes

| Button | Name |
|---|---|
| | Jungle |
| | Pirate |
| | Farm |
| | Princess |

## 5.4 LIGHT HUNTER I



| | |
|---|---|
| **Objective** | Touch as many spots of your own colour as possible! |
| **How to play** | 1.  The system counts down and two random spots light up in red and green.<br><br>2.  Touch the spot of your own colour as quickly as possible when it appears. |
| **End of the game** | The game stops when the game time has elapsed. You win if you have touched more spots of your own colour. This can be seen on the score panel. |

## 5.5 STEAL THE LIGHT
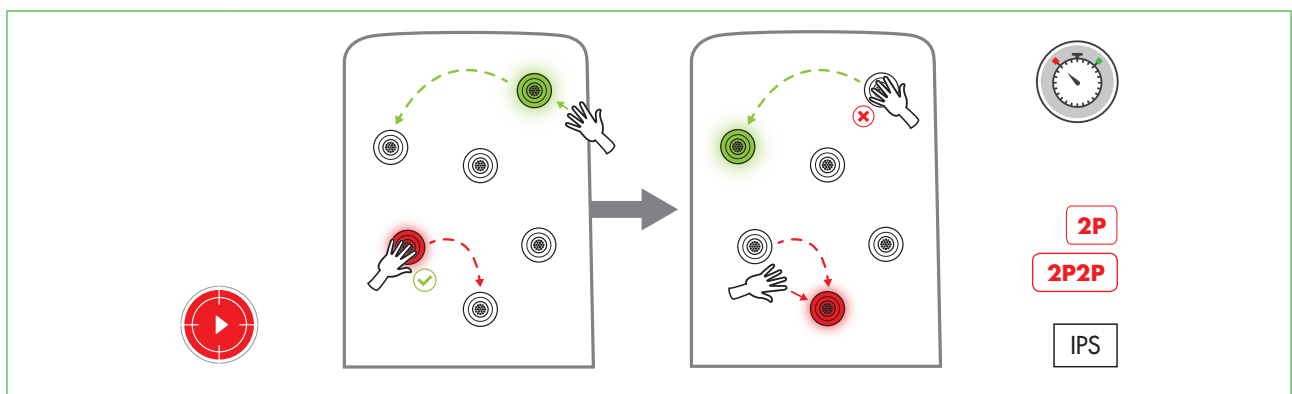


| | |
|---|---|
| **Objective** | Be quicker than your opponent and touch the spot of your own colour as often as possible! |
| **How to play** | 1.  The system counts down to the start of the game. Two random spots light up in red and green.<br><br>2.  Touch your own spot as quickly as possible. The player who is first gains a point and both spots jump immediately. |
| **End of the game** | The game stops when the game time has elapsed. You win if you have scored more points. This can be seen on the score panel. |

## 5.6 BACK TO BASE



| Objective | Go back and forth as often as possible between your base spot and the illuminated spots of your own colour! |
|---|---|
| Preparation | Start the game. Each player or team chooses a base spot. |
| How to play | 1. The system counts down and the base spots light up in red and/or green. |
| | 2. Touch your base spot. Then go look for the spot that lights up in your colour and touch it. Repeat this as often as possible within the time. |
| End of the game | The game stops when the set game time has elapsed. You win if you have touched your own base spot more often. This is shown on the score panel. |

ℹ️ Keep the **blue play button** pressed for five seconds to reset the base spots.

## 5.7 HIT COUNTER I



| Objective | Be first to touch the selected number of spots of your own colour! |
|---|---|
| Preparation | Choose the number of spots each team has to touch using one of the four start buttons. |
| How to play | 1. The system counts down and two random spots light up in red and green. |
| | 2. Touch the spot of your own colour as quickly as possible when it appears. |
| End of the game | You win if you are first to touch the selected number of spots. If the time is up and no-one has reached the target number, the player with more points wins. |

ℹ️ In 1P mode, the time is indicated on the score panel.
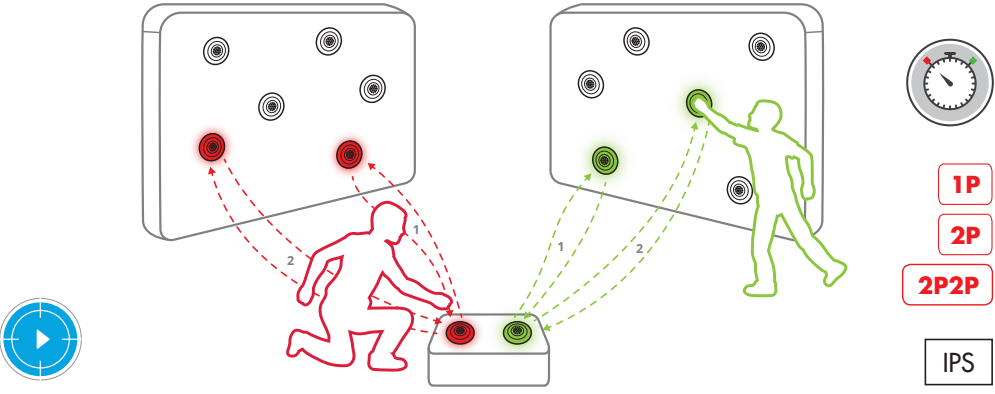
## 5.8 LIGHT HUNTER II



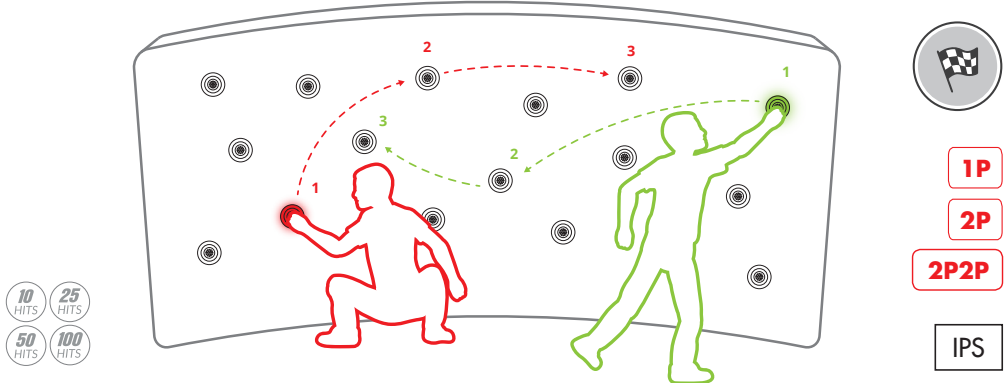| Objective | Touch as many spots of your own colour as possible! |
|---|---|
| How to play | 1.     The system counts down and all spots light up in red or blue. |
| | 2.     Touch the spots of your own colour as quickly as possible. |
| End of the game | The game stops when the game time has elapsed. You win if you have touched more spots of your own colour. This can be seen on the score panel. |

## 5.9 LAST MAN STANDING



| Objective | Chase the other players and make sure your spot doesn't get touched! |
|---|---|
| Preparation | Each player chooses a spot. Attach your spot to your vest by twisting it into its holder. |
| How to play | 1.     The system counts down and all spots light up in a random colour. |
| | 2.     Touch the other players' spots to switch them off. Make sure you do not get hit yourself! |
| End of the game | You win if you are the last surviving player. If the time is up and there are still several players left, the game stops and the surviving players all win. |

## 5.10 CAPTURE THE FLAG



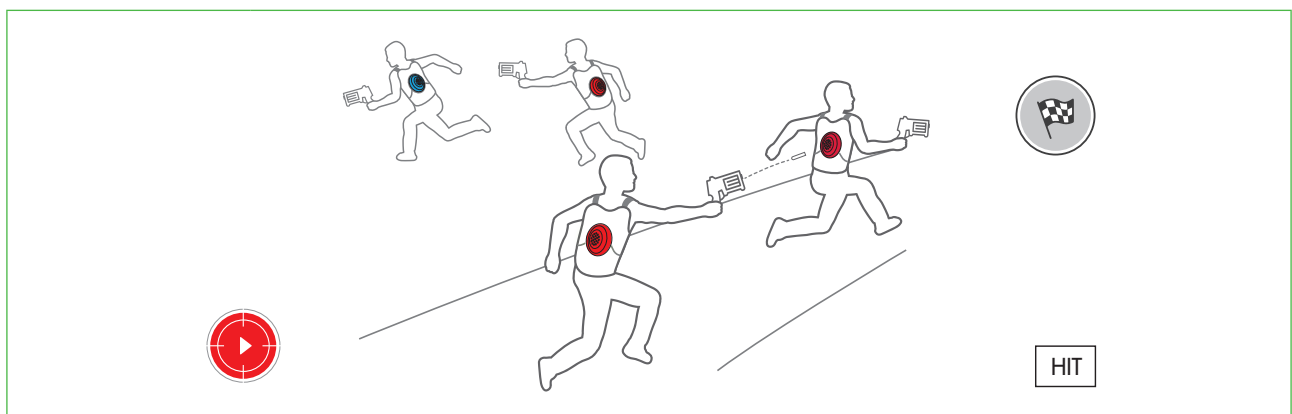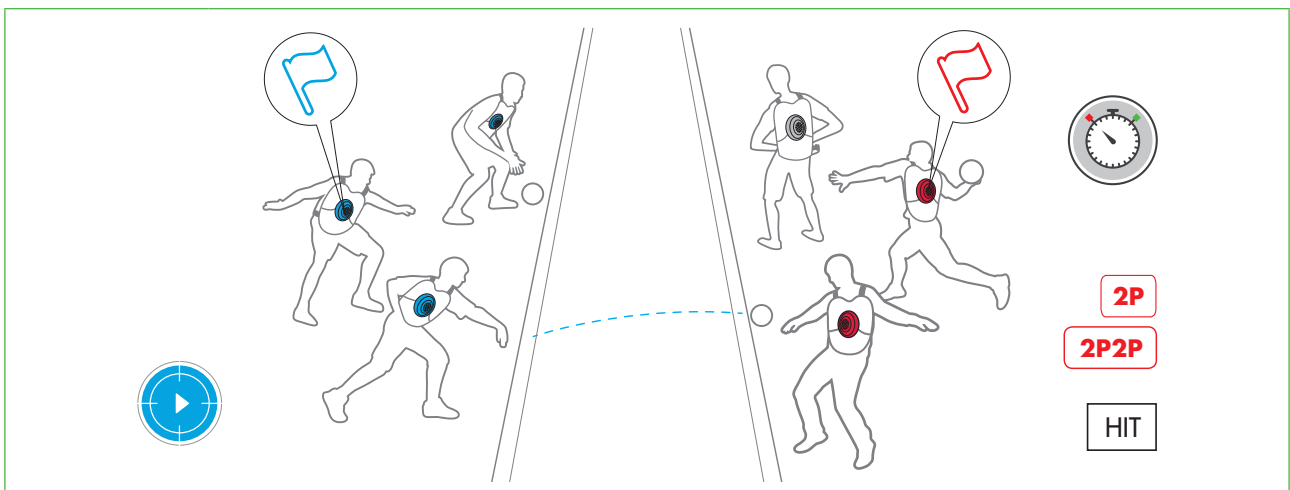| Objective | Be first to touch the other team's flag spot! |
|---|---|
| **How to play** | 1.    The system counts down and all the spots light up in red or blue.<br><br>2.    Try to hit the other team's flag spot.<br><br>3.    Hit the other team's normal spots to score points. |
| **End of the game** | You win when you succeed in hitting the other team's flag spot. If the time is up and neither flag spot has been hit, the team with more points wins. |
| ℹ | Keep the **blue play button** pressed for five seconds to reset the flag spot. |

## 5.11 HIT COUNTER II



| Objective | Be first to touch the selected number of spots of your own colour! |
|---|---|
| **Preparation** | Choose the number of spots each team has to hit using one of the four start buttons. |
| **How to play** | 1.    The system counts down and all the spots light up in red or blue.<br><br>2.    Touch the spots of your own colour as quickly as possible. |
| **End of the game** | You win if you are first to touch the selected number of spots. If the time is up and no-one has reached this number, the player with more points wins. |

> ℹ️ If an odd number of spots have been connected and the game is being played in 2P mode, the system automatically chooses one spot that will not be used. In 2P2P mode, an unequal number of spots may be chosen for the teams.
>
> ℹ️ In 1P mode, the time is indicated on the score panel.

## 5.12 TIMER
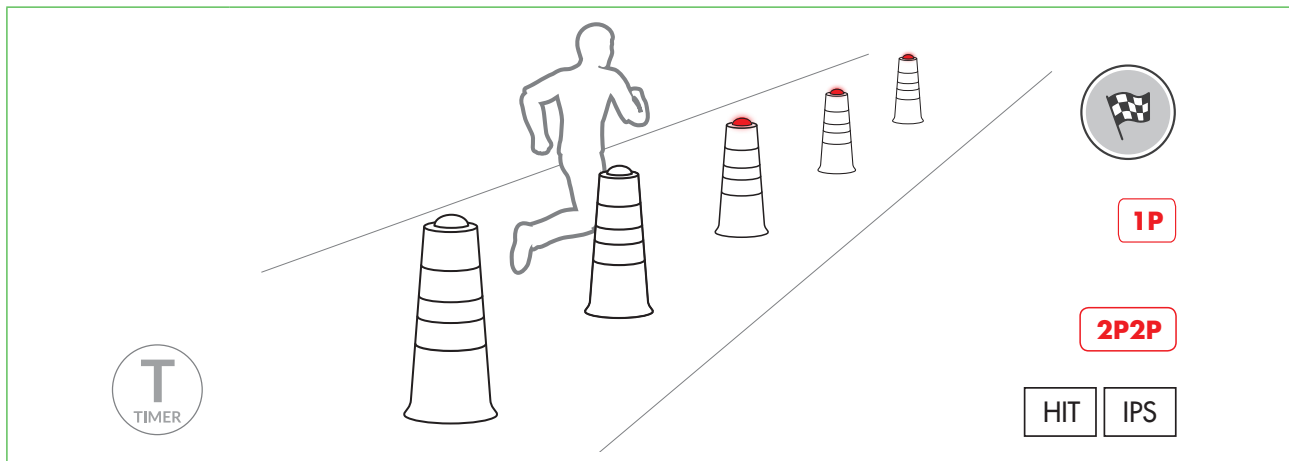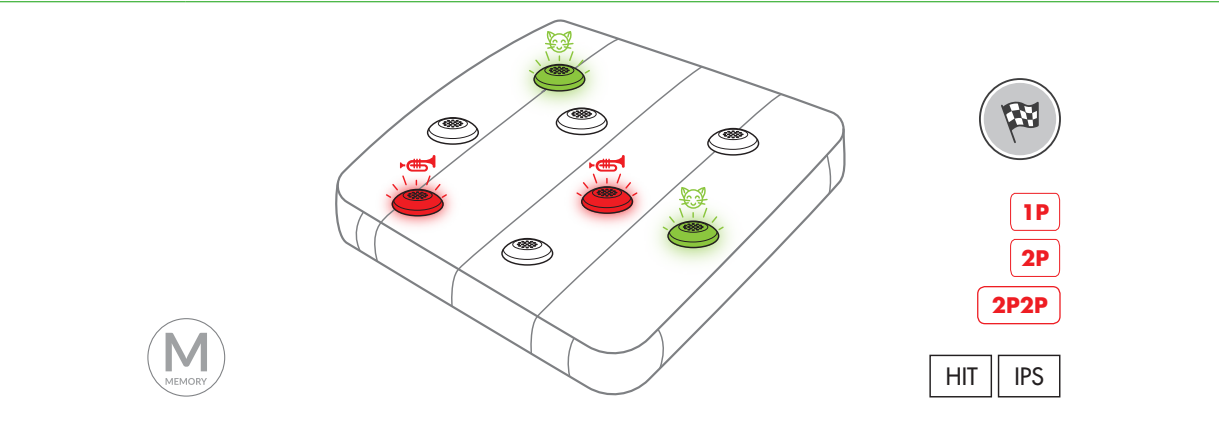


| Objective | Touch all the spots of your own colour as quickly as possible! |
|---|---|
| Preparation | After starting the game, first select the spots for each player. Confirm this each time with the **OK button**. |
| How to play | 1.  The system counts down and all the spots light up in red or green/blue.<br>2.  Switch all your own spots off as quickly as possible by touching them. |
| End of the game | The game stops when all spots of all players have been touched. You win if you are first to have touched all your own spots. In 1P mode, you can see the end time on the score panel. |

> ℹ️ The groups of spots that are chosen for this game are separate from the set 2P2P groups.
>
> ℹ️ The groups of spots that have been chosen can be reset. To do this, in standby mode, keep the **T button** pressed for five seconds.

## 5.13 MEMORY



| Objective | Find all the pairs with the same sounds! |
|---|---|
| How to play | 1.  The system counts down to the start of the game. The youngest player starts. All spots light up in this player's colour. |
| | 2.  Touch two spots and listen to the sounds they make. If both spots make the same sound, you have found a pair and it is still your turn. Otherwise the next player gets a turn. |
| End of the game | The game stops when all the pairs have been found. You win if you have found the most pairs. |
| ℹ | An even number of spots are needed for this game. If an odd number of spots have been connected to the system, a random spot will not be used in the game. |

## 5.14 SOUND THEMES

The system has four sound themes. These themes have a simple play element and are intended to increase the pleasure of playing say on a trampoline.

After choosing a sound theme, random spots light up with random colours. Each theme has special background music. When a spot is touched, it plays a special sound fragment from the chosen theme. The system goes back into standby mode if no spots are touched for one minute.

# 6. OPERATION

## 6.1 SWITCHING THE SYSTEM ON AND OFF

Keep the **START button** pressed for five seconds to switch the system on. The system starts up in standby mode and the panel indicates '0 – 0'. Repeat this action to switch the system off again.



## 6.2 CHOOSING THE TEAM MODE

1.  Press the **C button** to indicate the current team mode on the panel.
2.  Press the **C button** again to change the team mode.
3.  Confirm your choice with the **OK button**.
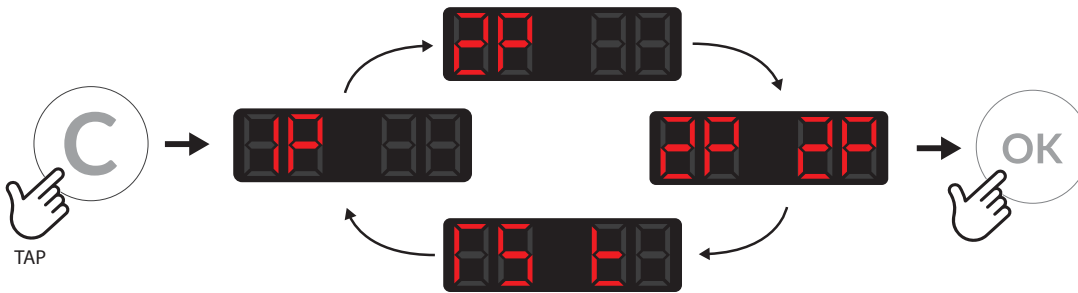


ℹ  Select and confirm 'RST' to reset 2P2P groups. After starting up a game in 2P2P, the system will ask again for spots to be selected for both teams.

## 6.3 CHOOSING THE PLAY MODE

1.  Keep both the **C** and **OK buttons** pressed for three seconds. 'CONF' appears on the panel.
2.  Press the **green play button** to change between IPS and HIT.
3.  Confirm your choice with the **OK button**.
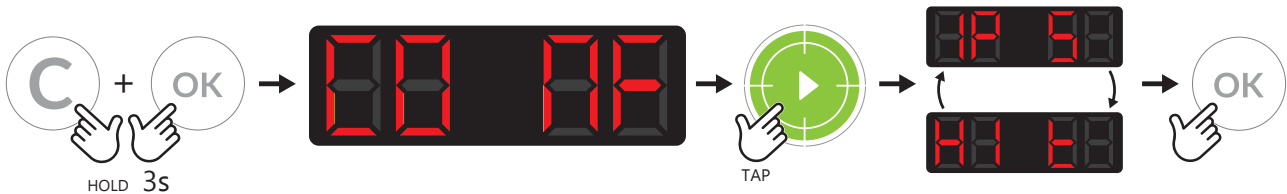
## 6.4 CHOOSING THE SENSOR MODE

After choosing a play mode, you can change the sensor of the spots to suit.

1. Keep both the **C** and **OK buttons** pressed for three seconds. 'CONF' appears on the panel.
2. Press the **red play button** repeatedly to select a sensor mode:
   - Mode 1 – Touch. Spots react to a touch with the hand.
   - Mode 2 – Hit. Spots react to an impact.
   - Mode 3 – Touch & Hit. Spots react to both.
3. Confirm your choice with the **OK button**.



i The HIT sensor mode only works if all the connected spots support this mode. For this, the spots must contain both touch and movement sensors. These can be recognised by their white bottom surface.

### 6.4.1 Sensor sensitivity
The amount of force necessary to activate a spot with an impact (modes 2 and 3) can be adjusted.

1. Keep both the **C** and **OK buttons** pressed for three seconds. 'CONF' appears on the panel.
2. Press repeatedly on the **10 HITS button** to select a sensor mode:
   - 1 – High sensitivity
   - 2 – Normal sensitivity
   - 3 – Low sensitivity
3. Confirm your choice with the **OK button**.
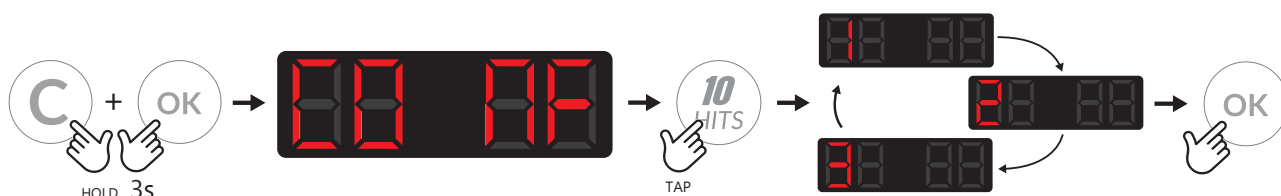
## 6.5 STARTING AND STOPPING A GAME

There are two ways to start a game: with one of the buttons on the score panel or by touching am illuminated spot in standby mode.

Keep the **START button** pressed for three seconds to stop an active game.

### 6.5.1 Score panel
1. Press one of the nine game buttons on the panel to start a new game.
2. If necessary, follow the spoken instructions of the chosen game. This is always needed in 2P2P mode. In 1P and 2P modes, this is needed for the following games:
   - Back to Base
   - Capture the Flag
   - Timer

### 6.5.2 Starting spot
In standby mode, all the connected spots will light up in turn. Touch an illuminated spot to restart the last game or sound theme played.

### 6.5.2.1 Choosing a fixed starting spot
A fixed starting spot can also be set.
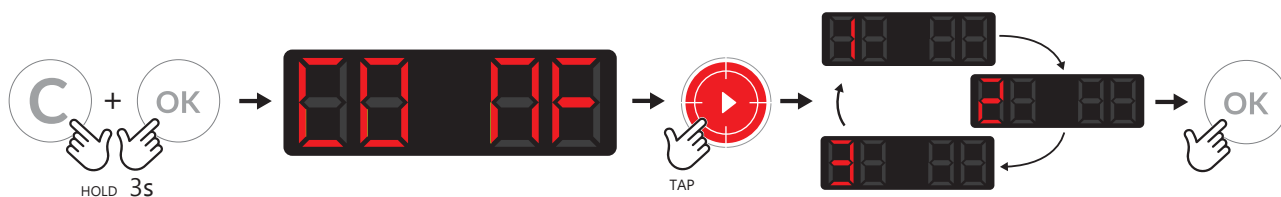
1. Keep both the **C** and **OK buttons** pressed for three seconds. 'CONF' appears on the panel.
2. Press the **25 HITS button** to switch this option on or off.
3. Confirm your choice with the **OK button**.
4. Touch a spot to select it. The spot lights up green (blue in HIT mode) and now acts as fixed start spot.
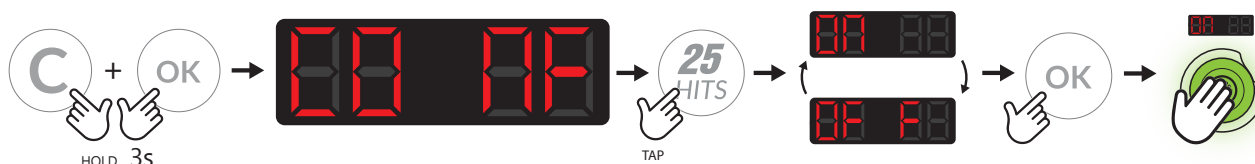


ℹ️ The fixed start spot does not take part in the game.

ℹ️ The fixed start spot can be reset by switching this function off. A new start spot can be chosen when this function is switched on again.

# 7. SETTINGS

The playsystem has a number of settings that may be modified as desired. This chapter describes how to do this.

## 7.1 CONNECTING AND DISCONNECTING THE SPOTS

Depending on the number of players and the game that will be played, more or fewer spots may be connected to the playsystem. A maximum of 20 spots may be connected to the system.

1. Keep both the **C** and **OK buttons** pressed for three seconds. 'CONF' appears on the panel.
2. Press the **A button**. 'PAIR' appears on the panel. Connected spots light up green (blue in HIT mode).
3. Touch a spot until it lights up green (blue in HIT mode). The spot is now connected. Touch a green-shining spot until green light goes off. Now the spot is disconnected.
4. Repeat until the desired number of spots are connected.
5. Press the **START button** to leave the 'PAIR' mode.



ℹ If a spot will not connect, it may be that the system memory is full. This might also happen when fewer than 20 spots are visibly connected. In this case, disconnect all spots according to the instructions in the next section.

### 7.1.1 Disconnecting all the spots
All spots can be disconnected at the same time. After this, spots may be connected to the system again.

1. Keep both the **C** and **OK buttons** pressed for three seconds. 'CONF' appears on the panel.
2. Keep the **C button** pressed for five seconds. 'CLR' appears on the panel.
3. The system will be restarted. All spots are now disconnected.
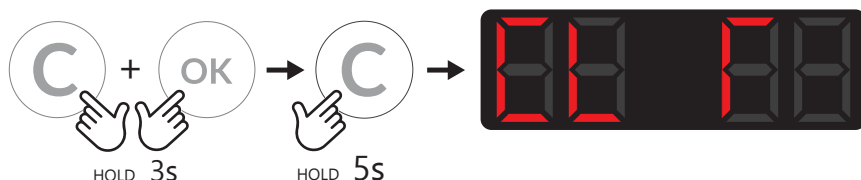


ℹ This action puts the playsystem back to the factory settings.

## 7.2 POSITIONING OF THE SPOTS

A number of accessories are available to which the spots may be attached. This can bring out the best in many games.

ℹ️    The full range of accessories may be found at www.jb-inflatables.nl and www.interactiveplaysystems.com.

However, the game may also be played without any of these accessories. In this case, keep to a maximum separation of 20 metres between the spots and the panel (Figure 6).
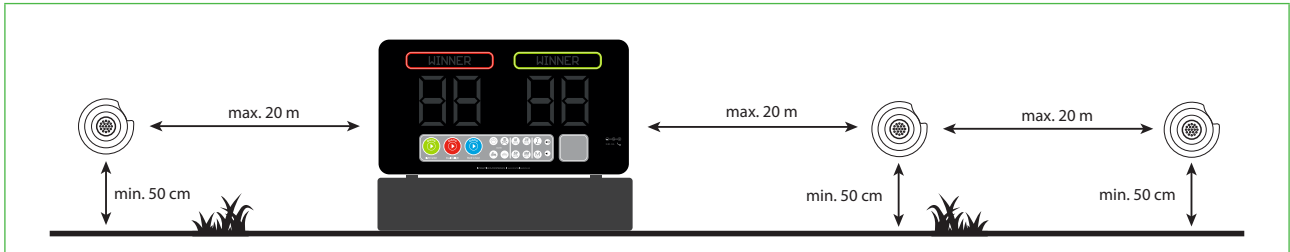


Figure 6    The maximum separation between the components

⚠️    **Warning** – Avoid exposing the score panel to direct sunlight.

## 7.3 SETTING THE GAME TIME

A number of games end after a certain time has passed. This game time can be set.

1.  Keep both the **C** and **OK buttons** pressed for three seconds. 'CONF' appears on the panel.
2.  Press the **T button** repeatedly to select a game time:
    -   45 seconds
    -   90 seconds
    -   180 seconds
    -   270 seconds
    -   600 seconds
3.  Confirm your choice with the **OK button**.

## 7.4 ADJUSTING THE VOLUME

1. Press the **volume buttons** repeatedly to adjust the volume in steps.
2. Keep the **volume buttons** pressed to adjust the volume more quickly.

### 7.4.1 Locking the volume
The volume setting can be locked so that users cannot adjust it themselves anymore:

1. Keep both the **C** and **OK buttons** pressed for three seconds. 'CONF' appears on the panel.
2. Press the **Jungle theme button** to switch this option on or off.
3. Confirm your choice with the **OK button**.



### 7.4.2 Switching off the background music
The background music to the games may be switched off. The touch sounds and winner indication will still be audible.
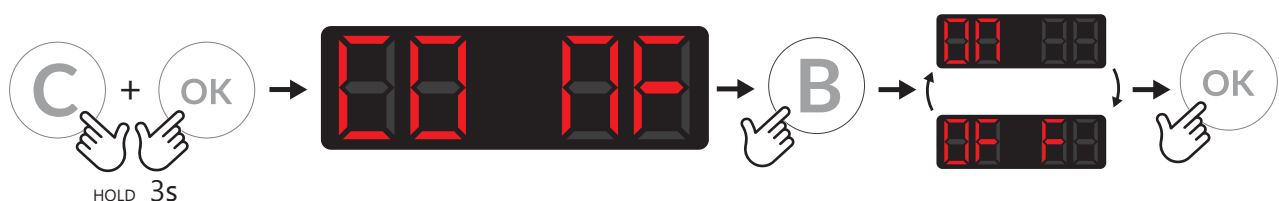
1. Keep both the **C** and **OK buttons** pressed for three seconds. 'CONF' appears on the panel.
2. Press the **Pirate theme button** to switch this option on or off.
3. Confirm your choice with the **OK button**.



## 7.5 CHARGE INDICATION DISPLAYED OR NOT

During charging, the spots can indicate their battery level by lighting up:

4. Keep both the **C** and **OK buttons** pressed for three seconds. 'CONF' appears on the panel.
5. Press the **B button** to switch this option on or off.
6. Confirm your choice with the **OK button**.

## 7.6 SETTING THE STANDBY TIME

1. Keep both the **C** and **OK buttons** pressed for three seconds. 'CONF' appears on the panel.
2. Press the **M button** repeatedly to select a standby time:
   - 15 minutes
   - 60 minutes
   - 180 minutes
   - 600 minutes
3. Confirm your choice with the **OK button**.



## 7.7 REVERSING THE POINT COUNTING

In situations where touching your opponent's spots scores points, it is possible to choose to reverse the point counting:

1. Keep both the **C** and **OK buttons** pressed for three seconds. 'CONF' appears on the panel.
2. Press the **50 HITS button** to switch this option on or off.
3. Confirm your choice with the **OK button**.
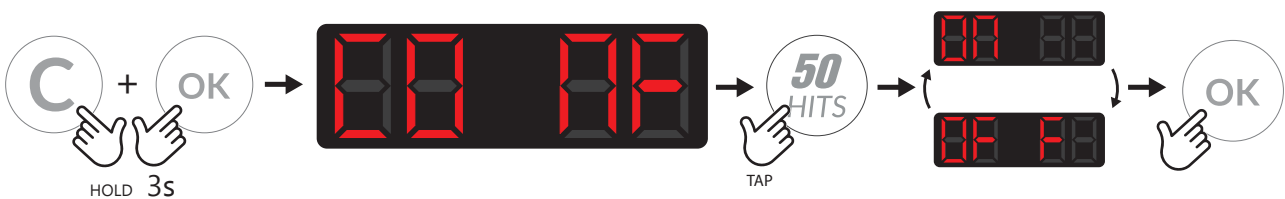
# 8. ERROR MESSAGES

During use, two different errors may occur. These are shown on the panel.

## 8.1 E01

This error message is displayed if too few spots are connected for the desired action
(e.g. starting a game).



## 8.2 E02

This error message is displayed if the user tries to use the OK button to confirm a 2P2P group
with fewer than four spots. This error message may also be displayed during an active game.
This means that at least one of the active spots is situated too far away or it needs to be
charged.



## 8.3 RESET BUTTON

Some IPS HIT systems are equipped with a reset button. The reset button is located in the
round hole at the rear of the scoreboard. The reset button can be pressed with a long and thin
object.

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