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Dear Parents & Guardians,

Here at Playzoom, we understand that your child’s education and development are very important. That’s why we’ve added features tailored to help develop the skills that are needed at this stage in their lives and motivate them to be the best they can be. We thank you for trusting us with this important task – helping your child to have fun and learn at the same time!

Sincerely,
The Playzoom Family.

To learn more about Playzoom toys, visit playzoom.com

INTRODUCTION

Playzoom 2 Kids Smartwatch comes with amazing features such as a fun swivel camera to capture pictures and videos. A voice recorder to record fun sounds. An abundance of fun learning & active games. Other features include photo effects, mp3 player, audio books, stopwatch, alarm, timer, calendar and so much more! Connect it to your computer to download pictures, videos and upload music. The Playzoom 2 does not connect to a cellular device and is kid safe!
POWER ON/OFF PLAYZOOM 2
To power on/off your Playzoom 2, press and hold the button for a few seconds.

SHUTTER BUTTON
Press the button to launch the camera and to take pictures.

HOME BUTTON
Clock mode: When the screen is off, press the HOME BUTTON to wake up the watch and see the time.

Home Menu: Press the HOME BUTTON again when it is in clock mode to enter the home menu, or if it is in another activity, pressing the HOME BUTTON will take you back to the previous menu.

INCLUDED IN THE PLAYZOOM 2 PACKAGE
• Playzoom 2 Smartwatch (with built-in Li-ion polymer battery*)
• Micro USB cable
• Quick Start Guide

*Battery is not replaceable.

WARNING: All packing materials, such as tape, plastic sheets, packaging locks and tags are not part of this toy, and should be discarded for your child’s safety.
The battery in this product must not be disposed of with household waste. This battery is recyclable. Please follow your local recycling regulations.
Remove the screen sticker on the watch screen before use.

Wearing Your PLAYZOOM 2
Kids with very sensitive skin may notice some irritation after wearing the Playzoom 2 Smartwatch for long periods of time. The skin may become irritated when sweat, moisture soap, or other irritants get trapped under the watch band and are left in contact with the skin. To prevent skin irritation, we suggest keeping your child’s wrists and the band clean and dry. In addition, wearing the watch too tightly may also be the cause of irritation. Make sure the fit is good-tight enough, so the watch stays in place but not so tight that it’s uncomfortable for your child. If you notice any redness, swelling, or other irritation, you may want to consult a doctor before wearing the watch again.

<table>
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<th>SPECIFICATIONS</th>
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<tr>
<td>Display</td>
<td>1.44” Full Color Touch Screen</td>
</tr>
<tr>
<td>Photo Resolution</td>
<td>128px*128px</td>
</tr>
<tr>
<td>Video Resolution</td>
<td>128px*128px</td>
</tr>
<tr>
<td>Internal Storage</td>
<td>90+ MB</td>
</tr>
<tr>
<td></td>
<td><strong>Note:</strong> Storage capacity as an approximation, actual amount depends on shooting environment.</td>
</tr>
<tr>
<td>Battery</td>
<td>Li-ion Polymer Battery (Battery is not replaceable)</td>
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When using your Playzoom 2 for the first time, you will need to first fully charge the watch. A full charge will take about 2 hours.

**Battery Recharging:** Note: Adult supervision/operation required.

To charge your Playzoom 2, the watch needs to be connected to a computer with the included Micro-USB Cable. To do so correctly, please follow these steps:

1. Pull the rubber cover off of the Micro-USB Port on the left side of the watch.
2. Insert the Micro-USB Cable (small end) into the Micro-USB Port on the watch.
3. Insert the large end of the Micro-USB into a USB port on your computer.
4. Once connection is successful, you will see a battery recharging symbol appear on the watch screen.

**Battery Life**

The time the battery lasts between charges depends on play. Like other electronic devices, more frequent usage will drain the battery more quickly. Some activities will be more demanding on the battery, such as taking photos and videos.

**Battery Maintenance**

Charge the battery regularly to keep it at optimum performance, even when the watch isn’t in use. For example, fully charge the watch at least every 6 months.

**Battery Notice**

Misuse of batteries can lead to them bursting, causing a fire or chemical burns. Please read the below precautions:

- Do not disassemble
- Do not crush and do not expose the battery to any shock or force such as hammering, dropping or stepping on it.
- Do not short circuit
- Do not expose to high temperatures or place near a heat source. Do not leave in direct sunlight for any length of time
- Do not dispose of in fire.
- Do not handle damaged or leaking batteries.
- Keep the battery out of the reach of children.
- Keep the battery dry.

If you find the time between charges is considerably shortened with no change in usage, the battery could be nearing the end of its life. Please dispose of the used battery as described in this manual. The battery life varies from battery to battery depending on storage, operating conditions, and environment.

**Splash Proof for Everyday Play and Usage**

- Do not put under running water
- Do not submerge in water, not suitable for showering, bathing or swimming.
To Begin Using Playzoom 2
When switching on the Playzoom 2 for the first time, the date and time setting screen will be displayed first. Swipe up and down over the day, month, year, hours and minutes to change the current date and time. Tap the OK button when you’re done. Note: Refer to settings to adjust time manually.

After choosing the date and time, we strongly recommend that parents set up their child’s personal information under In Case of Emergency. (blood type, medical conditions, emergency contacts and more). In case of an emergency, this information will be easily accessible! *This information will not being stored or saved anywhere besides the device.

Automatic Screen Off
To preserve battery life, the screen will automatically shut off after a short period of time when idle on clock mode and menu screen.

Battery Status
The remaining battery capacity will be displayed on the main menu screen. When the battery level is low, you will receive a warning on the screen.

Clock Display: Analog & Digital
When the clock screen is on, tap the watch face to switch between analog and digital format. To pick a different watch face, swipe either left or right to see more options.

Home Menu
When the screen is off, press the button to show a clock screen. When it shows a clock screen, press the button again to display the home menu. There are 20 icons to choose from.

- Tap the icon to enter the activity.
- Swipe left or right to scroll through the menu pages.
1. CAMERA

Press the 📷 button to enter camera mode. You can also view your gallery from there.

- Press the 📷 button or shutter icon 📷 on screen to take a photo.
- Tap the playback icon 📡 on screen to view pictures taken.
- To take pictures with different color filters, tap the 🌈 or 🍇 buttons to change filters.

2. VIDEO

Tap the Video mode icon on screen to enter video capture mode.

- Press the 📺 button or record icon 📺 on screen to start recording.
  While recording, press the 📷 button again or the Stop icon 🅿️ on screen to stop.
- Tap the Playback icon 📡 on screen to view videos.
- Once on the Playback page, scroll to view all videos taken.
- Tap Options to view or delete video.

3. STEM LEARNING GAMES

Alien Invasion (Math): Commander! The Aliens are invading the planet. Solve the equation to stop them. To play, tap the correct answer to move onto the next math equation. Send them back to their home planet before Earth gets overrun.

Catch the Dragon (Memory): The baby dragons have escaped and gone missing from the castle lair. The wilderness is a dangerous place for them. Help the knight re-capture all of them back to safety. To play, help memorize where they are hiding to find them.

Fishing for Words (Spelling): It is a beautiful day out. You grab your fishing pole, and head out to sea! To play, catch the swimming fish to spell out the word in the sand.

Free Draw (Creativity): Challenge your creativity with this simple drawing game. Draw anything you want and save it as a picture. To play, select the pencil on the left to begin drawing. Decorate your drawing with fun stickers. To save or delete, tap the (x) button on the top right corner.

Let’s Relax (Mood): Looking for a way to wind down and relax? We have you covered. To play, spin the wheel for a stress reducing tip. Each color has a unique tip help you reduce stress.
My Emotions (Mood): Children will discover how to recognize feelings in themselves and in others. To play, match the correct face to the correct emotion on the top. Have fun while developing valuable life skills!

Paint by Equation (Math): Complete the artboard by painting the equation. To play, begin by solving the equation. As you solve each match equation, a part of the canvas will be filled in color.

Puzzle Shapes (Problem Solving): Designed to enable children to learn and grasp the concept of patterns and sequencing in a fun way. To play, study the given 3 patterns and identify the missing shape, symbol, or pattern, to complete the sequence.

Recycle Time! (Environment): Help save the planet! Learn the basics of recycling with recycle time. You will have to sort trash into four different litter categories: Paper, Glass, Plastic and Metal. To play, drag each trash item into the correct bin to properly recycle.

Sequence Celebration (Math): Celebrate your math skills by completing the sequence. To play, first analyze the pattern and then select the correct balloon number.

Temple Adventures (Problem Solving): Greetings explorer! Do you love treasure as much as me? If so, help me get to the hidden treasure I have stashed away, and you will be greatly rewarded. To play, simply click the directional arrows at the bottom of the screen to help me safely navigate to my treasures.

Zoo Keeper (Math): This is your first day on the job at a zoo. You have been tasked to feed the animals. Try to keep all the animals happy by feeding them the type of food they want to eat. To play, first memorize the types of food they want to eat. Next, drag the food to the right zoo animal. Don’t let the zoo animals go hungry!

Police Pup (Memory): There has been a series of robberies in your neighborhood. Use your memory to help save the day by guiding Police Pup to the robber. To play, remember the blue arrows that show up for a few seconds at the beginning of the game. If you catch the robber 5x, you will earn the police badge.

Time Quiz (Time): Learn to tell time on a clock with Mr. Owl. To play, read the clock and select the correct time at the bottom. The game will continue until you answer incorrectly.

Crazy Card Match (Memory): Select from 4 themes: Space, Dinosaurs, Fruit, and Sports to begin playing crazy card match. Challenge your memory. To play, first select a random card on the board. Remember it and next select another card. The objective of the game is to match the two same cards together. Once you have all the cards matched, you have won the game!
Math Professor (Math): Challenge your math skills by answering the professor’s questions. To play, begin by selecting the difficulty level. Next, answer each question correctly.

Math Wizard (Math): The Math Wizard will present to you a series of magical math equations. To play, tell him which ones right and which ones are wrong, so you can ascend to become the next Math Wizard.

Odd One Out (Pattern): You are presented with 4 options where one of them is the odd one out. To play, spot out the incorrect quadrant that is the odd one out of the group.

4. FUN GAMES

Dodge Balls: Watch out! Balls are falling from the sky. To play, try and dodge the colored balls as they fall out of the sky while collecting gems by moving left and right. When you collect a gem of a specific color, all balls on the screen with that same color will pop.

Galaxy Wars: There is a galactic space war happening. As the ace fighter pilot, you must fly and shoot your way through enemy lines. To play, command your spaceship left and right while shooting down enemy spacecraft.

Sea Lion Adventures: It’s time for you to catch your lunch. You are a hungry seal and you must dive into dangerous water to catch fish. To play, swim left and right to eat fish while avoiding dangerous sharks.

Zoo: How many animals do you know at the zoo? To play, learn the names of the animals first. Next, take the quiz.

Color Master: How well do you know your colors? Play the color master game to find out! To play, select the right color box before the time runs out.

5. PHOTO GALLERY

Here you can browse the captured photos.

- The latest picture will be shown first. Tap the arrow icons or swipe the screen to see the previous or next file.
- Tap the borders icon to cycle through and apply fun camera borders
- To apply and save border on image, tap the downloads folder on the bottom right of screen.
- Tap the trash can on screen to delete image.
6. AUDIO BOOKS
Here you can browse through a collection of kid’s fairy-tales and fables. Your Playzoom 2 is equipped with an earphone/headphone jack located at the bottom left of the watch case. Listen through the built-in-speakers of the watch or through connected earphones/headphones. Tap the story to begin listening.

7. HOW TO's
Learn essential daily skills through How To’s. Tap the arrow icons or swipe the screen to see previous or next how to. To view, simply tap the desired How To.

8. MUSIC PLAYER
The built in Music Player allows you to listen to pre-loaded Sing-a-longs or download and listen to your own music.

Pre-loaded Sing-alongs:
To download your own songs:

- Start by entering the music player app and select “my music” folder.
- Then turn off your device.
- Pull the rubber cover off of the Micro-USB Port on the left side of the watch.
- Insert the Micro-USB Cable (small end) into the Micro-USB Port on the watch.
- Insert the large end of the Micro-USB into a USB port on your computer.
- After a few moments, the watch drive will appear on your computer.
  - Open the drive & click the folder “My Music”.
  - Drag & drop your mp3 files into the folder.
  - Safely eject the drive when complete.

9. BACKGROUNDS

To change the background behind your menu icons, tap backgrounds. Tap the arrow keys or swipe left or right. Press Select your background button to confirm selection.

10. ACTIVE GAMES

**Motivation Monster:** Stay motivated with motivation monster. Get up and move around with a series of short activities, such as stretching your arms, doing jumping jacks, touch your toes, doing sit ups and more.

**Jump with Me:** Tap “Jump” every time you jump, and the frog will jump with you while counting how many times you have jumped together! Try to beat your highest number of jumps!

**Run with Bunny:** Get ready, set, go! Use this fun, interactive stopwatch to keep track of your longest run! As Bunny runs with you, they also keep track of the time and will display your highest records at the end of the run.

11. VOICE RECORDER

Press the Voice Recorder icon on the main menu screen to enter voice recorder mode. In this mode, you can record any audio sounds you want. Either it’s a song you are singing or just fun messages and reminders.

- Tap the record button on the screen to start the voice recording. While recording, tap the stop icon on the screen to stop.
- Next choose whether to replay voice recording, view previous recordings, record another or delete existing voice recording clip.
12. **SOUND ANIMATIONS**

Play through 10 unique fun sound animations.
- Swipe left or right to cycle through, and tap the object to see it animated with sound.

13. **CALENDAR**

View the calendar by swiping the screen left or right to see the previous or following month.

14. **STOPWATCH**

This feature functions as a traditional stopwatch
- Tap the start button on the screen to start the stopwatch.
- While the stopwatch is running, tap the stop button to pause/stop the timer.
- Pressing the Lap button resets the stopwatch timer.

15. **ALARM**

Set an alarm to remind you of what’s important.
- Select the hour and minute by swiping up or down on the hours, and minutes.
- Tap the check mark to confirm the selection.

Note: Alarm is based on the 24-hour format for AM/PM

16. **TIMER**

Use this feature to set a countdown timer.
To set the timer time:
- Select the minutes (up to 59 minutes) and seconds by swiping up or down on the minutes and seconds. Tap the check button to confirm.
- While the timer is running, tap the play button to pause the countdown. Tap it again to resume.
- To reset, tap on the time again to re-select your desired countdown timer.

17. **IN CASE OF EMERGENCY**

Enter your child’s information to access in emergency situations.
- Tap the fields to enter your information, click the top of the field to go to the next, when done tap “OK”.
- Confirm yes or no. Select “YES” to lock in your info.
- To reset info later, you must factory reset the device from the settings menu.
18. FILE MANAGER

You can connect Playzoom 2 Smartwatch to a PC or Mac computer using the included Micro-USB cable. Once connected, you can transfer files between the watch and computer. Please follow these steps to make the connection:

To Download Photos: To Upload Music:

19. SETTINGS

In Settings swipe up or down to scroll through different setting options. The following have options for adjustments: Volume, Brightness, Set Date, Set Time & Advanced Settings

Volume
- Tap (+) to increase the volume
- Tap (−) to decrease the volume

Brightness & Sleep Time
- Slide the yellow notch to increase or decrease the LCD brightness
- Slide the yellow notch to increase or decrease the sleep time (seconds)

Date
- Swipe up or down on the year, month and day to scroll through the options
- Tap Ok to save

Time
- Swipe up or down on the hours, minutes, AM/PM to scroll through the options.
- Tap Ok to save

Advanced Settings
- Memory: View how much total memory has been used and how much free memory is left.
- Factory Reset: Factory reset your watch to original right out of the box.

20. ABOUT PLAYZOOM

Please visit us at playzoom.com for product collections and technical support.
Care and Maintenance

- Keep the rubber cover of the Micro-USB port closed tightly while it is not in use in order to prevent dust or water from getting in the Micro-USB port.
- Keep the watch clean by wiping it with a slightly damp cloth.
- Do not drop the watch on hard surfaces.
- Do not expose it to moisture or immerse it in water.

Keep the lens clean. If the pictures taken are blurry, it could be because there is dust or dirt on or around the lens. You can clean the lens by:
- Blowing on the lens
- Gently wiping the lens with a dry cloth

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:

- 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. Caution: Any changes or modifications to this device not explicitly approved by the manufacturer could void your authority to operate this equipment. This device complies with part 15 of the FCC rules. Operation is subject to the following 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. This equipment complies with FCC RF radiation exposure limits set forth for an uncontrolled environment. This device and its antenna must not be located or operated in conjunction with any other antenna or transmitter.