


JOYO CONSOLE INSTRUCTION MANUAL

Board games are one of the oldest forms of entertainment known to mankind. They are also one of the most dynamic forms of play. Unravel a new world where people are closer. Exciting new challenges are coming your way! Use your brain and compete with friends!

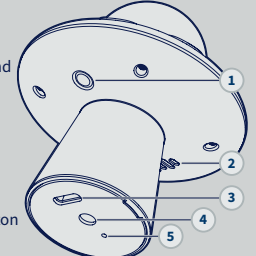
JOYO is a game world of new possibilities. We will all grow from facing its challenges. And we will unlock pure joy in our hearts.



JOYO is an intelligent board game,

Using complex visual recognition technology, a gyroscope, and other sensors, it can determine the player's position on the game board and judge actions and their adherence to game rules. JOYO is a truly interactive board game experience.

JOYO can be used to play a variety of compatible games, including Unlocko, Recon, and RightHere, and more.



- Power button
- Speaker
- Type-C
- Scanner
- Reset button

i To scan, place JOYO on the scanning area of a card or a space on the game board, and JOYO will generate a result and perform specific tasks related to the gameplay mode.

Change Your Pilot

Rotate JOYO's transparent cover to remove it and change your pilot.



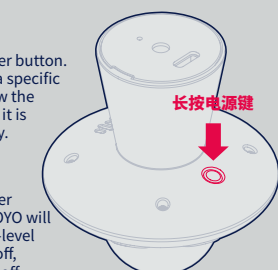
- Rotate the cover clockwise to tighten it, and rotate it counterclockwise to remove it.
- Carefully remove the cover/pilot from JOYO in a vertical direction.

 Captain Kito
 Egby
 LAZY-Bear

i Pilot Options

Console Controls — Power On/Off

Power On
Press and hold the power button. JOYO will light up with a specific number of lights to show the battery level, indicating it is powered on successfully.



Power Off
Press and hold the power button for 2 seconds. JOYO will briefly flash the battery-level LED lights on and then off, indicating it is powered off successfully.

i The console may not power on correctly if the battery level is lower than 10%.


Console Controls — Start Game

Place JOYO vertically on the start card or start area of the game board to scan and identify the game being played:



Console Controls — Exit Game

Recommended Method
Turn JOYO upside down and shake it 3-5 times.



Other Methods

Method 1
Scan the start area of another game.

Method 2
Game Over
JOYO plays victory sound/light effects.

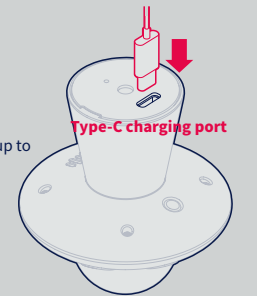
Method 3
Press and hold the power button to power

Method 4
Charge JOYO



Console Controls — Charging

Charging Method
Type-C charging port

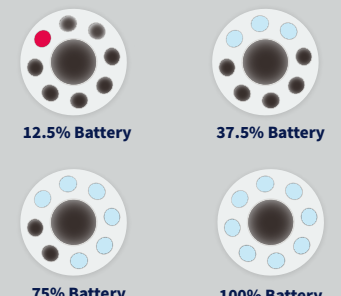


Battery Capacity
JOYO's battery lasts up to 4 hours when fully charged.

i • A game cannot be started when JOYO is charging.
• Charging resets the device automatically and previous game data will not be saved.

Console Controls — Display Battery Level

• After powering on JOYO, press the power button once to display the current battery level.
• When checking the battery level, avoid pressing the button longer than 2 seconds and powering off JOYO.




12.5% Battery 37.5% Battery

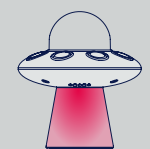
75% Battery 100% Battery

Console Controls — Low Battery

Low Battery
JOYO's base flashes yellow



Low Battery Warning
JOYO's base flashes red




i Charge JOYO before use if it has been sitting unused for a long period (more than 2 months). If JOYO cannot power on after pressing the power button, check the battery level and try charging it.

Online Programming

You can connect JOYO to your computer and go to the JOYO website to program your console and create your own games using the board game design kit.

- Press and hold the JOYO console power button to power it on.
- JOYO Website URL: code.cubyfun.com
- After accessing the website, do the following:
 - Connect JOYO to your computer over Wi-Fi.
 - Start creating.

i When JOYO is connected, the base will flash green.




Firmware Updates

Connect JOYO to your computer to upgrade the firmware. JOYO Firmware Alerts:

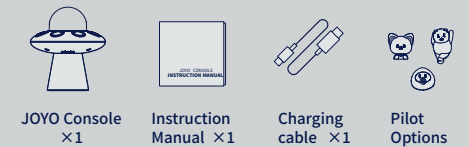
- If a newly purchased game fails to start correctly, JOYO will flash red to indicate a firmware update is required.
- The JOYO team will post game and console firmware update notices on the website.

- Press and hold the JOYO console power button to power it on.
- JOYO Website URL: code.cubyfun.com
- After accessing the website, do the following.
 - Connect JOYO to your computer over Wi-Fi.
 - Perform a firmware update.

i • JOYO will flash a specific LED light pattern to indicate it is connected successfully.
• Firmware updates take around 3-6



Product Specifications



Model: JY01
 Console Packaging Size: 88*88*88mm
 Overall weight: 100±5g
 Console size: 67*67*74mm
 Console weight: 60±5g
 Speaker frequency: 3W
 Battery capacity: 450mAh/3.7V
 Charging method: Type-C 5V
 Main material: silicone/ABS/PVC
 Main sensors: intelligent code point recognition module, gyroscope module, geomagnetic module, wireless module

Credits

Console Concept Designers Feifei Lee, Huanggua Dong, Yongqiu Cai	Pilot Designers Yongqiu Cai, Feifei Lee	Product Testing Eric XXXX, Shuai Zhang
Lighting Design and implementation Jason Zhi, Yanchao Yu, Koonwah So	Industrial and Structural Designers Rain Xia, Yongqiu Cai, Zhiwei Liang	User Testing Lance Love2hate, Juegos de Mexa, Gabriel Fernández Gonzalo, Anthony BoardGameEmpire, Grant Lyon, Hangzai Zhuoyouwanzhu, Forrest Bower's Game Corner, Douglas TiTokBoardgames, Aly James, Joseph Tabletop Jocks, Lance Cheng, Longyi Cheng, Hannah Zhu, Kelly Zheng, Shirley Zhang, Juanrigo, Phoebe Wong, Yuki Jiang, Zhou Liao, Leo Liu, Chris Bai, Xiaoming WDHL, Huan Li, Zack Holz, James Mackintosh, Ketoo Du, Kuku Zhang...
Game Design Xin Mào, Tsing, Mike Ye, Liu Xiao, Yongqiu	Artwork Freddie Huang, Xin Mào, Han, Xu Yuan, Feifei Lee, Huanggua, Wombo.Art, HailongYuan	Manufacturing Sheng Kuang, Chanyin Fu, Dan RXiang, Zhijiang Fan, Yunhao Hu, Xianjun Ni, Wei Wang, Shujing Wang, Bin Wu, Shenggui, HeYing Zhang, Xiaohui Deng
Product Function Design Kimmy Li, Jason Zhi, Rain Xia, Yanhua Quan, Ann Zhang, Allen Yan, Chester Huang,	Manual Editing and Design Yongqiu Cai, Freddie Huang, Eric Becker, Beatrice Zhang, Kimmy Lee, Rando Wang	Special Thanks Albert, Franklin Wang, Jennifer Zhang, Tony Chen, Pingk Gao, Zhiqiang Ma, Ferry Feng, Winny Wu, Leo Li, Peng Wu, Hendrick, Yafeng Niu, Ming Chen, Feng Xu, Benny He, Kai Su, Jingjing Chen, Jizhou, Jackie Pan, Emily Wang, Tracy Lim, Martin Tong, Xiaobo Ding, Dan Blacklock, Henri Peng, Smallrig, Haibo Yu, Dwight, Laura Luo, SZ Nanshan Inno School, Zhicheng Seeds...
Sound Design Lanx, Lachure	Branding and Graphic Design Freddie Huang	
Marketing Content Editing and Design Annie You, Sasa Qin, Dwight, Koonwah So	3D Rendering Wilson Niu, Zhan Tao Li	
	Video Production Wilson Niu, Zhantao Li, Xinghuan Wang, Yongyu Pan	