



1. Product name

Colour hop panel with floorcushion

2. Product code

29106085

3. Short Description

This phenomenal interactive panel offers the ultimate combination of fun, learning, and movement! This set, consisting of a wall panel and an accompanying interactive floor mat, challenges you to play games, make music, and learn through play with light and sound. Our unique panel features multiple unique programs with motivational sound effects and music if desired. Experience endless fun while encouraging movement, creativity, composition, listening skills, and understanding of cause and effect. Whether you want to relax and enjoy the enchanting effects or actively engage at your own pace, our panel gives you the freedom to explore and discover.

Panel & floor mat dimensions: 50 x 90 x 10 cm

5. Sensory Stimulations

Sight, sound, and touch

Colour hop panel

6. Installation

You can place this on the back wall and then drill the screws in the designated spots

7. Use

To start, you need to remove the two white brackets (1) from the back of the panel. Note that the attachment on the upper bracket also needs to be removed. (2)

After these are removed, locate the included drilling template and use it to drill mounting holes for the brackets.

Once the brackets are mounted, hang the panel on the brackets and secure it by replacing the attachment of the upper bracket.



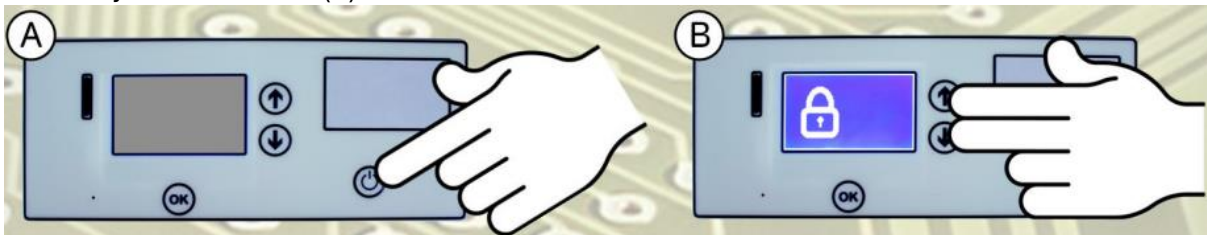


Panel Controller

The panel is ready to use right out of the box. Simply plug the panel into the outlet and turn on the power (A).

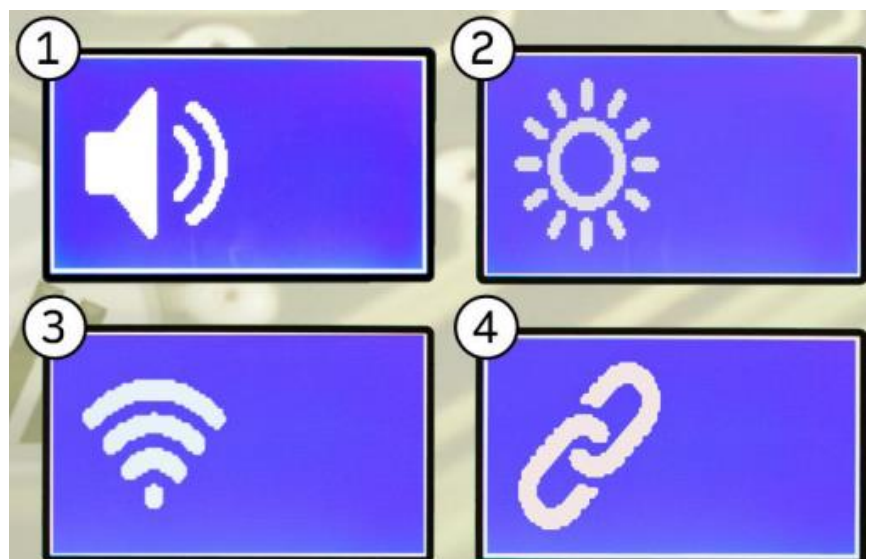
The LCD display will light up and display a lock symbol.

The panel will start in the last used mode. To unlock the panel, press and hold the up and down arrow keys for 3 seconds (B).



Using the arrow keys, you can now access the following menu options. Press the OK button to select.

1. Volume
2. Brightness
3. Wireless Connectivity
4. Pairing





Wireless Connectivity:

Use the arrow buttons to toggle on/off. Press OK again to save the settings.



When connectivity is enabled, the panel can respond to other interactive products in the room.

Pairing:



There are 5 pairing channels on the panel. Use the arrow buttons to select a channel. Press OK again to save the settings.

Channel 0 is the default setting. In this setting, all compatible interactive remotes in the room will control the panel.

Volume & Brightness:



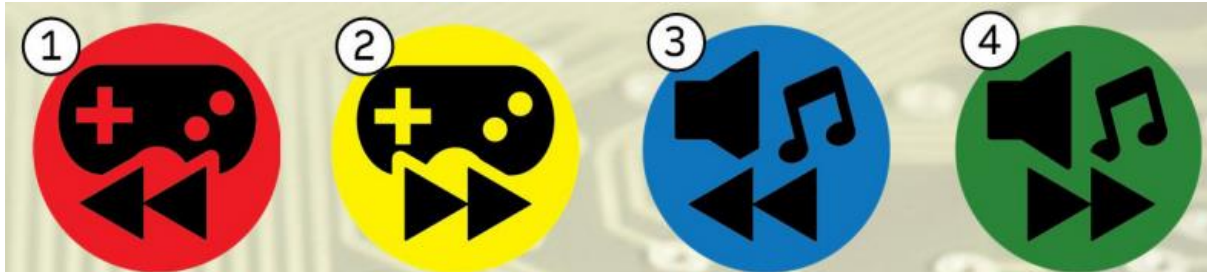
These options can be adjusted using the up and down arrow buttons. Press OK again to save the settings.





Control Panel

The colour hop panel has 4 sturdy buttons along the bottom.



1. Previous Game
2. Next Game
3. Previous Music Bank
4. Next Music Bank

Go back to the previous game.
Proceed to the next game.
Go back to the previous Music Bank
Go back to the next music bank.

The panel has 8 game modes that can be selected using buttons 1 and 2. White segments will light up on the screen when selecting the game mode to indicate which game mode is active. For example: 3 segments lit up = game mode 3. This indication disappears after 5 seconds.



Game 3 selected

There are 16 sound banks included in this panel. They can be selected using buttons 3 and 4.

On the panel's screen, there are 8 sturdy colored buttons. Each of these activates a color and will play a different note from the selected sound bank.





After 1 minute of inactivity, the panel will switch to the "Screensaver" mode. This will illuminate the screen with a slow fading of the color hue. Pressing any button will return the panel to normal use.

Connectiviteit met vloermat:

Het kleuren hop paneel kan worden gebruikt met een vloermat.

De vloermat is voorgeprogrammeerd om draadloos verbinding te maken. Plaats het eenvoudig in de buurt van het paneel en zorg ervoor dat de "GAME/COLOUR"-schakelaar in de "GAME"-positie staat.

Wanneer in gebruik kan de vloermat de kleuren en geluiden op het paneel activeren. De paneelknoppen zullen nog steeds normaal functioneren.





The Colour hop panel has 8 game modes:

Game Mode 1: Gradually illuminate all segments:

Press each of the coloured buttons to illuminate all 8 segments on the screen. A reward tune and pattern will play when this is completed.

Game Mode 2: Illuminate all segments:

This is a free play mode. When a coloured button is pressed, the entire screen will light up in that colour.

Game Mode 3: Illuminate segments individually:

This is a free play mode. When a coloured button is pressed, its segment will light up. When another colour button is pressed, the previous segment will turn off, and the current segment will light up.

Game Mode 4: Segment colour match:

When one or more coloured segments light up, press the corresponding coloured buttons to turn them off. The number of segments that light up will increase over time. A reward tune and pattern will play when this is completed.

Game Mode 5: Segment memory colour match:

One or more coloured sections will light up for 1 second and then disappear. You must remember which segments were lit up and press the corresponding coloured buttons. The number of lit segments will increase over time. A reminder of the current segments will be repeated every 5 seconds if no action is taken. A reward tune and pattern will play when this is completed.

Game Mode 6: Pattern memory colour match:

One or more coloured sections will light up for 1 second and then disappear in a random order. You must remember the order in which the colours were illuminated. Press the corresponding coloured buttons in the correct order. A reminder of the current pattern will be repeated every 5 seconds if no action is taken. The same pattern will be repeated if the user gets it wrong. The number of segments that light up will increase over time.

Game Mode 7: Full screen colour match:

This is a free play mode. The entire screen of the panel will light up in one colour. When the corresponding coloured button is pressed, the colour will be restricted to its segment, and a reward tune will play.

Game Mode 8: Free play mode Tune Record:

This is a free play mode. The panel will record the notes of the coloured buttons pressed and the intervals between them. Press the yellow "Next Game" button to play back the recorded melody. Once the recorded melody finishes, the melody can be replayed, or you can choose to play a new melody with the coloured buttons.





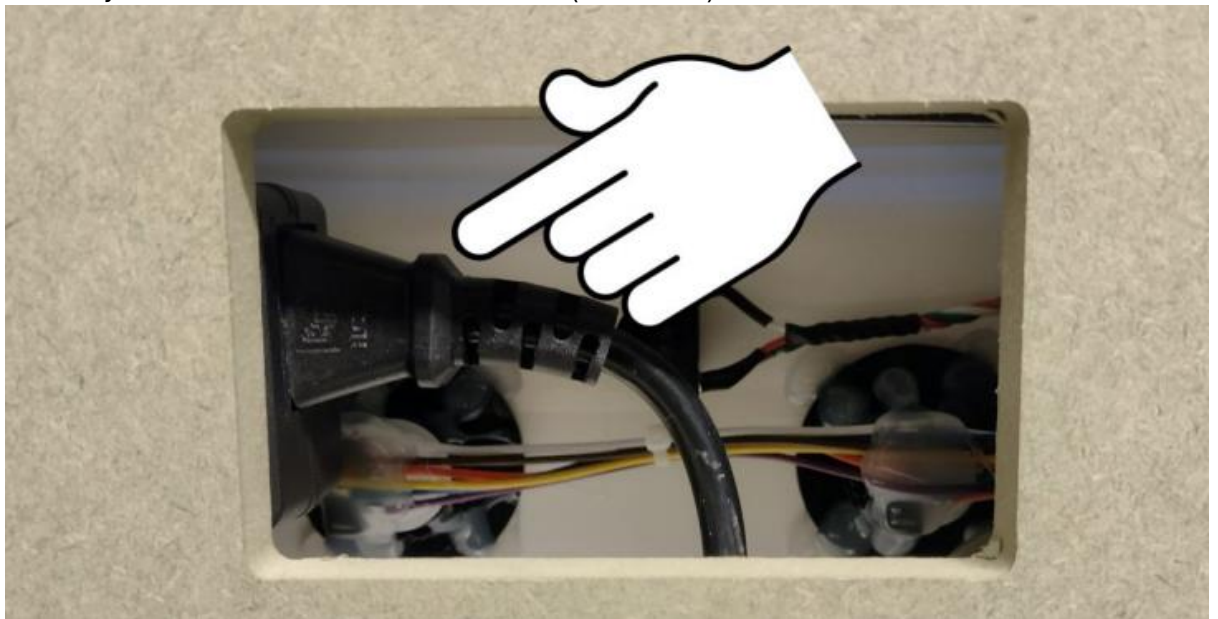
Press to replay the recorded melody.

With the Wi-Fi of the panel enabled, games 1, 2, 3, and 7 will communicate with other compatible products in the same room.

8. Maintenance

The Colour Hop panel is designed for minimal maintenance. If issues arise:

- Turn off the panel, unplug it from the power outlet, and check if the power cable is correctly inserted into the back of the device (see below).



- Turn off the panel, unplug it from the power outlet, and leave it disconnected for 1 minute to perform a reset. After this time, plug the panel's power cable back into the outlet and turn it back on.

Cleaning:

If it becomes necessary to clean the product, use only a soft damp cloth.

Do **not** use aggressive chemicals or abrasive substances.





9. Technical Information

Input: 100-240V 50/60Hz, 1.5A

Output: 12V 5A

Power Supply Approvals:



Floor cushion

1. Contents

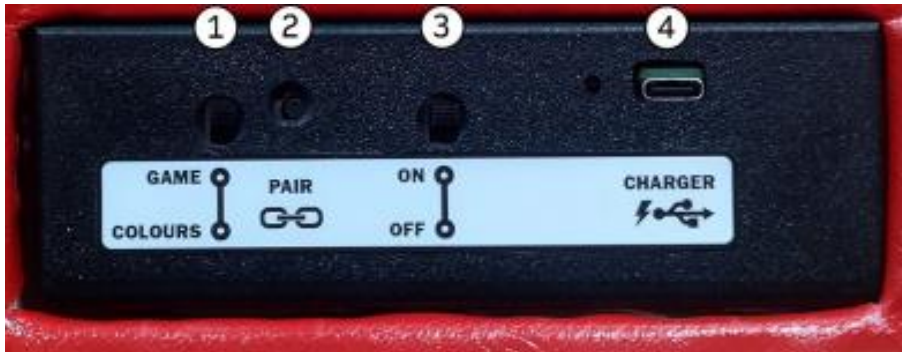


Package Contents:

1. Floor Mat
2. Power Adapter
3. Charging Cable



2. Use



1. When the "GAME/COLOUR" switch is in the "GAME" position, it is set to connect with a Colour Hop Panel. When switched to the "COLOUR" position, the floor mat can be used as a remote to change the LED color of other connected devices.
2. The "PAIR" button can be used to pair the floor mat with other devices. The unit is pre-paired to work out of the box on channel 0, so pairing is usually not necessary.
3. Use this "ON/OFF" switch to power the floor mat on and off.
4. Utilize the included power adapter and charging cable; this "CHARGER" port is used to recharge the floor mat's battery. The LED indicator (located left of the port) will illuminate during charging and turn off when completed.



Connectivity:

To connect the floor mat controller to a Colour Hop Panel, simply place it near the panel with the "GAME/COLOUR" switch in the "GAME" position.

Operation:

During use, the floor mat can activate the colors and sounds on the panel by pressing or standing on the colored segments. The panel buttons will continue to function normally.



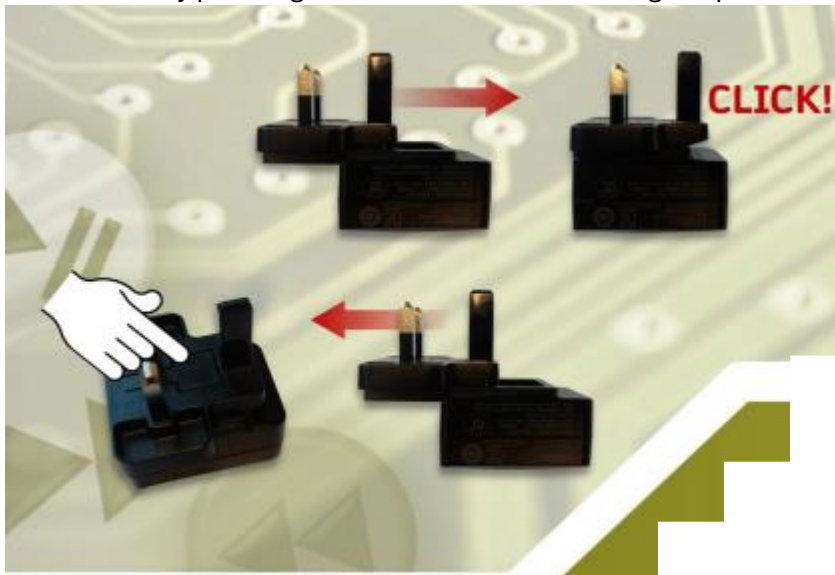


3. Troubleshooting

The floor mat controller is designed to require minimal maintenance.

If issues arise:

- Ensure that the "ON/OFF" switch is set to "ON" during use.
- Check if the "GAME/COLOUR" switch is in the correct position.
- Verify that the battery of the floor mat is not empty. If it is, use the provided cable and power adapter to recharge.
- Ensure that the correct pins are properly connected to the power adapter. The pins can be removed by pressing on the tab below and sliding the pins off.



3. Maintenance

Cleaning:

If it becomes necessary to clean the product, use only a soft damp cloth.





Do **not** use aggressive chemicals or abrasive materials.



4. Technical Information

Power Adapter:

Input: 100-240V 50/60Hz, 0.5A

Output: 5V 2A (10 Watt)

Floor Pad Controller:

Input: 5V

Battery-powered (Rechargeable)

Approval: CE-ROHS

For more information, visit our website www.nenko.com

