

Shie's
Active Pro Kids
User Manual



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1. Quick start

1.1 Power on and off

Power on: Long press the side button
 Shut down: long press the side button

1.2 Main interface

In the Main screen, Press and hold the screen to change dial face.



1.3 Icon

Description of watch status bar icon

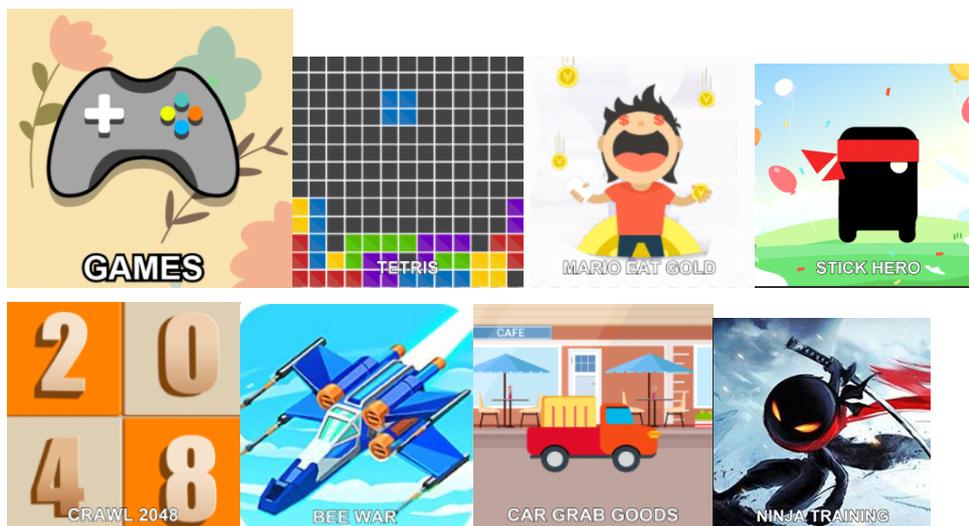
Icon	Function description
	Alarm on
	
	
	Ringer on
	Display battery capacity, the more bars, the more battery power

1.4 Charging

- Connect one side of the charging cable (Micro-usb) to the watch, and the other side of the charger to a standard power port (Similar to charging a phone).
- After plugging in the charger, the battery icon at the top right of the screen begins to scroll to indicate that charging has started. When the battery is full, the charging icon will stop scrolling, and the battery symbol on the screen will show full.
- After charging is complete, disconnect the charger from the power port first and then disconnect the watch from the charger.
- When the watch is turned on, it can be charged by connecting the charger to the PC or DC power supply. When it is fully charged, the charging interface will prompt "Charge complete". When the watch is turned off, it can be charged by connecting the charger to the PC or DC power supply. When the watch is fully charged, the battery strength icon on the charging interface will stop scrolling, and press POWER button to turn on the watch as normal.
- When the battery icon on the interface and status bar is charging, the battery icon will keep scrolling until it is fully charged.

2. Games

☆ After Clicking the game menu on the watch, there are six game options : **TETRIS**、**MARIO EAT GOLD**、**STICK HERO**、**CRAWL 2048**、**BEE WAR**、**CAR GRAB GOODS**、**NINJA TRAINING**



TETRIS: There are buttons for start, sound, help, highest score, and exit settings. Click the start button to start the game. Use your finger to control the square to move left or right. Clicking the square on the screen will change the shape and placing various blocks automatically output in the game, arrange them into a complete line or multiple lines so they can spell out a complete one or several at the bottom of the

screen, and finally eliminating them to get a score. These complete bars will disappear immediately to make room for the newly falling plates. At the same time, players will be rewarded with points. The squares that have not been eliminated continue to pile up. Once they reach the top of the screen, the player loses and the game ends. The drop-down interface is to exit the game, and the option changes to continue or drop-down the interface to restart the game.

MARIO EAT GOLD: There are buttons for start, difficulty level, highest score, sound, and help setting. Click NEW to start the game, press the centre button to jump with your finger, press the centre twice to make a big jump, and you need to collect as many coins as possible and cross platform. Don't fall or hit the pillar, otherwise the game is over!

STICK HERO: There are start, help, and exit settings buttons. Click NEW to start the game. Long press the screen to generate a bridge. The length of the bridge cannot be shorter than the distance to the top of the cliff. The bridge cannot be too long and cannot exceed the maximum distance to the other side of cliff, otherwise the hero will fall into the cliff and end the game.

CRAWL 2048: There are start, help, and exit settings buttons. Click NEW to start the game, use the up, left, right and down buttons to slide the number box to the new direction.

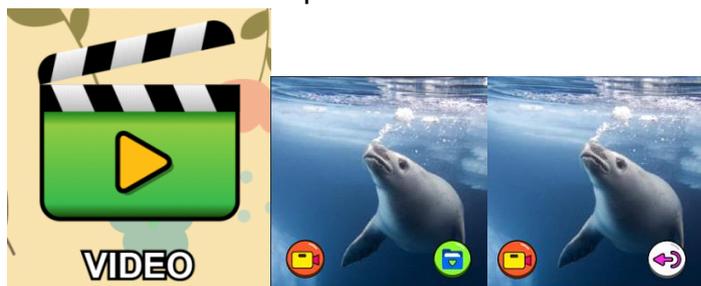
BEE WAR: There are start, highest score, sound, help setting buttons, click NEW to start the game, and protect your planet from new enemies. Destroy them all before they reach your base. The purple enemies need to be hit 2 times. Get as many points as possible!

CAR GRAB GOODS: There are buttons for start, difficulty level, highest score, sound, and help setting. Click NEW to start the game. Use your finger to control the car to move left or right to collect the gold coins dropped by the plane. To get as many gold coins as possible, there are a total of three chances. The game will be automatically ended when chances are used up.

NINJA TRAINING: There are buttons for start, difficulty level, maximum score, sound, and help setting. Click NEW to start the game. Use your finger to touch the screen to control the movement of ninja. Go down, left, or right to avoid "darts" and bombs. You need to climb as high as possible to get a high score.

3. Video

☆ Click the video menu to enter the video function, after the video is completed, you can view and other operations in the album



4. Camera

☆ Click the Camera menu to enter the video function. After the camera is completed, you can view or operating in the album.



5. Pedometer

☆ After clicking the pedometer option to start, the watch will count the steps after the number of steps is generated, and you can pause, start, reset, calories in the interface, and mileage can be also viewed there.



6. Torch

☆ Click the flashlight icon to turn on the flashlight and slide to exit the flashlight.



7. Tools

☆ Alarm: set the alarm time

☆ Stopwatch: Click the start button to start timing, click the pause button to pause timing, and click the reset button to clear the data.

☆ Timer: After setting the time, click to start the countdown.

☆ Calculator: Enter the calculator, click the button to input data and calculate it.



8. Album

☆ Click the album menu, you can view the photos and videos that have been recorded. Operations of Album include switching the photos or videos to view the previous or next one or deleting them.



9.Voice recorder

☆ Enter recording, click the Start to recording, click the Pause to save record, click the Delete to remove current recording.



10.Settings

☆ Set the main menu of wallpaper display

☆ The set date is displayed on the main interface

☆ The set time is displayed on the main interface

☆ Check storage space size and storage space settings

- ☆ Restore factory settings
- ☆ Adjust screen brightness
- ☆ Set ringtone volume



11. Time Teacher

- ☆ Click on the Time Teacher icon to play the current time by voice, click on the menu below to switch between "hour" and "minute" and play the voice reminder synchronously



12. Calendar

- ☆ Swipe up and down in the calendar to switch month view

