

ATTENTIONS FOR BATTERY USING:

1. The robot use 3×1.5V AAA un rechargeable battery (Not include);
2. Un rechargeable battery can not charge;
3. Please load the battery accord to the correct battery polarity;
4. Please don't use different brand battery at the same time, or use new or old battery at the same time;
5. Please take out the battery if you don't play the robot for long time.

ATTENTIONS:

1. When touch sense, please don't touch two or three touch point at the same time in order not to affect machine work. If robot sounds 'didi' long time, player can touch any touch sense to exit.
2. Suggest to use good battery, that can bring more good experience;
3. When low power, the robot may do some action or play music automatically, please change the battery at once.
4. Please keep the robot play on a flat surface or table, avoid playing in uneven areas;

Warning! Not suitable for children under 36 months. Choking hazard. We recommend that you retain this packing for future reference.



Robot interaktivni KAZOO AT002, 20
kartica za učenje engleskog jezika,
više boja







Interactive robot KAZOO AT002, 20
cards for learning english, multicolor

HR UPUTSTVA ZA UPOTREBU
JAMSTVENI LIST
EN USER MANUAL

OPASNOSTI BATERIJA

- NEMOJTE miješati alkalne, standardne (ugljični cink), punjive (nikal hidridne) baterije.
- NEMOJTE miješati stare i nove baterije.
- NEMOJTE miješati punjive i ne punjive baterije.
- Prije punjenja uklonite punjive baterije iz uređaja
- Punjive baterije treba puniti samo pod nadzorom odraslih.
- Prazne baterije treba ukloniti iz uređaja.
- Ne spajajte kratko kontakte baterija.
- Preporučuje se uporaba samo baterija iste ili ekvivalentne vrste.
- Baterije treba umetnuti s ispravnim polaritetom.

Baterije ne dolaze u pakiranju!

	Nije namijenjeno za djecu mlađu od 3 godine.
	Ambalaža se ne smije odlagati u kućni otpad. Molimo postupajte u skladu s odgovarajućim lokalnim procedurama za odlaganje.
	Ovaj uređaj se ne odlaže s kućnim otpadom. Predajte ga u sabirno mjesto za električki otpad u vašoj zajednici ili okrugu, kako bi se osiguralo da se stari uređaji recikliraju profesionalno, ekonomično i da se spriječi štetni utjecaj na okoliš i ljudsko zdravlje.
	CE oznaka Sukladnost sa zahtjevima važećih EC direktiva.
	Oznaka recikliranja Ovaj uređaj se može reciklirati.
	Testirano prema međunarodnim standardima

Specifikacije, boje i neki dijelovi mogu se razlikovati od slike.

"I guess the animal that you're thinking of must be... (animal name). Right?"
"I know what you think! The pet you are thinking of must be... (animal name). Am I right?"
"Ha-ha, I get it! You must be thinking of the... (animal name). Is that right?"
"If I'm not mistaken, I think the pet is... (animal name). Isn't it?"

If I guess correct, I will very happy (My eye will be flash green color) to in circles and feedback as below:

"Wow, I win! Shall we play again?"
"Excellent! Let's try again, OK?"
"Ha-ha, Unbelievable! May I try it again?"
"Good job! I'm so proud of myself. Do you want to play again?"

- If you want to play with me again, select another pet and press "Y" to continue. If no, press "N" to exit and I will enter normal play mode;
- If I guess incorrect, I have one chance to guess again and ask the questions as below:

"I guess the animal that you're thinking of must be... (animal name). Right?"
"I know what you think! The pet you are thinking of must be... (animal name). Am I right?"
"Ha-ha, I get it! You must be thinking of the... (animal name). Is that right?"
"If I'm not mistaken, I think the pet is... (animal name). Isn't it?"

- If I guess incorrect again, I will be very happy (My eye is blue color to be dark) and shake the body and feedback as below:

Well, I lost. Don't you think we should try again? I might win this time.
Oops, I failed. Can I try again, please?
You're brilliant! I had no idea what you're thinking. Could you give me one more chance, please?
Oh, it looks like I don't know this pet. Shall we play another game?

- If you can give me one more chance, please press "Y", if can not, please press "N" to exit the guessing game mode;
- After 3 questions before next question, I random play below voice:

....Hmmm, let me think it over.
Ha-ha, I'm almost there.
This pet must be very cute.
I like it, too.
Ah ha! It's getting more and more fun.
OK.
Trust me! I can read your mind.
Just to make sure I got the correct answer.
Ha-ha, now I know. Don't say anything.
Take it easy. I'll be done soon.
I see.
All right.
Uh-huh.
Good!
Great!
Sure
I think so

TOUCH POINT D

WHEN IN NORMAL PLAY MODE:

- Light touch the point, I will do turn right/go forward action in order (with sounds)
- Long touch the point to reduce the voice volume (the voice volume have five gear, third gear is default when power on)

WHEN IN GUESSING GAME MODE

- Light touch stand for “Yes” when I ask you some questions

TOUCH POINT E

WHEN IN NORMAL PLAY MODE:

- Light touch the point, I will do turn left/go back action in order (with sounds)
- Long touch the point to increase the voice volume (the voice volume have five gear, third gear is default when power on)

WHEN IN GUESSING GAME MODE:

- Light touch stand for “No” when I ask you some questions

GUESSING GAME MODE IN DETAILS

When you first time open the packaging, you will find 20 animals card in it. If you want to play with me the animal guessing game, Please select anyone animal card you like and hidden on your hand. I will ask you some questions, please answer me to be sincerely. The questions as below:

1. *Does this pet have four legs? / Does it have four legs?*
2. *Is this pet a mammal? / Is it a mammal?*
3. *Does this pet have teeth? / Does it have teeth?*
4. *Can this pet swim? / Is it able to swim?*
5. *Does this pet eat vegetables, grass and fruits mainly? / Does it eat vegetables, grass and fruits mainly?*
6. *Is this pet an arthropod? / Is it an arthropod?*
7. *Can this pet fly? / Is it able to fly?*
8. *Does this pet have a long long nose that can spray water? / Does it have a long long nose that can spray water?*
9. *Does this pet like to jump in trees? / Does it like to jump in trees?*

Press “Y”(Touch point D) to answer me YES; Press “N”(Touch point E) to answer me NO. Let's start the game!

- Enter the guessing game mode, I will say “Let's play a guessing game. Please think of a pet and take a card”. (Pause for 2 seconds) Ready? Press the “YES” (Touch point D stand for YES) button to start the game”
- Press “YES”, I will say “Ha-ha, all right, the game is on, listen carefully” and then start to ask you some questions;
- After the question finish, press “Y”, I will say “OK” or “Got it” and continue the next question; Press “N”, I will say “Yeah” or “Oh, I see” and continue the next question;
- If the question finished for 10 seconds and no feedback, I will repeat the question again; 30 seconds no feedback, repeat the question; 60 seconds no feedback, I will say “Ha-ha. Are you tired? Well, take a rest and see you next time”;
- When I am going to guess correctly the pet, I will ask anyone questions as below:

UPOZORENJA I NAPOMENE:

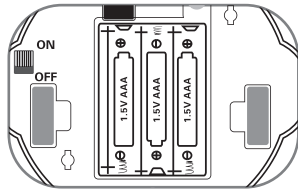
- Ako proizvod sadrži rotirajuće dijelove (elise, kotače...), nemojte ih dirati dok je proizvod upaljen kako bi izbjegli ozlijede.
- Nadzor odrasle osobe je potreban za korištenje proizvoda prema propisanoj dobnoj granici proizvoda.
- Prilikom ugradnje baterija u proizvod trebaju biti korištene baterije naznačene u uputama i trebaju biti ugrađene prema naznačenom polaritetu.
- Ne koristite baterije različitih proizvođača u isto vrijeme.
- Ne stavljajte baterije ili proizvode sa baterijama u vatru.
- Ako postoje oštećenja na bateriji ili proizvodu mora se zbrinuti prema propisanom načina zbrinjavanja električnog otpada.
- Baterije mogu sadržavati opasne tvari. Nemojte ih oštetiti, bušiti, savijati i slično. Nadzor odrasle osobe je potreban djeci prilikom rukovanja baterijama.
- Nemojte kratko spajati baterije.
- Ako dugo ne koristite proizvod, izvadite baterije iz proizvoda ako je to moguće.
- Baterije punite samo propisanim ili priloženim punjačima. Ako se baterije ne pune adekvatnim načinom, postoji opasnost od požara.
- Ako su baterije potrošene te se ne mogu napuniti uklonite ih iz uređaja.
- Koristite proizvode u sigurnim okruženjima. Nemojte koristiti proizvode u prostorima gdje je puno ljudi, gusta naseljenost, promet i zračna luka.
- Proizvodi mogu sadržavati sitne dijelove. Djeca ne smije koristiti proizvod bez nadzora odrasle osobe.
- Nemojte rastavljati proizvod nego se obratite stručnoj osobi.
- Koristite proizvod prema priloženim uputama.

OSNOVNA FUNKCIJA

Kao Vaš super mali prijatelj, mogu: otpjevati 20 različitih pjesama, zaplesati, ponoviti ono što kažete, snimiti Vaš glas, pogoditi koja je životinja prikazana na kartici (20 kartica sa životinjama nalazi se u pakiranju, koriste se za način igre pogađanja). Ako iskreno odgovarate na moja pitanja, pokušat ću pogoditi o kojoj se životinji radi. Dopustite mi da Vam predstavim svaku funkciju detaljno.

ELEKTRIČNE KARAKTERISTIKE

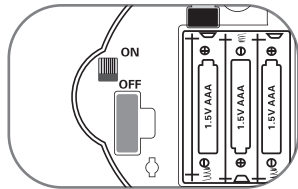
Imam dva oka — dva svjetlosna indikatora koja mogu mijenjati boju ovisno o načinu igre i stanju. Prije nego što se igrate sa mnom, umetnite 3 komada 1.5V AAA baterija u pretinac za baterije koji se nalazi s donje strane (vidi sliku dolje).



DETALJI O UPRAVLJANJU

Pokretanje robota:

Prebacite prekidač na dnu robota u položaj "ON" (vidi sliku dolje) i reći ću: "Hello my friend, I am AT, sing and dance with me." (Muzika i ples počinju istovremeno). Tada me možete početi koristiti za igru.

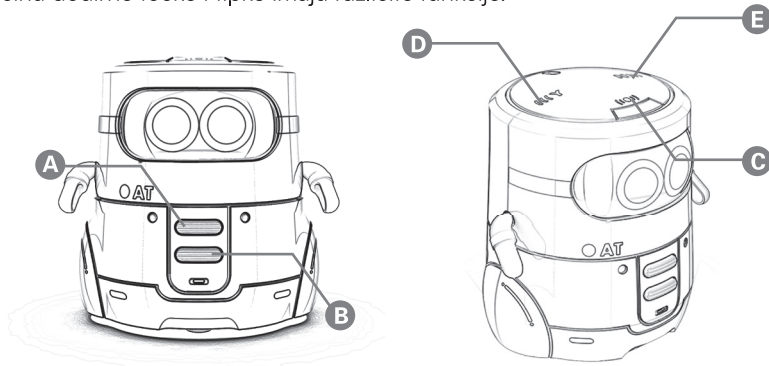


Tipke i dodirne točke:

Na tijelu imam: dvije tipke (A i B), tri dodirne točke (C, D, E) na glavi (vidi sliku dolje).

Imam dva moda rada: Normalni način igre i Način igre pogađanja.

U svakom načinu dodirne točke i tipke imaju različite funkcije.



3.

KEY A — MODE SWITCH KEY

WHEN IN NORMAL PLAY MODE:

Press the key I will switch to guessing game mode and say "Let's play a guessing game. Please think of a pet and take a card. (Pause for 2 seconds) Ready? Press the "YES" (Touch point B stand for YES) button to start the game"

- Press "YES", I will say "Ha-ha, all right, the game is on, listen carefully" and then start to ask you some questions;
- 10 seconds no feedback to me, I will say "Have you decided yet? Press the YES button and let's begin;
- 30 seconds no feedback to me, I will repeat to say "Have you decided yet? Press the YES button and let's begin;
- 60 seconds no feedback to me, I will say "Ha-ha, are you tired? Well, take a rest and see you next time" then I fall asleep;
- Press "No", I will say "Are you feeling bored? Maybe we can play something else" and switch to normal play mode, then I will say "Sing and dance with me" and do action and sing music.

WHEN IN GUESSING GAME MODE:

Press the key I will switch to normal play mode and say "Sing and dance with me" and do action and sing music;

- 10 seconds no feedback to me, I will repeat "Sing and dance with me" and do action and sing music;
- 30 seconds no feedback to me, I will say "It's boring. Let's have some fun, sing and dance with me" and do action and sing music;
- 60 seconds no feedback to me, I will say "Goodbye, my friend" then I fall asleep

KEY B - VOICE RECORD KEY

- Long press the key for 2 seconds I will start to record your voice. The recording continues to 8 seconds.
- You can record 3 sets of voice, every recording is 8 seconds

COMMON USE FOR KEY A AND KEY B

- When I am saying something or doing some action, you can press any Key A or Key B to stop.
- When I fall asleep, press any Key A or Key B to wake up.

TOUCH POINT C

WHEN IN NORMAL PLAY MODE:

- Light touch the point, I will answer as below then sing and dance.

"Ha-ha, shall we dance?"

"Music."

"Let's put on some music! Just follow the beat and move your body!"

"I'm a great dancer!"

Kissing sound

"I love you."

Long touch the point, I will enter the voice repeat function, I will repeat what you say.

If you don't want me to repeat again, please light press me to exit.

Once you don't say anything for 10 seconds, I will exit automatically.

WHEN IN GUESSING GAME MODE

- Light touch the point I will feedback five different sounds (cute or amuse laughter)

12.

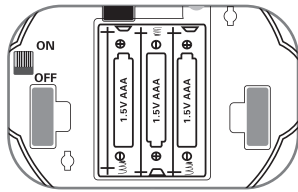
BASIC FUNCTION

As your super little friend, I can sing 20 different songs and dance, repeat what you say, record your voice. My top skill is guess what animal card (20 animals card include in the packaging, the card use for the guessing game mode) hidden on your hand if you can answer my question sincerely. Let me start to introduce every skill in details.

ELECTRICAL CHARACTERISTICS

I have two eyes, there are two lights in it. It can change different color when in different mode and status;

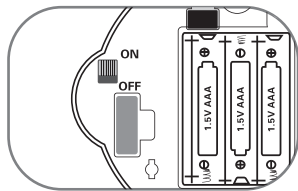
Before you play with me, please use 3x1.5V AAA battery and putting into the battery compartment at my bottom. (see the pic as below).



OPERATION IN DETAILS

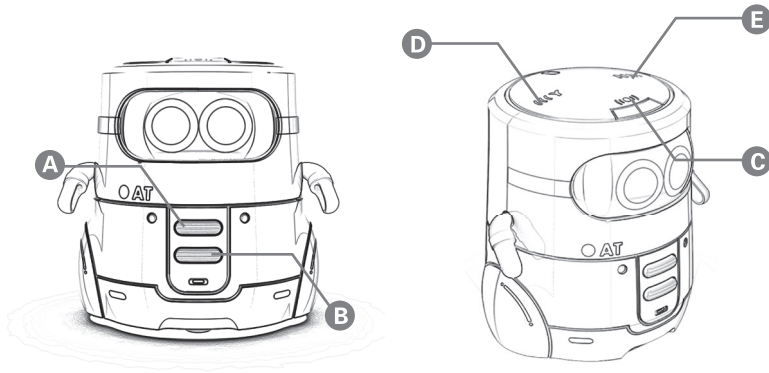
Start the robot:

Please turn the switch to be "on" position at my bottom (see the pic as below), and then I will say "Hello, my friend. I am AT, sing and dance with me" (Music and Dance action at the same time). After the music and action, you can start to play with me.



Operation the robot:

I have two keys on my body (A, B), three touch points (C, D, E) on my head (see the pic as below). And I have two modes to play — normal play mode and guessing game mode, the touch points and keys stand for different function when in different mode.



TIPKA A — TIPKA ZA PROMJENU MODA

Kada sam u normalnom načinu igre:

- Pritisnite ovu tipku i prijeći ću u način igre pogađanja. Reći ću: "Let's play a guessing game. Please think of a pet and take a card. (Pause for 2 seconds) Ready? Press the 'YES' button to start the game."
- Ako pritisnete "YES", reći ću: "Ha-ha, all right. Game is on! Listen carefully." i počet ću postavljati pitanja.
- Ako ne dobijem odgovor 10 sekundi: "Have you decided yet? Press the YES button and let's begin."
- Ako ne dobijem odgovor 30 sekundi: (ponavlja istu rečenicu)
- Ako ne dobijem odgovor 60 sekundi: "Ha-ha, are you tired? We'll take a rest and see you next time." i prijeći ću u stanje mirovanja.
- Ako pritisnete "No": "Are you feeling bored? Maybe we can play something else." i vratit ću se u normalni način igre: "Sing and dance with me." i ponovno ću zaplesati i pustiti glazbu.

Kada sam u načinu igre pogađanja:

- Pritisnite tipku A i prebacit ću se natrag u normalni način igre: "Sing and dance with me." i započet ću ples i pjesmu.
- Ako nema interakcije 20 sekundi: "It's boring. Let's have some fun. Sing and dance with me."
- Ako nema interakcije 60 sekundi: "Goodbye, my friend." i zaspat ću.

TIPKA B — TIPKA ZA SNIMANJE GLASA

- Dugi pritisak (2 sekunde) pokreće snimanje Vašeg glasa. Svako snimanje traje do 8 sekundi.
- Možete snimiti do 3 različita snimka (svaki do 8 sekundi).

ZAJEDNIČKA FUNKCIJA TIPKI A I B

- Ako govorim ili plešem, pritisnite bilo koju tipku A ili B da me zaustavite.
- Ako spavam, pritisnite bilo koju tipku A ili B da me probudite.

DODIRNA TOČKA C

Kada sam u normalnom načinu igre:

- Lagani dodir aktivira jednu od sljedećih rečenica, uz glazbu i ples: "Ha-ha, shall we dance?"
- "Music."
- "Let's put on some music! Just follow the beat and move your body!"
- "I'm a great dancer!"
- Zvuk poljupca
- "I love you."

Napomena: Ako ne dodirnete ponovo unutar 10 sekundi, automatski će se nastaviti sa sljedećom rečenicom.

Kada sam u načinu igre pogađanja:

- Dodirna točka C predstavlja odgovor „DA“ (YES) kada odgovarate na moja pitanja.

DODIRNA TOČKA D

Kada sam u normalnom načinu igre:

- Lagani dodir uzrokuje da se okrećem udesno i/ili idem naprijed, uz zvuk.
- Dugi dodir — glasnoća se smanjuje.

Kada sam u načinu igre pogađanja:

- Dodirna točka D predstavlja odgovor „NE“ (NO) kada odgovarate na moja pitanja.

DODIRNA TOČKA E

Kada sam u normalnom načinu igre:

- Dugi dodir — glasnoća se povećava.
- Lagani dodir — reproduciram sljedeće izjave:

“I guess correctly. I'm very happy!” (Moje oči svijetle zeleno.)

“Wow, I win! Shall we play again?”

“Ha-ha, now I know! Don't say anything.”

“Take it easy. I'll be done soon.”

“Unbelievable! May I try it again?”

“Good job! I'm so proud of myself! Do you want to play again?”

“All right.”

Kada sam u načinu igre pogađanja:

- Dodirna točka E koristi se za ponavljanje posljednjeg pitanja ako ste ga propustili.

NAČIN IGRE POGAĐANJA — DETALJI

Kada prvi put otvorite pakiranje, pronaći ćete 20 kartica sa životinjama. Ako želite sa mnom igrati igru pogađanja životinja, odaberite jednu karticu koju želite i sakrijte je u ruci. Postavit ću vam nekoliko pitanja, molim vas da iskreno odgovarate. Pitanja su sljedeća:

1. Does this pet have four legs? / Does it have four legs?
2. Is this pet a mammal? / Is it a mammal?
3. Does this pet have teeth? / Does it have teeth?
4. Can this pet swim? / Is it able to swim?
5. Does this pet eat vegetables, grass and fruits mainly? / Does it eat vegetables, grass and fruits mainly?
6. Is this pet an arthropod? / Is it an arthropod?
7. Can this pet fly? / Is it able to fly?
8. Does this pet have a long long nose that can spray water? / Does it have a long long nose that can spray water?
9. Does this pet like to jump in trees? / Does it like to jump in trees?

Pritisni “Y” (dodirna točka D) za odgovor DA; pritisni “N” (dodirna točka E) za odgovor NE. Započnimo igru!

- Uđi u način igre pogađanja, reci ću: “Let's play a guessing game. Please think of a pet and take a card” (Pauza od 2 sekunde) Ready? Press the “YES” (dodirna točka D označava DA) button to start the game.
- Ako pritisneš “DA”, reci ću: “Ha-ha, all right, the game is on, listen carefully” i zatim ću početi postavljati pitanja;
- Kada završim pitanje, ako pritisneš “Y”, reci ću “OK” ili “Got it” i nastaviti ću s idućim pitanjem; ako pritisneš “N”, reci ću “Yeah” ili “Oh, I see” i također nastaviti s idućim pitanjem;
- Ako ne odgovoriš u roku od 10 sekundi, ponoviti ću pitanje; nakon 30 sekundi bez odgovora ponovno ću ponoviti pitanje; nakon 60 sekundi bez odgovora, reci ću: “Ha-ha. Are you tired? Well, take a rest and see you next time”;







WARNINGS AND NOTES:

- If the product contains rotating parts (propellers, wheels, etc.), do not touch them while the product is on to avoid injuries.
- Adult supervision is required for using the product according to the prescribed age limit of the product.
- When installing batteries in the product, the batteries specified in the instructions should be used and installed according to the indicated polarity.
- Do not use batteries from different manufacturers at the same time.
- Do not throw batteries or products with batteries into fire.
- If there is damage to the battery or product, it must be disposed of according to the prescribed method of disposing of electronic waste.
- Batteries may contain hazardous substances. Do not damage, puncture, bend, etc. Adult supervision is required for children handling batteries.
- Do not short-circuit batteries.
- If you do not use the product for a long time, remove the batteries from the product if possible.
- Charge batteries only with the prescribed or supplied chargers. If batteries are not charged adequately, there is a risk of fire.
- If the batteries are depleted and cannot be recharged, remove them from the device.
- Use products in safe environments. Do not use products in crowded areas, heavy traffic, or airports.
- Products may contain small parts. Children should not use the product without adult supervision.
- Do not disassemble the product, instead, contact a professional.
- Use the product according to the enclosed instructions.
- Not intended for children under 3 years of age.
- Packaging should not be disposed of in household waste. Please follow appropriate local procedures for disposal.
- This device should not be disposed of with household waste. Take it to a collection point for electrical waste in your community or district to ensure old devices are recycled professionally and economically, preventing harmful effects on the environment and human health.

BATTERY HAZARDS

- DO NOT mix alkaline, standard (carbon-zinc), or rechargeable (nickel-hydride) batteries.
- DO NOT mix old and new batteries.
- Non-rechargeable batteries should not be recharged.
- Rechargeable batteries must be removed from the device before charging.
- Rechargeable batteries should only be charged under adult supervision.
- Empty batteries must be removed.
- Supply terminals must not be short-circuited.
- It is recommended to use only batteries of the same or equivalent type.
- Batteries should be inserted with the correct polarity.

Batteries are not included in the package!

	Not intended for children under 3 years of age.
	Packaging should not be disposed of in household waste. Please follow appropriate local procedures for disposal.
	This device should not be disposed of with household waste. Take it to a collection point for electrical waste in your community or district to ensure that old devices are recycled professionally and economically, preventing harmful effects on the environment and human health.
	CE Mark Compliance with the requirements of applicable EC directives.
	Recycling Mark This device can be recycled.
	Tested according to international standards.

Specifications, colors, and some parts may differ from the picture.

Kada budem blizu točnog odgovora o kućnom ljubimcu, postaviti ću dodatna pitanja kao što slijedi:

"I guess the animal that you're thinking of must be... (ime životinje). Right?"

"I know what you think! The pet you are thinking of must be... (ime životinje). Am I right?"

"Ha-ha, I get it! You must be thinking of the... (ime životinje). Is that right?"

"If I'm not mistaken, I think the pet is... (ime životinje). Isn't it?"

Ako pogodim točno, bit ću jako sretan (Moje oko će bljeskati zelenom bojom) i dat ću povratnu informaciju kao u nastavku:

"Wow, I win! Shall we play again?"

"Excellent! Let's try again, OK?"

"Ha-ha, Unbelievable! May I try it again?"

"Good job! I'm so proud of myself. Do you want to play again?"

Ako želiš ponovno igrati sa mnom, odaberi drugu životinju i pritisni "Y" za nastavak. Ako ne, pritisni "N" za izlaz i ući ću u normalni način igre;

Ako pogriješim, imam još jednu priliku za pogađanje i ponovno ću postaviti pitanja kao dolje:

"I guess the animal that you're thinking of must be... (ime životinje). Right?"

"I know what you think! The pet you are thinking of must be... (ime životinje). Am I right?"

"Ha-ha, I get it! You must be thinking of the... (ime životinje). Is that right?"

"If I'm not mistaken, I think the pet is... (ime životinje). Isn't it?"

Ako ponovno pogriješim, bit ću jako sretan (moje će oko svijetliti plavo do zatamnjenja) i zatrest ću tijelo, te dati povratnu reakciju kao dolje:

Well, I lost. Don't you think we should try again? I might win this time.

Oops, I failed. Can I try again, please?

You're brilliant! I had no idea what you're thinking. Could you give me one more chance, please?

Oh, it looks like I don't know this pet. Shall we play another game?

Ako mi možeš dati još jednu priliku, molim te pritisni "Y"; ako ne možeš, molim te pritisni "N" za izlaz iz načina igre pogađanja;

Nakon 3 pitanja prije sljedećeg pitanja, nasumično ću reproducirati jedan od dolje navedenih zvukova:

....Hmmm, let me think it over.
Ha-ha, I'm almost there.
This pet must be very cute.
I like it, too.
Ah ha! It's getting more and more fun.
OK.
Trust me! I can read your mind.
Just to make sure I got the correct answer.
Ha-ha, now I know. Don't say anything.
Take it easy. I'll be done soon.
I see.
All right.
Uh-huh.
Good!
Great!
Sure
I think so

NAPOMENE O BATERIJAMA

ATTENTIONS FOR BATTERY USING / UPOZORENJA ZA KORIŠTENJE BATERIJA:

1. Robot koristi 3 x 1.5V AAA nepunjive baterije (nisu uključene u pakiranje).
2. Nemojte puniti baterije koje nisu predviđene za punjenje.
3. Uvijek umetnite baterije uz poštivanje ispravne polarizacije.
4. Nemojte miješati baterije različitih marki ili koristiti stare i nove baterije zajedno.
5. Ako roba nećete koristiti duže vrijeme, izvadite baterije iz pretinca.
6. Ako se uređaj ne koristi pravilno, može prestati raditi — primjerice, ako se robot koristi dok su baterije slabe, može neočekivano početi s radnjama ili pustiti glazbu.

OPĆE UPOZORENJE

- Kada je razina baterije niska, robot može samostalno izvoditi neke radnje ili reproducirati glazbu.
- Preporučujemo da se koristi na ravnoj podlozi ili stolu, a ne na neravnim površinama.
- Kada je uključena osjetljiva funkcija, nemojte stavljati ruke ispred senzora predugo, kako biste izbjegli neželjene reakcije.
- Ovaj proizvod nije prikladan za djecu mlađu od 3 godine zbog mogućnosti gušenja (sitni dijelovi).

JAMSTVENI LIST

Jamstveni rok počinje teći od datuma kupnje proizvoda.

Trajanje jamstva je 1 godina.

U slučaju kvara uređaj možete reklamirati izravno u trgovini u kojoj je kupljen.

U slučaju manjeg popravka jamstveni rok se produljuje onoliko koliko je kupac bio lišen upotrebe stvari, međutim kada je zbog neispravnosti stvari izvršena njezina zamjena ili njezin bitni popravak, jamstveni rok počinje teći ponovo od zamjene, odnosno vraćanja popravljene stvari.

Ako je zamijenjen ili bitno popravljen samo neki dio stvari, jamstveni rok počinje teći ponovno samo za taj dio.

Jamstvo se priznaje samo uz račun o kupnji, ovaj jamstveni list,

te detaljan opis kvara.

Ukoliko nije definiran opis kvara, podrazumijeva se da je opis kvara „ne radi“, te da će se uređaj testirati samo na osnovnu funkcionalnost.

Jamstvo se ne priznaje u sljedećim uvjetima:

- Ako kupac ne predoči ispravan jamstveni list i račun o kupnji.
- Ako se kupac nije pridržavao uputa o korištenju proizvoda.
- Ako je proizvod otvaran, prepravljn ili popravljan od neovlaštene osobe.
- Ako su kvarovi na proizvodu nastali djelovanjem više sile kao što su: udar groma, strujni udar u električnoj mreži, elementarne nepogode i sl..
- Ako su kvarovi nastali oštećivanjem, zbog nepropisne upotrebe ili nepravilnim transportiranjem.

Ako je kvar nastao greškom u sustavu na koji je proizvod uključen

Ovo jamstvo ne mijenja zakonska potrošačka prava važeća u Republici Hrvatskoj u odnosu na ona koja propisuje proizvođač.

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tel. 091 3344 271

Datum kupnje:_____

Pečat i potpis:_____