

Technical Specifications

Item	Details	Remarks
Operating Voltage (V)	3.7	
Material	ABS, Silicone	
Operating Temp(°C)	-20~ +75	
Operating Humidity (RH)	10%-85%	
Dimensions (L×W×H)	128*116*16	
Weight (g)	140	
Standby Time (Days)	180	
Warranty Period (Years)	1	

Important Notes

- Initial Use: Charge the device fully before first use.
- Power Safety: Use only voltage compatible with the product's specifications to avoid safety risks.
- Physical Protection: Avoid impacts, compression, disassembly, or piercing of the device.
- Environment: Do not expose to high temperatures, humidity, fire, water, or corrosive liquids.
- Adapter Requirement: This product does NOT include a power adapter. Use only certified adapters compliant with China's CCC standards.
- Malfunction: Discontinue use immediately if abnormalities occur.
- Storage: For long-term storage (>3 months), keep in a dry, cool area. Recharge the battery every 6 months to maintain health.

Warranty Card

User Information

Name		Phone Number	
Mailing Address			
Purchase Date		Invoice Number	
Seller/Retailer Name			
Seller/Retailer Address			
Seller/Retailer Phone			

- * This card serves as the essential proof for warranty claims.
Please fill it out accurately and keep it securely

Warranty Terms

1.Key Reminder

Retain this warranty card as proof for one-year. If lost, your purchase date will be determined as 30 days after the device's factory-recorded production date.

2. Coverage Scope

-Included: Free repairs for defects in materials, design, or workmanship during the warranty period.

- Excluded:Damage caused by misuse, incorrect voltage, shipping impacts, unauthorized repairs, or natural disasters.

- Voided if warranty seals are tampered with.

- ****Limitations****:

- Warranty does NOT cover non-manufacturing issues.

- Repairs/replacements do NOT extend the original warranty period.

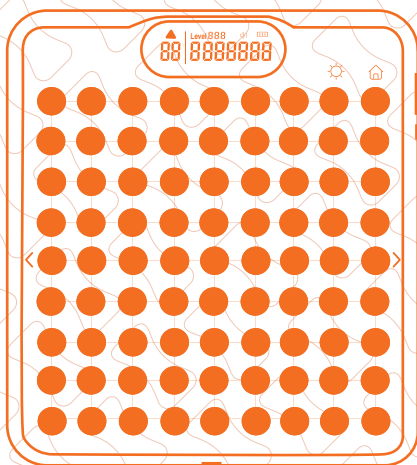
**To provide the most entertaining
products and services**

Modou Technology (Zhongshan) Co., Ltd.
Address: C2-225, Building 4, No. 6 Dongyi Road, Dongzhen,
Zhongshan City, Guangdong Province
Web: www.modou.net.cn

Model: SP100

Electronic Board Game Console

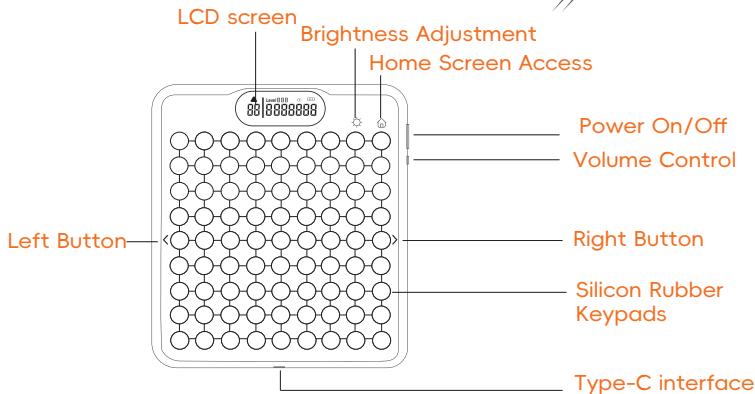
User Guide



Modou Technology (Zhongshan) Co., Ltd.

Product Introduction

This innovative device combines educational board games and into one engaging system, featuring 7 classic board games and 7 brain-teasing challenges designed to enhance children's logical thinking and stimulate intellectual development.

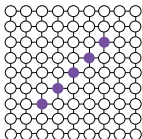


- **Power On/Off:** Long-press the power button for 2 seconds to turn on. Repeat to power off.
- **Volume Control:** Short-press the volume button to cycle through 4 adjustable levels.
- **Brightness Adjustment:** Long-press the brightness button for 2 seconds until a beep sounds, then short-press to fine-tune screen brightness.
- **Home Screen Access:** From any interface, long-press the function button for 2 seconds to instantly return to the home menu.
- **Left Button:** Short-press to navigate left or select left-side options.
- **Right Button:** Short-press to navigate right or select right-side options.
- **Charging:** Connect the Type-C cable to an adapter. The indicator light or battery icon displays charging status, with full segments indicating a complete charge.

Game Rules & Descriptions

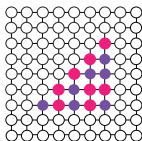
1. Gomoku

- **Rules:** Players take turns placing stones on the board. The first to align five stones consecutively (vertically, horizontally, or diagonally) wins
- **Modes:** Player vs. AI / Player vs. Player



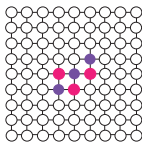
2. Four in a Row

- **Rules:** Players alternate dropping pieces into columns, starting from the bottom row. The first to align four pieces in a row (vertically, horizontally, or diagonally) wins.
- **Modes:** Player vs. AI / Player vs. Player



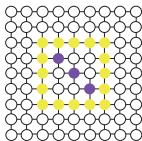
3. Reversi

- **Rules:** Players alternate placing pieces to "flip" the opponent's pieces. The player with the most pieces on the board when no moves remain wins.
- **Modes:** Player vs. AI / Player vs. Player



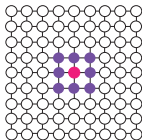
4. Tic-Tac-Toe

- **Rules:** Players alternate marking X or O in a 3x3 grid. The first to align three symbols in a row (vertically, horizontally, or diagonally) wins.
- **Modes:** Player vs. AI / Player vs. Player



5. Go

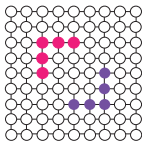
- **Rules:** Players place stones strategically to surround and capture opponents' stones. The player with more territory and captured stones wins when no legal moves remain.
- **Modes:** Player vs. Player



Game Rules & Descriptions

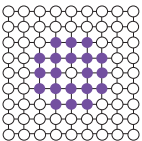
6. Checkers

- **Rules:** Players move pieces diagonally forward or ump over opponents' pieces to capture them. The first to occupy all positions on the opponent's side wins.
- **Modes:** Player vs. Player



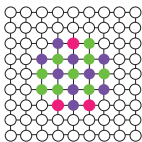
7. Peg Solitaire

- **Rules:** Jump over adjacent pegs to remove them (no diagonal jumps). Clear the board until 1-9 pegs remain, with varying targets per level.
- **Levels:** 9 stages



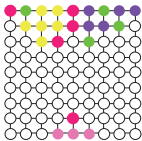
8. Match-3 Puzzle

- **Rules:** Eliminate groups of 3+ same-color pieces vertically/horizontally to score points. Complete color-specific targets within limited moves to advance.
- **Levels:** 200 stages



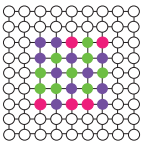
9. Bubble Shooter

- **Rules:** Launch colored balls upward to create clusters of 3+ matching colors for elimination (10 points per ball). Survive as descending balls threaten to reach the bottom line.
- **Modes:** Survival (no fixed levels; compete for high scores).



10. Star Pop Puzzle

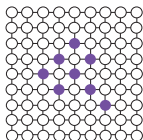
- **Rules:** Remove adjacent groups of 2+ same-color stars (10+ points per star). Reach 1000-1500 points (varies per level) to advance.
- **Levels:** 300 stages



Game Rules & Descriptions

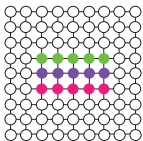
11. Mole Whacking Game

- **Rules:** Tap green-lit moles (10 points each) but avoid red-lit bombs. Reach target scores within 60 seconds to clear each level.
- **Levels:** 60 stages



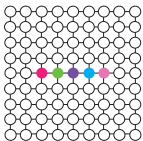
12. Mouse Trap Challenge

- **Rules:** Take turns eliminating mice (lit cells) within the same row. The player forced to remove the last mouse loses.
- **Modes:** Player vs. Player (9 unique board layouts)



13. Drawing Board

- **Rules:** Select colors by pressing brush-color indicator lights. Press again to deselect and erase. Draw freely on the board.



14. Snake Game

- **Rules:** Steer the snake (red head + blue body) to eat blue food (10 points each). Avoid collisions with walls or the snake's own body. Clear levels by reaching 200-250 points (varies per stage).
- **Levels:** 300 stages

