

**GEIO**INSTRUCTIONGS

### GEIO Instructions

GEIO robot equipped with advanced visual recognition system, to identify the GANKER/GEIO. and human face/totem. At the same time, GEIO has high-speed mobile performance and flexible two-axis fort. GEIO also include a variety of modes of lay while can control by EPV through the mobile phone.



FPV-First Person Vision



Al system



Automatic aiming



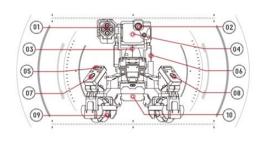
Visual recognition



Emoji



Totem system



01:weapon

04:Al&Emoji

07/08:Armor

02: Visual recognitiono

05:LED lights

09: omnidirectional

03:fort

06: Sound effect

10:battery

## 1 Download GEIO APP

Please use your mobile phone to scan the QR code below and download the APP directly; or you can install the GEIO APP from the software store.







GEIO APP download (Android)



 $\cdot$ GEIO APP requires ios 8.0 system or above or Android 5.0 system or above.

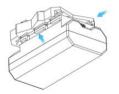
# 2. Charge



Please use the USB charging cable inside the package to charge the battery. Using the paired USB charge adapter as well. When the charging process starts, the red light will flash; and the red light will turn on for a long time when the battery is fully charged.

Fully charged: It takes 2 hours and 15 minutes (5V2A adapter recommended). Life time: approximately 40 minutes.

# 3. Prepare GEIO





- After removing the GEIO and battery, put the battery inside the battery
  compartment of the GEIO.
- Long press the triangle power switch above the backpack of GEIO. GEIO will be switch on with the power light.

## 4. Connect to GEIO

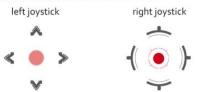
Follow these steps to connect your mobile device to geio:

- 1. Make sure that your geio is switched on.
- 2 Find the Wi-Fi settings on your phone.
- 3. the Wi-Fi signal of GEIO will be named as "GEIO-XXXXX" at the first time.
  - " XXXXX " is the serial number of each machine;
- 4. Click the Wi-Fi signal of GEIO and then enter the password.
- (Initial default password is 12345678)



# 5. Start the fight

After opening the app and connect GEIO, please select "Battle Mode". Then choose a team (red team or blue team) and enter the basic interface. The left joystick can control GEIO to move forward/back/right/left. The right joystick can control the firing direction of the fort. Click the red point which in the middle of the right stick to shoot.



## Interface Element Description:



- 1, left joystick
- 2, battery indicator
- 3, blood indicator
- 4, mode selection button
- 5, expression and status box
- 6, the number of bullets and continuous shooting / point shooting switch area 7, special bullet area
  - 8, right joystick

## 6. Totem system

The Package comes with basic totems and special totems which can be

When you click the "Eye" of the "Emoticons and Status Box" in the basic operation page, the FP V-First Person Vision operation will start. The totems can be scanned, and special bullets reward will be obtained upon successful identification. Special totems is divided into the following categories:



Frozen bombs temporarily prohibit the enemy's ability to move



Fire bombs damage is much higher than ordinary bullets



Recovery Totem to restore certain blood point



Deceleration bombs significantly reduce the enemy's movement



Chaos bombs temporary confusion in the operation of enemy



Base Treasure mode to use



Treasure treasure mode to use



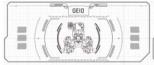
Banner racing mode to use

You can select special bullets at the "Special Bullet Area" which will be fired upon shooting.



Note: For more details, you can visit the following URL: http://gjs.so/geio/intro The further change of this content might without notice.

# Technical specifications





#### ------

### BATTERY

Battery Capacity Charge Max Play Time

2000 mAh USB Cable 40 mins

### CONNECUTION

Method

WIEL Operating Frequency 5 8 GHz Max Transmission Distance 100 m

### SIZE

180 x 160 x 160(mm)

Operating Temperature Range: 0-4000

730 g(Battery 105 g)

### VISION SYSTEM

Camera resolution 300,000 pixels

Visual Identity Range: socm - 2m

BBB

700 700 700

### HARNWARE

Internal Sensor

Turret Angle Material

Pitch o- 90° Horizontal o-160° ABS, PC, aluminium alloy

Infrared Sensors, Magnetic Sensor

LED LED lights in two parts (legs, back)

### Weapon and Score System

Infrared shooting distance

Number of Infrared Sensors 4

Position of Infrared Sensors legs





### FCC Statement

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions: 1) this device may not cause harmful interference, and 2) this device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- --Reorient or relocate the receiving antenna.
- --Increase the separation between the equipment and receiver.
- --Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- -- Consult the dealer or an experienced radio/TV technician for help.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

#### FCC Radiation Exposure Statement

This device complies with FCC RF radiation exposure limits set forth for an uncontrolled environment. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter. Indoor use only. The distance between user and products should be no less than 20cm

