

 **Bluetooth®**

Wireless Speaker & Light Show™

Model 4312



GAME
The Fun Solutions People®

INSTRUCTIONS

INCLUDES: Wireless Speaker & Light Show, USB cable and manual

WARNING

SEIZURES - People with photosensitive epilepsy can have seizures triggered by flickering or flashing lights such as strobe or disco lights.

Do not operate the product in water while the unit is plugged in. Serious and/or fatal injury may result.

KEEP OUT OF REACH OF CHILDREN. THIS IS NOT INTENDED AS A TOY.

NOTE

- The product projects light show approximately 10-15 feet in diameter.
 - Light show intensity will vary based on the color, size and depth of your pool.
 - The hanger is designed to hang the product only. Do not hang any items from the product.
 - For optimal performance, do not submerge unit in water over 1 foot as water pressure could damage the speaker and/or sound quality.
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GETTING STARTED

IMPORTANT: Before first use, the battery must be fully charged. When fully charged, the red halo light on the top lid of the speaker will turn off.

1. Plug the charge cable into your computer's USB port or any standard 5V 1A or 2A USB wall adapter.

WARNING: Use the supplied USB cable. DO NOT substitute with any other cable.

2. Remove the charging port plug on top of the speaker and plug the cable into the port (the halo light will turn solid red while charging).

3. When the charge is finished, the halo light turns off, unplug the charge cable from the charging port.


4. Replace the charging port plug, pressing it firmly into place so water does not seep into the port.

NOTE: When the battery is low, the halo light will flash red repeatedly. Recharge the product.

POWERING ON/OFF

Press “




PAIRING YOUR DEVICE

1. Press “

UNPAIRING YOUR DEVICE

1. Press the “” button for 2 seconds to disconnect the speaker from your Bluetooth device.


MUSIC CONTROL

1. Press the “” button to play/pause music.
2. Hold the “” button for 1 second to change song forward/backwards.
3. Press the “” button for volume control.

LIGHT SHOW

1. Press the “” button to turn light show on/off.

RECEIVING PHONE CALLS

1. When there is an incoming phone call, the speaker will notify the user and speak out the caller’s phone number.
2. Press the “” button to answer or end a call.

NOTE: When speakers are paired, only the “parent” speaker will receive phone calls.

RECHARGING

NOTE: Charging the device while using is not recommended.

IMPORTANT: NEVER charge product while it is in water or wet! Serious and/or fatal injury may result.

1. The halo light will flash red when the product needs recharging.
2. Follow the “GETTING STARTED” steps to recharge the product.

IMPORTANT:

- Remove from pool when not in use to avoid damage from skimmers or other devices.
 - Do not submerge unit in water over 1 foot as water pressure could damage the speaker and/or sound quality.
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HOW TO SYNC SPEAKERS

NOTE: Only 2 speakers may be paired together.

1. Turn on both devices. **Do not pair your Bluetooth® device to your speakers yet.**
 2. Pick one device as the “parent.” Press and hold the play button until you hear indicator tone.
 3. Then the “parent” will automatically search for the second or “child” speaker. This may take a few moments. You will hear single tone once the speakers have paired.
 4. Pair your Bluetooth® device to the “parent” speaker, “GAME BT_TWS” (see “Pairing Your Device”). Once paired, enjoy your music and light show on both speakers!
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NOTE: Speaker will remain paired until unpaired.

HOW TO SYNC THE VOLUME

To get the same volume from both speakers, the speaker volume must be synced. Press the volume button once to sync the speakers.

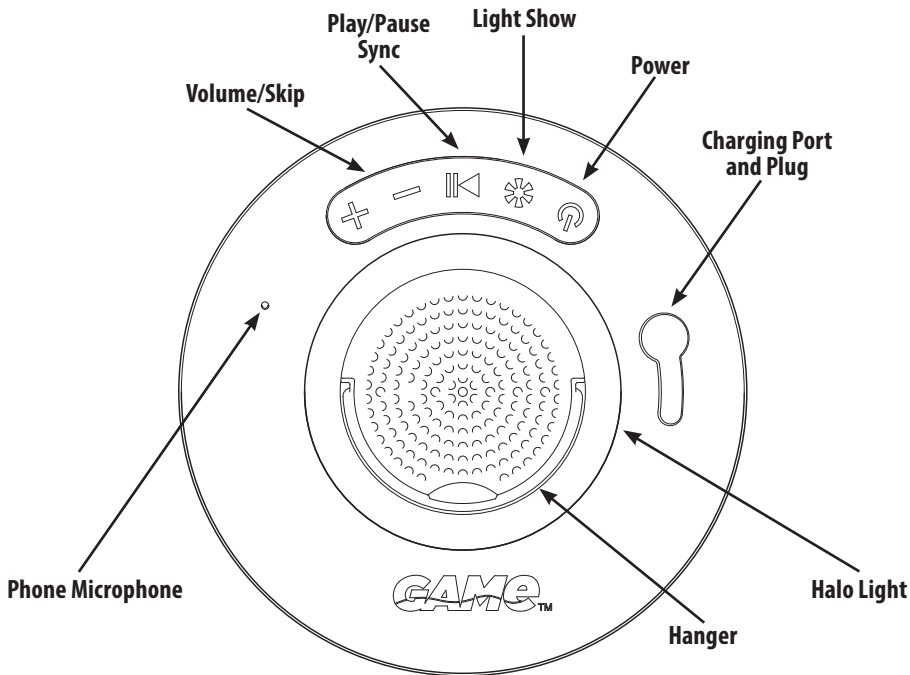
SWITCH PARENT AND CHILD

End the pairing (see below) and pair the speakers.

UNPAIRING THE SPEAKERS

Long press play button on either speaker. You will hear a descending tone indicating the speakers have been unpaired. They will now work as independent speakers.

NOTE: When speakers are paired, only the “parent” speaker will receive phone calls.



CLEANING & MAINTENANCE

Wipe dry with a soft cloth after use.

STORAGE

When the product is out of water, it should be stored in a cool, dry place.

Do not leave the product in direct sunlight when not in use as this could damage the batteries.

IMPORTANT: The batteries are permanently sealed in the product and cannot be removed or replaced. Attempting to remove and/or replace the batteries will void the warranty. The battery in the remote control is replaceable.

TROUBLESHOOTING

Problem	Possibilities/Solutions
Unit doesn't respond (power on)	Press the power on/off key for 5 seconds to forcibly cut off the power and try turn the device back on.
Unit doesn't respond (no power)	Make sure the unit is completely charged.
	Make sure your device is properly paired with the GAME BT.
Interference or static during playback	Avoid using the device between concrete, metal or other structures that may interfere with the signal.
	Please check if the battery level of the unit and the Bluetooth device and charge if necessary.
	Make sure your phone's antenna is not blocked and pointed towards the speaker.
Unable to connect your speaker and your Smartphone	Ensure the speaker is paired with your Smartphone.
	Ensure your Smartphone's Bluetooth feature is activated. Please refer to your Smartphone user guide for specific instruction.
	Ensure the speaker is within a maximum of 30 feet of your Bluetooth device and there are no obstructions, such as thick solid wall or other electronic devices in between as it may cause shorter or interference transmission.
	If all the above steps do not resolve your problem, please turn off and restart the speaker.
Caller unable to hear	Make sure there is no water in the microphone.
The light show isn't bright on my pool floor	Check to see if the product is fully charged.
	If your pool floor is colored vinyl, "pebble tech", or other dark or colored material, some colors may not show up as well.
No light show	Check to see if the product is fully charged.
	Press the light button on the speaker.
No sound/sound is low	Make sure both your audio device and GAME Bluetooth speaker are charged.
	Make sure the device is not submerged in water and there is no water in the speaker.
	Make sure to turn up the volume on your audio device and GAME Bluetooth speaker.
Unable to pair	Make sure both units are turned on and not connected to another device.
	Make sure one unit is assigned as the "parent."
	Units should be within 60 feet of each other.

TROUBLESHOOTING

Unable to sync speakers	Turn off both speakers. Turn them on and make sure only one of them is assigned as the “parent”. Wait till they are paired.
	There may be a software glitch. Please press the light show button for 2 seconds to reset the device to factory settings. Also, please delete the history record on your phone or your Bluetooth device. Then redo the sync function.

IMPORTANT: The batteries are permanently sealed in the product and cannot be removed or replaced. Attempting to remove and/or replace the batteries will void the warranty. The battery in the remote control is replaceable.

NOTE

- Do not mix old and new batteries.
- Do not dispose batteries into fire. Batteries may explode or leak.
- Do not mix alkaline standard (carbon-zinc), or rechargeable (nickel-cadium) batteries.
- Replace batteries ensuring the correct battery type, and as a simultaneous act.
- Remove batteries if product is to be left unused for a long time.
- Clean the battery contacts and also those of the devices prior to battery installation.
- The supply terminal is not to be short circuited (+) (-).
- Non-rechargeable batteries are not to be recharged.
- Batteries are to be inserted with the correct polarity.
- Remove exhausted batteries promptly and dispose of properly.

Check your local regulations for proper disposal instructions of batteries.

CAUTION: Changes or modification not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment.

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 a 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.

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: THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS COULD VOID THE USER AUTHORITY TO OPERATE THE EQUIPMENT.

This Class B digital apparatus complies with Canadian ICES-003.

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