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HOW DO I SIGN UP TO THE PLAYERMAKER APP?

STEP 1 - Download the Playermaker app

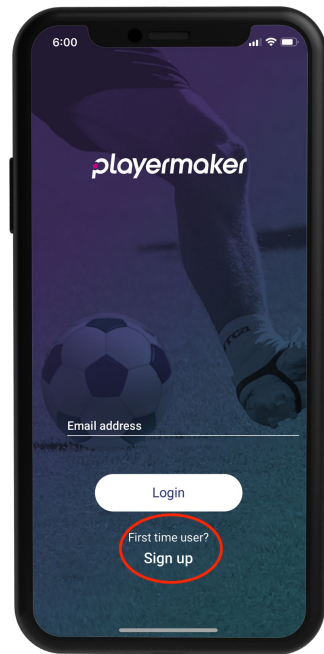
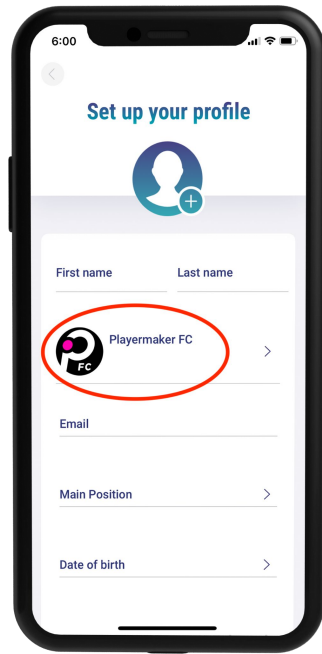
1. Go to your App Store or [Google Play Store](#).
2. Download the Playermaker app onto your mobile phone.

Step 2 - Sign up

1. Open the Playermaker app.
2. Press 'Sign-Up'.
3. Select 'Let's go'.

Step 3 - Set up your profile

1. Set up your player profile by adding your personal and playing information.
2. You can optionally assign yourself to a specific team by pressing on the Playermaker FC logo.
3. Players ≤ 16 years old will need to enter a guardian's email address.
4. When you are finished setting up your profile, save your changes.



Step 4 - Verify your account

1. Next, a verification code will be sent to the email address that you used to sign up.
2. Go to your email and retrieve your verification code.
3. After, enter your verification code onto the app and press 'confirm'.

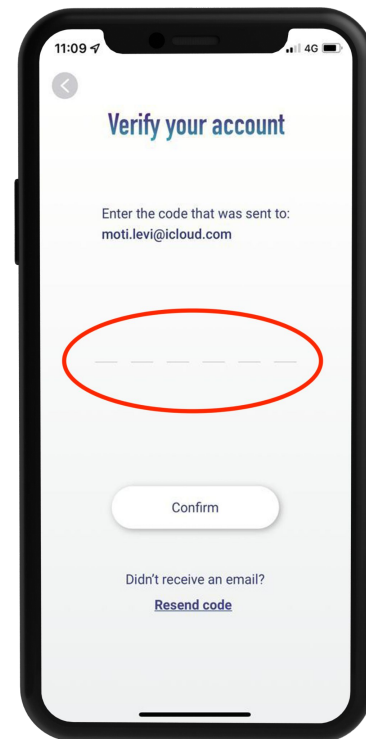
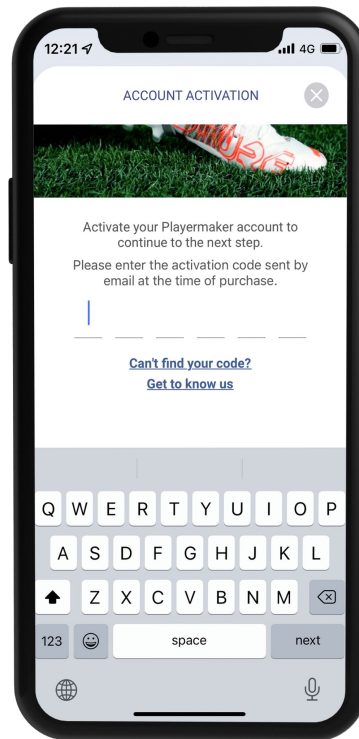
Step 5 - Activate your Playermaker subscription

You'll now be taken to 'Account Activation' where you will need to enter your new Activation code.

Enter your Activation code onto the app.
Your Playermaker subscription will now be activated.

Step 5 - Pair your sensors

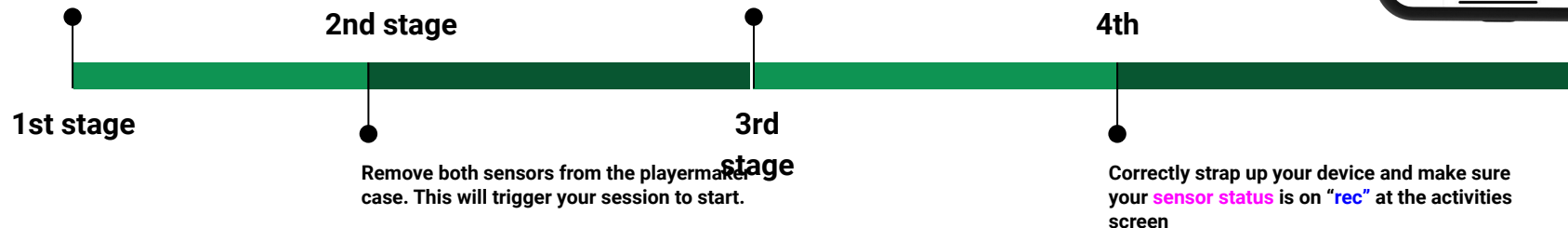
- The last step of the sign-up process is to pair your sensors to your profile. Please read this article to learn how to successfully pair your sensors to your new account.



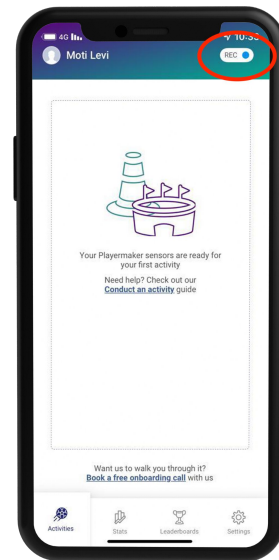
HOW TO START A SESSION

Things you will need with you to start your session:

1. Playermaker case
2. playermaker sensors
3. playermaker straps



Your sensors and phone must be within Bluetooth reach for 'Rec' to appear.



HOW DO I CHARGE MY SENSORS?

1. Place both sensors inside the Playermaker case.
2. Plug the charging cable into the bottom of the case and into a power source.
3. Check that your sensors' lights are flashing a solid color (red / orange / green).
 - A solid color (light) indicates that your sensors are charging successfully.
 - A blinking color (light) indicates that your sensors are not charging successfully.

Charging facts, tips, and recommendations:

1. Charge your sensors after each performed activity.
2. It takes approximately 3-4 hours to fully charge your Playermaker sensors from zero battery.
3. Charging your sensors for an extended period of time (a few days) will not affect your sensors' battery performance or short circuit your battery.
4. You can manually turn your sensors off to preserve the battery life. See this article to learn how to correctly turn your sensors off and on.
5. If your sensors die or are manually turned off while you are performing an activity, then your session data will be permanently deleted.
6. Playermaker sensors' operating temperature ranges between 0-40 degrees Celsius (32-100 Fahrenheit). Operating in temperatures outside this range might affect the battery performance.



HOW DO I END A SESSION AND SYNC MY DATA ONTO THE
PLAYERMAKER APP?

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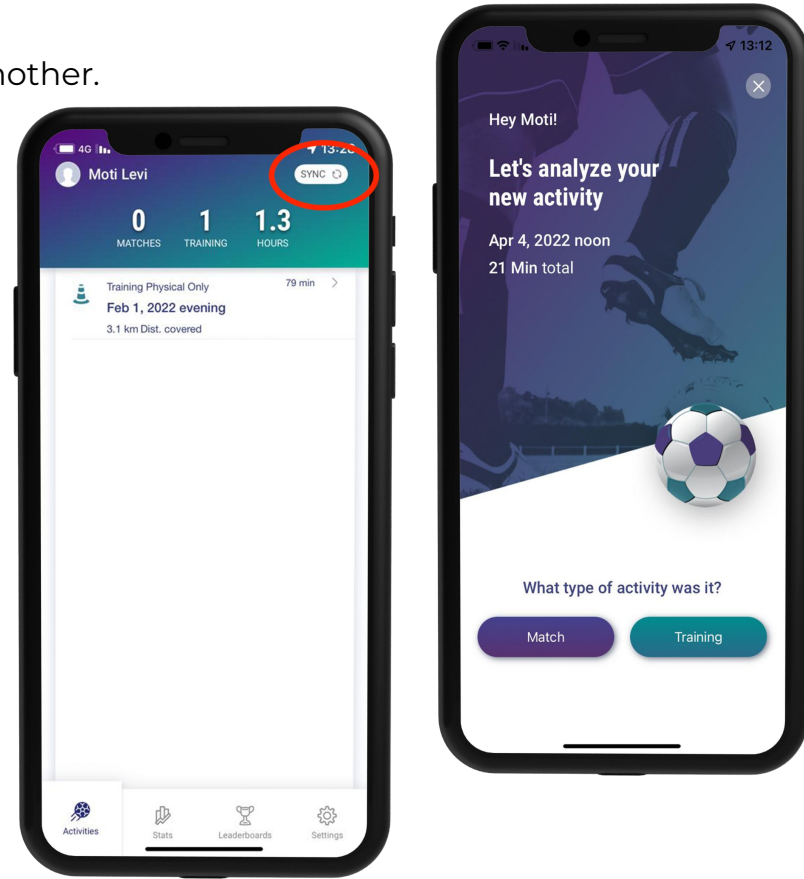
How to end your session:

1. Remove your sensors from your straps.
2. Place your sensors back inside the Playermaker case (this action triggers your session to end).
3. Your sensor lights should now blink white.
4. A white blinking light indicates that your session's data is stored in the sensor and is ready to be synced onto the app.
5. NOTE: Only one session can be stored on your sensors at a time. This means that after every session you conduct, you must first sync your recent session's data onto the app, and after, you can begin your next session.



How to sync your data onto the app:

1. Turn your phone's Bluetooth ON.
2. Make sure you have a stable internet connection.
3. Make sure your sensors are paired to the app.
4. Keep your phone and sensors in close proximity to one another.
5. Open the Playermaker app.
6. A new activity will pop up on your app screen.
7. Select the relevant activity type: Match or Training.
8. After, fill out your activity details.
9. Now, analyze your session's data!



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.

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