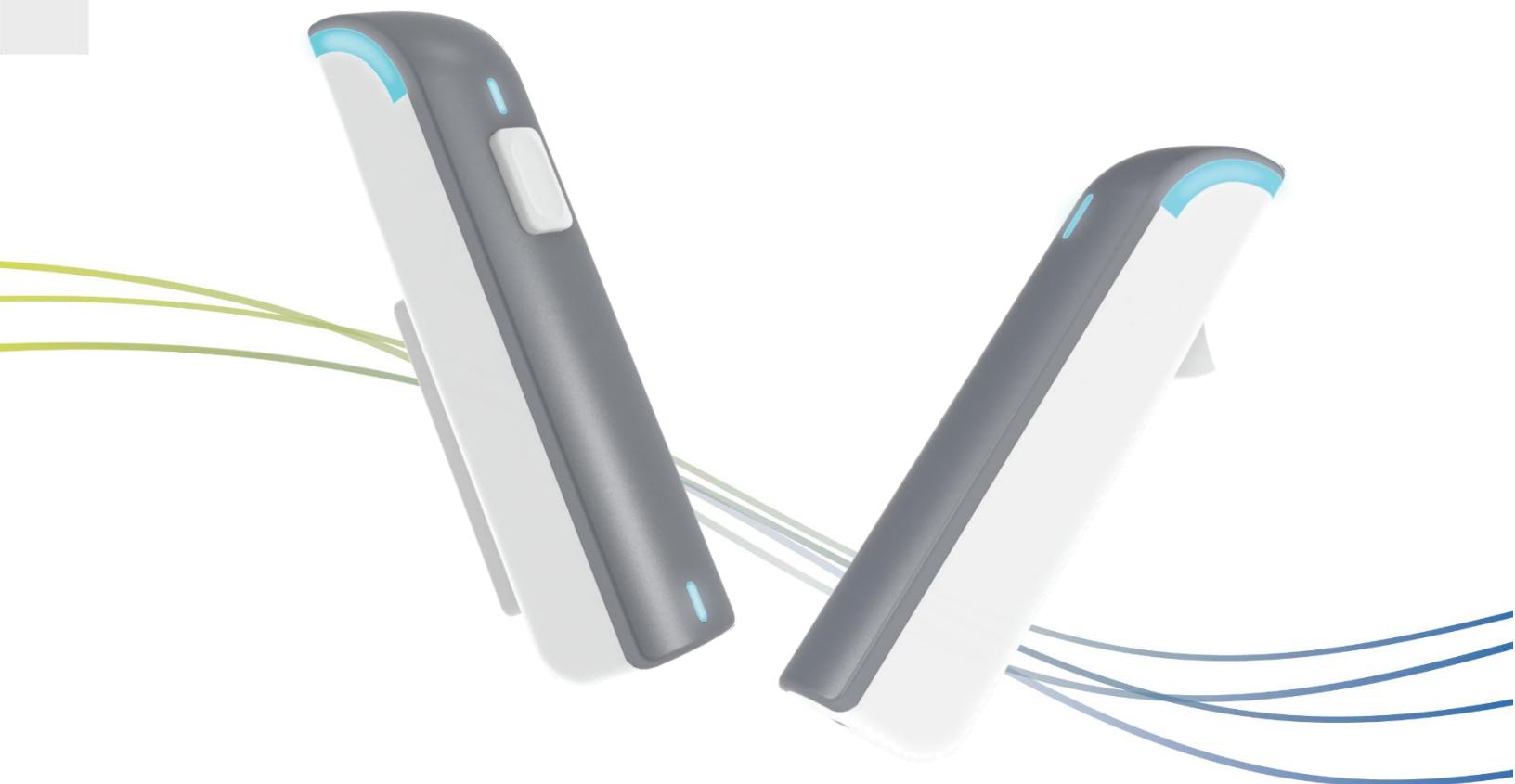


HANDY MOTION

Telehealth solution for Neurorehabilitation



UPPER EXTREMITY REHABILITATION EXERCISER DESIGNED FOR PATIENTS WITH NEUROLOGIAL DISORDERS

- **Neuro-rehabilitation Exerciser**

designed by neurologist and therapists for patients to perform therapy exercises to enhance motor skills and restore functional abilities.

- **Personalized rehab training**

sessions in the form of guided rehabilitation games, clinically designed exercises, and patient education.

- **Bluetooth wireless controllers**

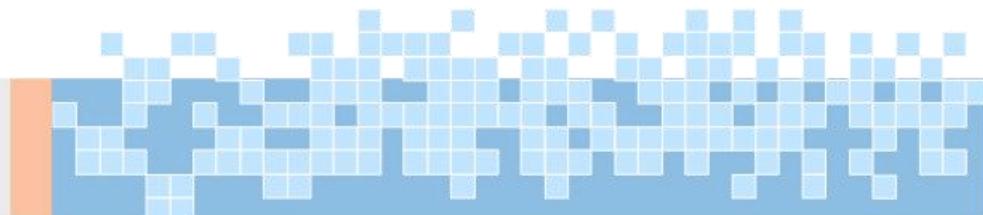
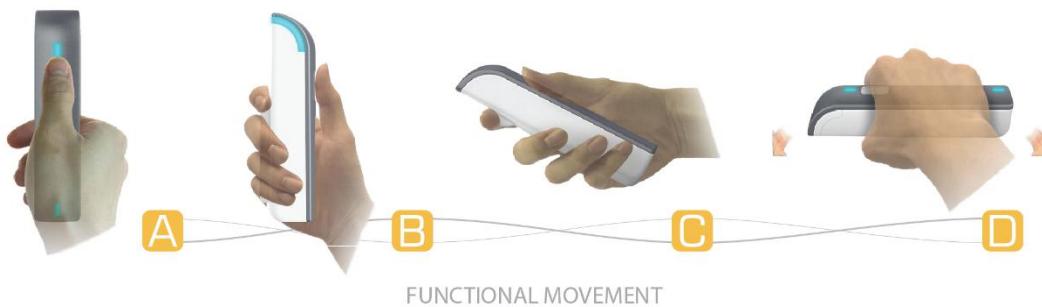
embedded with force gauges and motion sensors offering various types of movements for upper extremity rehabilitation to improve gross motor and fine motor skills.

- **Tele-rehabilitation services**

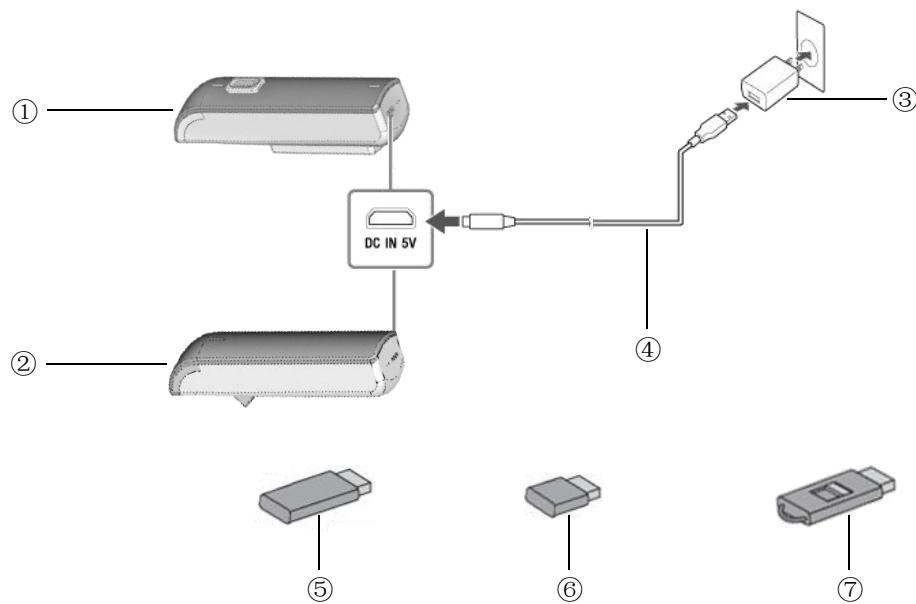
enable patients to receive home-based therapy exercises managed by medical professionals.

- **Clinic or Home use**

HandyMotion system can be deployed in rehab hospital, clinic or at patient's home.

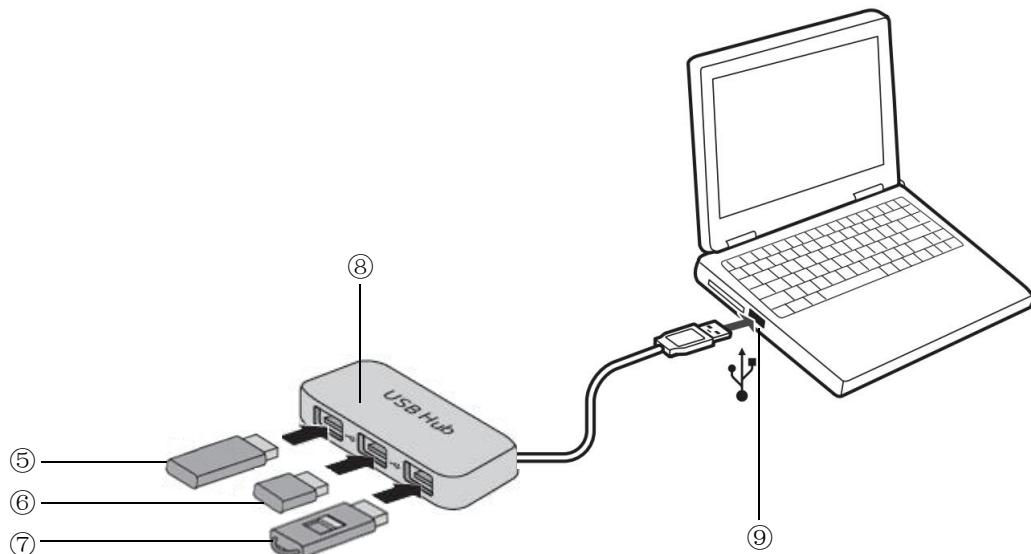


Chapter 1. Getting to know your HandyMotion Controllers



- ① Wireless Force Controller that functions as a gaming device for arm movement and targeting game
- ② Wireless Tracker Controller that functions as a gaming device for squeeze, pinch and rotating movement
- ③ USB Charging Adapter
- ④ USB Charging Cable
- ⑤ USB receiver for wireless Force controller
- ⑥ USB receiver for wireless Tracker controller
- ⑦ HandyMotion software USB thumb drive

Chapter 2. HandyMotion Controller Setup

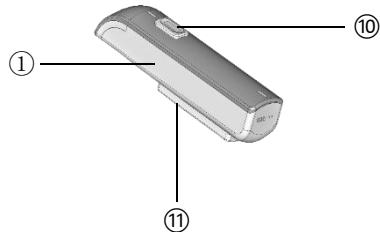


- 1 Plug in the Force controller USB receiver ⑤ and Tracker controller USB receiver ⑥ into a USB hub ⑧ (not included) or directly into your computer's USB port ⑨.
- 2 Plug the HandyMotion software USB thumb drive ⑦ into a USB hub ⑧ (not included) or directly into your computer's USB port ⑨.

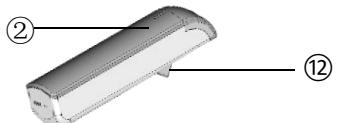
Chapter 3. HandyMotion Controller Operations

The 2 HandyMotion Controllers offer 5 types of functional operations for therapy training exercise:

- 3.1 The wireless Force Controller ① can be used to play Flying Bird, Slots, Alien Invaders, Lock Master and Hot Air Balloon. Follow the game instructions in the program to use the Pinch ⑩ and Squeeze ⑪ buttons on the Force controller for varies operations.



- 3.2 The wireless Tracker Controller ② can be used to play Balloon Pop, Carnival, Feed the Monster, Flying Bird, Duck Hunt, Mahjong and Drop the Ball



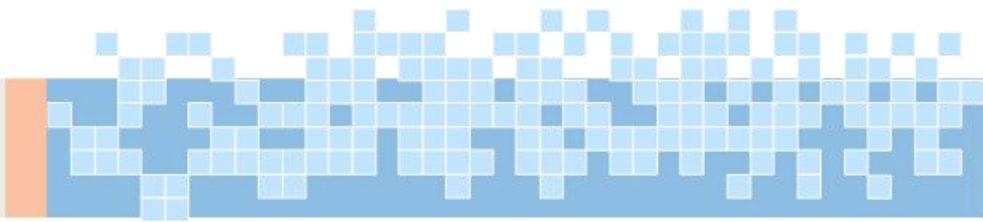
Note:

After a period of inactivity, the Tracker Controller will enter stand by mode. Pull the Tracker Controller trigger ⑩ to turn it on.

- 3.3 The computer Mouse or Trackpad can be used to play Balloon Pop, Carnival, Feed the Monster, Flying Bird, Hot Air Balloon, Duck Hunt, Drop the Ball, Alien Invaders and Stroke Education

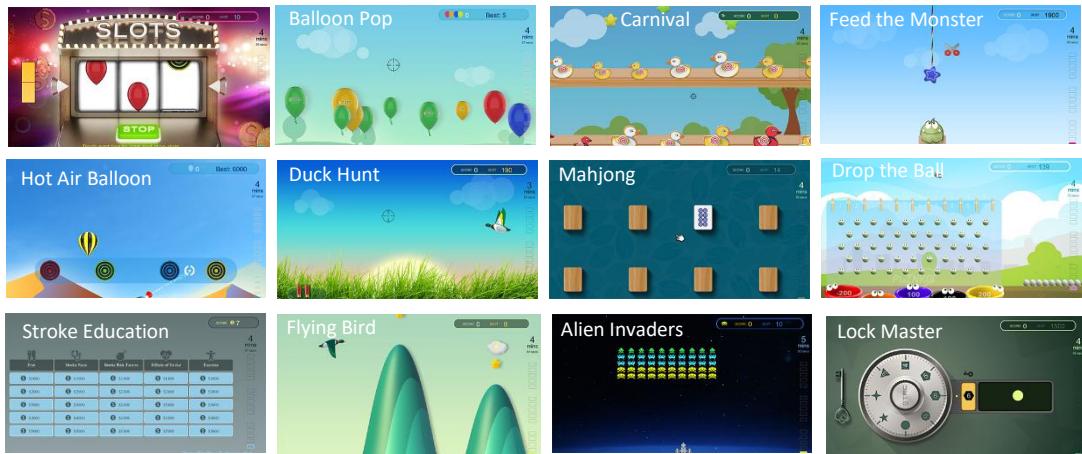
Chapter 4. Running the HandyMotion System Software

- 4.1 The HandyMotion System Software is included on a USB thumb drive ⑦. To run the HandyMotion System software, insert the USB thumb drive into your personal computer and double click the program icon in the USB drive.



4.2 Gaming Exercises

The HandyMotion system comes with 12 gaming exercises that are fully customizable according to the user's specific aspects of motor control and recovery.



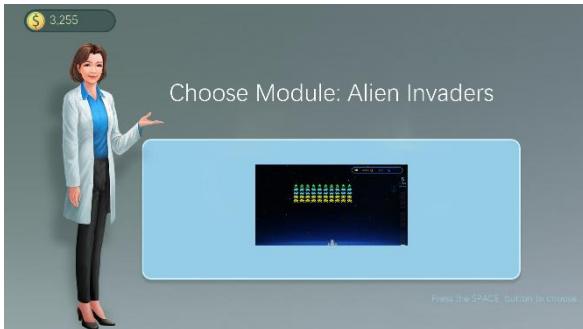
4.3 Exercise Training Videos

The HandyMotion software application includes 73 clinically designed exercise training videos for joint movements. Exercise videos are organized based on joint / body parts.

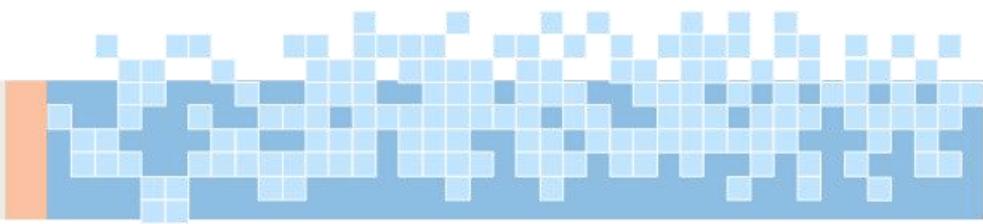


Chapter 5. Operating Instructions

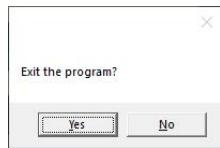
5.1 Free Play Mode



- The HandyMotion System will start with Free Play mode.
- Follow the on-screen instructions in the application to select each game or exercise.
- Use the Left \leftarrow and Right \rightarrow Arrow key on the keyboard to make your selections.

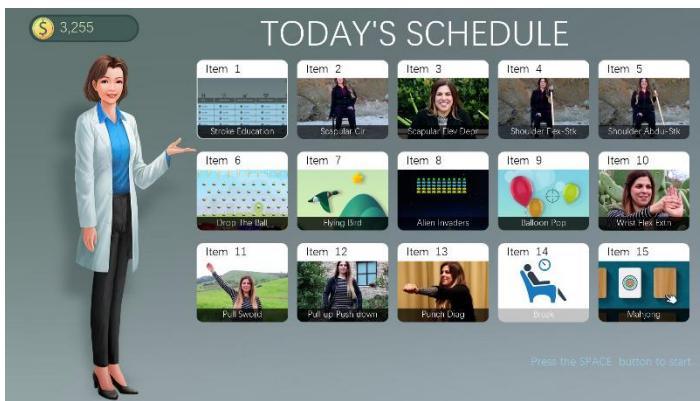


- After a selection is made, press the Space bar on the keyboard to proceed.
- To exit the program, press the Esc key on the keyboard and select Yes at the end program prompt



5.2 Telehealth Mode

For users who enroll in Telehealth service for managed therapy, the HandyMotion system can be configured to connect to the Telehealth service provider (typically your therapist) via the Tele-Rehab Cloud (requires connection to WiFi with Internet Access). When Telehealth mode is enabled, you will be able to automatically receive daily therapy program defined by your therapist as illustrated in the example below:



In Telehealth mode, all the gaming device options, duration, difficulty levels will be defined by your therapist based on your specific area of needs and can only be adjusted by contacting your therapist. After you have completed all the active Telehealth therapy assignment, the application will return to Free Play mode. You may complete your assignment at your own pace and take as many breaks as you need in between each task as long as you complete the entire assignment within the same day.

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

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 a particular installation. The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction. 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.