



Parent Guide

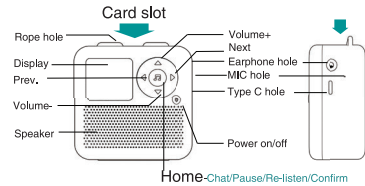
Model:AC83/AC83C
Educational Player

MY First Audio Game Player

Hi, I am Gigga!
I hope to be not only the box, but also the children's growth partner. I can do many things, sing, tell stories, jokes and riddles, etc. I can also chat with children and play different board games with them. Meanwhile, I can transfer a lot of knowledge through playing. Of course, if you want me to transfer other knowledge you want, I can do it, just let me know through your DIY creation cards or playing with the bluetooth function.

Please refer to the product you purchased, find the corresponding product operation guide and read it. Have a good time!

Product Diagram



Attention:

1. Long press power button 3S for power on/off.
2. Auto-power off after standby 5 min.

Chat

This is a world of interactive communication: With the pre-installed chat function, Gigga can randomly speak directly to children and brings them playful laughter.
Operation: short press the home button under power on and you can hear Gigga's voice randomly.

DIY creative voice

When you have DIY creative cards, there are three ways to produce your own creative voice.

#1, Instant recording on-site

Operation: Insert the DIY card after power on, and then record as follows:

- Start: press 2 buttons(< >) at the same time
- Stop: press home button
- Play: press home button again

Supports deletion and repeated recording.

How to delete: repeat the above record steps.

#2, Supports Bluetooth song playback and simultaneous recording of your own voice.

Operation: Connect the bluetooth and play, then insert the DIY card. Then record as above.

#3, Copy the sounds(format:wav) you have made directly to the DIY card via your computer.

-reverse the name: Each DIY card has a ID number. Rename the file to "R" plus this ID number. Such as R1.wav, or R2.wav, etc.



Computer > E:

RECORD

- 1-----R1.wav
- 2-----R2.wav
- ...
- 100-----R100.wav
- ...

R1.wav

Attention:The name of the sound corresponding to each card must be fixed and cannot be changed, otherwise the sound cannot be played.
Recording time limit: no more than 30 minutes.

Pay more attention when entering Gigga memory. Do not modify or delete other files in Gigga memory content, otherwise Gigga will lose its functionality and will not be able to play.

Bluetooth connection/disconnection

Press "volume+" and "Home" (&) at the same time after power on.

Product Parameters

Bluetooth	V5.0 ,Input, effective range ≤ 10m
Speaker	4Ω 3w
Li-Battery	3.7V 1000mAh
USB charger	5V 1A

Warning

Read instructions before use.
The product conforms to CPC regulations and standards:ASTM F963-17, CPSC and CPSIA.
Do not replace batteries by yourself.
To be used under the direct supervision of an adult.
Do not charge the machine for more than 24 hrs consecutively.
Please use the charger (input:5V, 1A). The charger is not a toy and should not be used by children.
Charging must be handled by an adult.
For any damages, contact the local distributor for repairing or assistance.
The chargers used with the toy are to be regularly examined for damage to the cord, plug, enclosure and other parts, and in the event of such damage, they must not be used until the damage has been repaired.
Clean your machine slightly with dry cloth only, do not clean it during charging.
Environmental protection Waste electrical products should not be disposed of with household waste.
Please recycle where facilities exist, Check with your local authority or retailer for recycling advice.
DO NOT enter water, milk or liquid. It will damage the product.
DO NOT damage the cards, that will make the product silent.

FCC Caution:

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.

Any changes or modifications 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 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.

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

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ACCO TECH & GRIPSONAUTEN
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PIZZA Hero Game Set

This is a new audio game that combines educational elements with innovative objectives to give players a unique and rewarding gaming experience.

Meet different celebrities here, resonate with them, and complete interesting tasks.
2 Activity cards provide endless fun.



Game rules: Each player has 3 teammates, each of whom takes one step at a time generally.
(Before each game starts, you can also be a rule-maker and redefine the number of steps each person takes in each round: 2 steps, 3 steps, or 4 steps, etc. Since this is your game world, you have the power to define them. Of course, do not miss the interesting activity cards.

When meeting a red or green activity card, insert the corresponding color activity card into the Giggaboo player. You need to complete the specified task within 30 seconds (sometimes you can combine it with our game's pizza coins). At the end, you will be able to receive instructions to move forward or backward.



The main goal of our game is to reach the center of the board, where the green olive is located. On the way to the center, players will meet various characters, who are known for their unique qualities and skills. These characters can be historical figures or fictional characters, and they will help players develop their skills. In addition, players must complete tasks related to the qualities of these characters. These tasks not only increase the fun of the game, but also allow players to learn important values and skills.

Are you ready to start the game "Pizza Hero/Heldon"!

Monster search game Set



The goal is to be the first player to get rid of all your monster cards. To do this, you must quickly identify which of your cards can be played based on the image displayed on the Gigga box.

Gameplay

- Lay 20 cards on the table:
- For younger players: Place the cards face up so the monsters are visible.
- For older players: Place the cards face down to make the game more challenging

Gameplay

1. Activate the NFC kids box to display the first monster image. A funny monster sound will play, acting as a timer.
2. Players quickly search for the monster on the spread-out cards that matches the image shown on the box.
3. If a player finds the correct monster, they take that card from the table and are allowed to activate the box again to search for the next monster.
4. If the monster sound ends before a player finds the correct monster, it's the next player's turn.

Game End

The game ends when all 20 monster cards have been found. The player with the most cards wins.

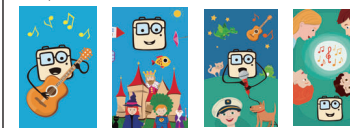
Advanced Multiplayer Games

The game ends immediately when a player plays their last card. This player is declared the winner. The other players continue to play to determine the subsequent places.

"Monster Search" promotes children's attention and visual perception by challenging them to quickly recognize and compare images. It also supports the development of decision-making abilities and strategic thinking through different game variations. Social skills are enhanced by the interactive and communal aspect of the game.

Other different audio cards

Discover more with Gigga!
In addition to games, there are other audio cards with rich content: songs, knowledge, stories, quizzes, jokes and learning content.
Put them in the Gigga box and listen to their uniqueness.



Gigga's songs

Gigga's stories

Nursery Rhymes 1

Nursery Rhymes 2



Gigga's jokes

Riddles/Brain teaser

ABC learning

Module stories

If there is no sound when purchasing more new content cards, you can download them from the website:
www.accotech.net
www.gripsonauten.com



Numbers Learning
Other new cards in the coming day

Giggaboo,
Your adventure starts here!
Giggaboo,
your first audio game player!
A true knowledge giant!

Trouble shootings

1. Do not power on: sometimes no power. Charge 2.
2. Couldn't connect computer: check if you use our USB line or not. Some USB lines only have charging function, no data transmission function.
3. System bug and couldn't power off: Long press power button 7 seconds. System will be reset.
4. No sounds inserting the cards: please check if no audio files in the box, or files misdeleted. You can download again from above website.