

Beyond Tablet & Games User Manual

Tangible Brain Games for Kids * Fun Activities for the Entire Family 



Beyond Screen Limited

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Introduction

Packaging Details



ID cards



Beyond Tablet



AC Power Adapter
(The original power adapter must be used)



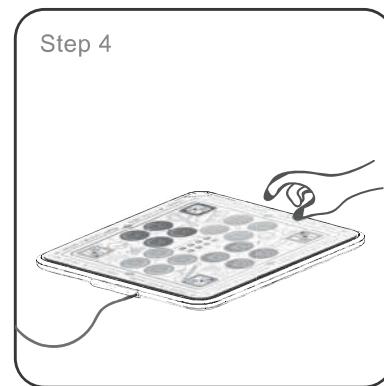
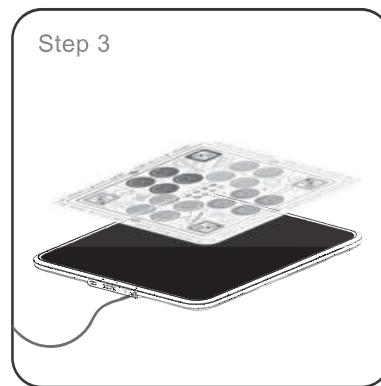
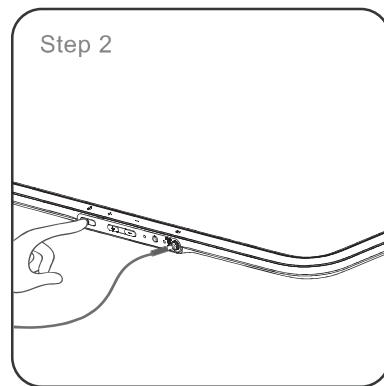
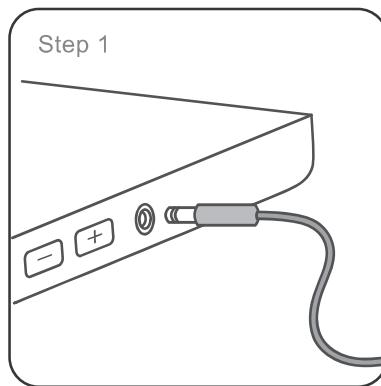
AC Power Cord

(Also in the box: user manual and game maps for five Beyond Tablet games)

Basic Information of Beyond Tablet



Getting Started



Step 1: Connect the power;

Step 2: Press the power switch to turn on (or turn off) Beyond Tablet;

Step 3: Place the game map on Beyond Tablet;

Step 4: Touch the game map or place game pieces or cards on the game map to play Beyond Tablet games.

General information about Beyond Tablet

| No. | Item | Unit | Requirements |
|-----|---------------------------------|--------|--|
| 1 | Rated Power | W | < 24 |
| 2 | Brightness Range | LUX | <input type="checkbox"/> SD2011S-A/A:50 |
| | | | <input type="checkbox"/> SD2011S-A/D:100 |
| 3 | Brightness Discrimination Grade | Grade | ≥ 8 |
| 4 | Start-up Time | Second | ≤ 4.5 |

Technical specifications

| | |
|---------------------|--|
| Audio Formats | MP3, WMA, MP2, OGG, AAC, M4A, MA4, FLAC, APE, 3GP, WAV |
| Network Connections | Bluetooth, WIFI |
| Power Adapter | Input: AC100-240V, 50-60Hz , Output: DC12V-2A |
| Input Method | Finger touch |
| Model | BYM001 |
| Operating System | Google Android 5.1 |
| Weight | 2.9 kg (6.4 lb) |
| Physical dimensions | L 435.5 mm* W 435.5 mm* H 24 mm (L 17.15 in * W 17.15 in * H 0.94 in) |
| CPU | Samsung S5P4418, Cortex-A9, 4-core, 1.4GHz |
| RAM | 1GB DDR3 |

| Technical specifications | |
|--------------------------|---|
| Flash Memory | 16 GB |
| Lighting | RGB LED and white LED |
| Light Color | Red, green, blue, white |
| Touch Panel | Capacitive touch panel, supporting 324 touch points |
| Speakers | 4Ω/2W high fidelity trumpet*4 |
| Microphone | Built-in Microphone |
| WIFI | IEEE 802.11b/g/n |
| Bluetooth | BT 4.0 |
| Input Voltage/Current | 100V~240V, 50/60HZ, 1.8A |
| Output Voltage/Current | 12V/2A |
| Maximum Output Power | 24w |
| Enclosure Material | PC/ABS |
| Case Color | Warm White + Cyan Pantone 331C (Color Code) |

Warning

1. Do not expose this product to water droplets or water splashes. Do not place liquid-filled items such as a vase on the product case.
2. To avoid fire hazards, do not place potentially flammable items, such as lit candles, on the case.
3. If the product emits strange noise, smoke or smell, unplug it and contact the customer service immediately.

Attention

1. Please read all instructions and keep this manual for future use.
2. Please do not put this product in standby mode during thunder, or have it on idle for prolonged periods of time. Please switch off the power after use.
3. Please do not use this product near water, such as bathtubs, dishwashers, kitchen sinks, pools, wet basements, and other places that are or potentially could be near water.
4. Do not place this product near heat sources, such as the exhaust for air conditioning unit.
5. Be careful not to clean the surface of the product with a hard or sharp object. Make sure to unplug Beyond Tablet before cleaning it. Do not use organic solvents. Clean the product with a soft, dry cloth.
6. Do not place sharp or heavy objects on the surface of this product.
7. Do not step on or hit the product.
8. Place the power cord properly in storage to prevent damaging the wires and threatening the safety of life and property.
9. In the following cases, the power should be switched off, unplugged from the power outlet and be decommissioned for maintenance:
 - 1) When the power cord is damaged or worn out;
 - 2) When liquid is spilled onto or into the product;
 - 3) When the product is subjected to rain or water;
 - 4) After the product falls, or if the case is damaged;
 - 5) The performance of the product changes significantly.
10. Check the wire, plug, case and other parts with regular intervals. Stop using the product if it is damaged until adequate maintenance or repairs have been conducted.

Safety Precautions

Danger

Please do not disassemble any part of the product by yourself to avoid damaging the product, causing harm to the human body and invalidating your product warranty.

11. This product must be used with the included AC Power Adapter.
12. The Power Adapter is not a toy.
13. This product cannot be connected to more than the recommended number of power outlets.
14. Take care of our living environment, please dispose of the waste packaging properly.
15. Not suitable for children under three years old.

Note

This device is solely intended for tabletop use.

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 distance between the equipment and receiver.
- Connect the equipment to an outlet on a different circuit 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.

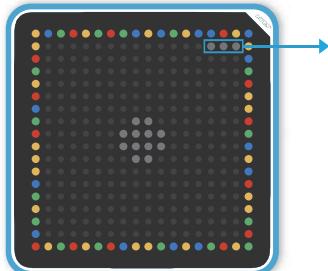
This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with a minimum distance of 20cm between the radiator and your body. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

Instructions on Network Connection

Connect Beyond Tablet to a wireless network via smart phones, upload children's gaming data, as well as update the system and the game software.

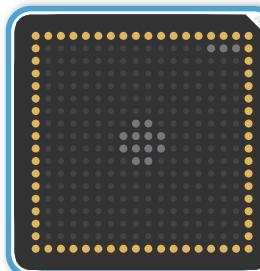
Preparation

1. Make sure no game map or game pieces have been placed on Beyond Tablet;



Not connected to wireless network

2. Touch upon the three touch points of network signal indicators on the upper right corner of Beyond Tablet with your hand at the same time. Beyond Tablet is ready to connect to a network when the signal lights turn into yellow. (You can touch upon three touch points of the network signal indicators at the same time again to turn off the waiting status for the network connection.)



Waiting for network connection

| Connect to Beyond Tablet

1. Open "Settings" on your smart phone;



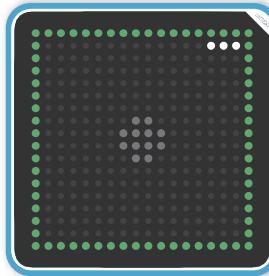
2. Click on the wireless network configuration;



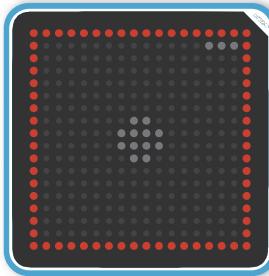
3. Choose the "Beyond-setup" connection;



4. After you have successfully connected, the Beyond Tablet network connection page will automatically pop up. Just follow the prompts to continue (If no Beyond Tablet network connection page has popped up, please open a browser, enter: <http://192.168.43.1:8080> to open the page manually.)

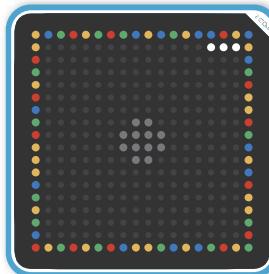


Successful



Failed

The network signal indicators will be all lit up when Beyond Tablet has successfully connected to the wireless network. Click on the network signal indicators again to change the wireless network connection.



Connected to wireless network

| Beyond Tablet Network Settings

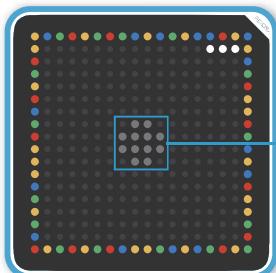
Choose the wireless network in the pop-up page, enter the password and click on the "connect" button to see the results on Beyond Tablet.

- **Successful** When the lights turn into green, the network signal indicators will all be lit up.
- **Failed** When the lights turn into red, re-connect the phone to Beyond-setup for a second try.

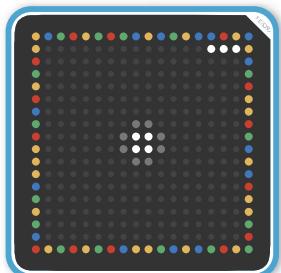
Instructions on Voice Recognition

When there is no game map placed on Beyond Tablet, the voice recognition function can be activated:

Click the voice recognition button in the center of Beyond Tablet to wake up the voice recognition.



Wake up voice recognition



Voice recognition has been waken up

Click on the voice recognition button during the game to exit voice recognition.

After the voice recognition function has been activated,
you can talk to Beyond Tablet:

Tell me a story

Sing me a song

Play a color game

Play a number game

After Beyond Tablet hears your words, it will start to play with you!

Beyond Tablet Games



Happy Circus



Working
Memory



Inhibitory
Control

Game Description

"Happy Circus" is a memory game to exercise the memory through a series of animal sounds.

Barks, chirps, squeaks ... animal sounds can be heard everywhere! The whole circus is in chaos. What's going on here? What happened? Ha-ha, don't worry. It's only our apprentice magicians playing with the animals! Whenever you hear different animals make sounds in a sequence, you have to press on the corresponding animals on the map in the same sequence as you heard them. An extra animal sound will be added at the start of every round – making the game increasingly difficult. The last player standing wins the game.

Potential Educational Benefits



Working
Memory

Kids need to memorize not only which animals make sounds, but also the order of the sounds, which effectively exercises their working memory.



Inhibitory
Control

Up to 4 players are allowed play at the same time. Each player must be focused so they are not affected by other players.

Accessory: One game map
Ages 3+
1-4 Players

How to Play

The game is easy to handle. All you need to do is listen carefully to the questions and make quick judgments. Click on the corresponding animal to answer. This is the game that moves up your ears, brains and hands!

1. Place the game map on the beyond tablet. When you hear the intro music and voice instructions, you can start playing.



2. When prompted by the voice instructions, touch the 'game mode' buttons in the center of the game map to choose either 'sequential mode' or 'reverse order' mode.



3. When prompted by the voice instructions, players select their gaming area. There are four colored gaming areas on the game map: red; yellow; blue; and green. Players can choose their favorite color by clicking on any animal in these four areas to activate that gaming area.



4. Players have to listen carefully to the sequence of animals' sounds and carefully observe the highlighted animal in their own gaming area. Once the sequence is finished, the players must try to remember the order of the animal sounds and proceed to click on the animals in their own gaming area in that same order. If the order is correct, the player will proceed to the next level. If not, it's game over!



Button Description

Function Buttons

The function buttons help children play the game better and increases the game's playability.

Start/Pause Button

To pause the game, or click again to resume.



Help Button
To listen to the game rules again.



Game Buttons

1. Game Mode Buttons

Sequential mode

Beyond Tablet will randomly play sounds of animals incrementally. The game starts at level 1 with only one animal sound. An extra animal sound will be added at the start of each new level. After hearing a sequence of animal sounds, the players must press on the corresponding animals on their side of the game map. If the answer is correct, players can proceed to the next level.



Reverse order mode

Beyond Tablet will randomly play sounds of animals incrementally and the players will press the corresponding animals on their side of the game map in the reverse order that they heard.

A new sound will be added at each level. Players need to remember the order of the animals and click on the corresponding animals on the game map in a reverse order.



2. Game Answering Buttons



Red area



Yellow area



Blue area



Green area

Parenting Guide

To parents

What parents want to see most is their child growing up happy. Parent-child games make children feel love and warmth from their parents as well as experience happiness and sense of achievement by playing. It is an effective way to help children build a sense of security and develop self-confidence.

"What can parents and children play?" "How to play?" is a troubling question for many parents. Choosing a suitable game for all family members to play together and with effective and scientific guidance will further develop a child's various abilities, and thus make parent-child interaction more efficient and more valuable.

There are two kinds of relationships in parent-child games that are based on kinship. The first one is horizontal, in which the parents and the child are equal playmates. The other one is vertical, in which parents are leading and teaching the child. These two kinds of relationships make parent-child games both emotional and educational. These two characteristics are the most valuable elements of a parent-child game.

Key points

1. Help children understand the rules of the game and distinguish what animal sound it is.

In order to distinguish different kinds of animal sounds, children should understand the differences of various animal sounds first. There are four kinds of sounds in "Happy Circus". Parents can click on the "Help" button first to let the child understand the differences. After the child is familiar with these, parents can then let the child play the game.

2. "Why can't he or she do it right?" Don't worry; the memory of your child is gradually strengthening!

The memorizing process includes "remembering" and "recalling". When a child is paying attention to the question (or listens to the animal sound sequence) from Beyond Tablet, he or she is actually in the process of "remembering". The use of a finger to select the animals on the game map is the process of "recalling".

There will be one more animal sound added in each level. With the repetitive occurrence of the previous animal sound sequence and the incremental increase in the number of animal sounds, children need to remember more and more content. Each child (and adult) has a memory pocket, for collection and reviewing what they see and hear. The richer the contents of the memory pocket, the cleverer the child is. When they grow up, these memories become part of them and affect every step of their lives.

3. Do not always let the child play on his or her own. Play together to help establish a sense of rules.

During game play, parents can help the child understand the rules of the game. Having the parent personally practicing the rules of the game in order to let the child understand and respect these rules is a prerequisite for success. It can also promote the inhibitory control of the child. The ability to master rules will be further developed, as well as the formation of rule consciousness.

Instructions for Parent-child Activities

Below is an example of a typical parent-child game experience. Parents can refer to and learn from this case in order to guide their child during the game in an efficient and enjoyable manner.

Understand the purpose of the game

Stimulate the child's curiosity and desire to explore.

Before the game

Parents need to know in advance what their child is recently interested in, so as to better guide the child to play the game.

During the game

- 1) Respect the wishes of the children, and let them choose the game mode they like;
- 2) Play together with children to further improve the parent-child relationship;
- 3) Give tips when children do not play in accordance with the rules of the game.

After the game

Give specific encouragement to the child's good performance to encourage his or her experience of playing games.

Typical Scenario

The child is wrong again: This is too difficult!

Parent: It's pretty good actually. You've got to one level further than last time. You've made great progress!

Kid: Really?

Parent: Of course! Let's give it one more try to see who has the best memory.

Kid: Okay! I will win this time!

♪ Tong Tong Cha ♪



★★★
Musical
Intelligence



★★★
Inhibitory
Control

Game Description

"Tong Tong Cha" provides a simple and easy way to develop a sense of rhythm without the prior need to have any percussion instrument playing skills.

Rhythm is a major component of music. A smooth rhythm is the basis for all rhythm composition and can give rise to an incalculable amount of variations which is an important factor of a musical style.

Among a variety of instruments, the percussion instruments are perhaps the best tool to cultivate a child's sense of rhythm. "Tong Tong Cha" is a drumming game for rhythm training. With the help of a background music track as well as LED lights, the player will learn how to play the drums by pressing the correct place at the right time. With Tong Tong Cha, a child can practice the fundamentals of percussion instruments easily and at the same time in an enjoyable way using 40 distinct tracks.

Potential Educational Benefits



Musical
Intelligence

This game helps children build their sense of rhythm via hundreds of familiar musical rhythms.



Inhibitory
Control

To play this game well, a child needs to focus for a prolonged period and ignore outside distractions. The game rewards a player's progress as the game gets increasingly difficult, requiring higher levels of mental concentration and skill.

Accessory: One game map

Ages 3+

1 Players

3. Choose the difficulty level

Each song has three difficulty levels. It is recommended a player to first try the easy level, and then move on to a higher difficulty level.



Easy



Intermediary



Difficult

How to Play

This game is simple. All you need to do is to place your finger on the instruments. Through freestyle playing, you can create rhythmic songs by yourself!

1. Start a game

Place the game map on the beyond tablet. When you hear the intro music and voice commands, you can start playing.



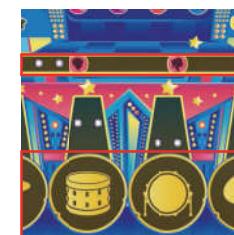
2. Choose a song

There are ten circular "disc" buttons on the game map. The player can click on any of the buttons to select a different song.



4. Click on the start button to start playing

After the player presses the start button, a music prelude will start to play accompanied by flashing LED lights to cue the player about the position of the percussion instruments. Flashing LED lights will seemingly be gradually dropping down towards the percussion instruments to indicate the right timing when a player must press the corresponding instrument.



Reward Progress Bar

Position of the percussion instruments

5. Score and reward

After each song is finished, the performance score will appear, ranging from one to three stars. Each time the rewarded stars will be added to the reward progress bar.

Once the progress bar is filled up, the player will be prompted to press on the reward button to receive a surprise!

Button Description

Function Buttons

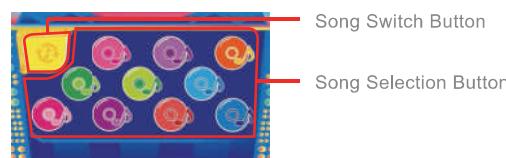
Be your own boss and freely select your song and difficulty level.

Song Selection Button

Located at the top of the map are 10 small colored CDs. Players can select different songs by pressing on different CDs. Each time a player presses on a CD, the name of the song will be read out to the player.

Song Switch Button

A player may change the 10 song selection by simply pressing on the "Song Switch Button" located in the top left-hand side of the Song Selection area.



Difficulty Level Selection Button

A player can select one of 3 different difficulty levels (easy, intermediary and difficult) by selecting one of the 3 difficulty buttons located at the bottom right-hand side of the Song Selection area. The default setting is easy.



Easy



Intermediary



Difficult

Reward Progress Bar

The score of the player after each performance will be accumulated in the reward progress bar located across the center of the game map. When the reward progress bar is half-full, a bonus game mode can be activated. Players can either continue to play the songs they selected, or click on the flashing progress bar to enter the bonus game mode.



Game Buttons

Start/Pause Button

A player may pause or start a paused song anytime during a song by pressing the Start/Pause button.



Help Button

The "Help Button" can instruct a player on how to play the game. Click once again to exit the help program.

To parents

Rhythm sense is a fundamental part of music. Through rhythm training, one's sense of rhythm can be gradually improved.

Apart from the importance of rhythm sense for music learning, rhythm helps a person inherently grasp time concepts such as time averages and segmentations. These are core concepts that can help one train self-control and focus.

These four percussion instruments complement each other to produce unlimited rhythm combinations.

2. The coordination of percussion instruments and songs.

During the game, the player is playing virtual drums by having their beats accompany the background music to form a complete song. Therefore, the style of the song is also affected by the percussion instrument playing of the player.

Key points

1. Four percussion instruments.

This game uses four different and distinct percussion instruments as the drums for the game controls.

Drums, also known as bass drums, are the main instruments used to produce low-frequency sounds and, thus, are often used to highlight rhythm. Playing with the snare drums and cymbals allow to form the basic rhythm frame. Using different intensities and frequencies allows for expressing different rhythmic styles. These are the fundamentals of drum playing.

Snare drum, being the most important medium tone, determines the style of the drums. Therefore, its high frequency use is a necessity.

Hi-hat is always used for beat and rhythm decoration, as well as rendering and incision.

Open hi-hat, is used for stress. Frequently used when the atmosphere is intense and in the ending of the whole music performance.