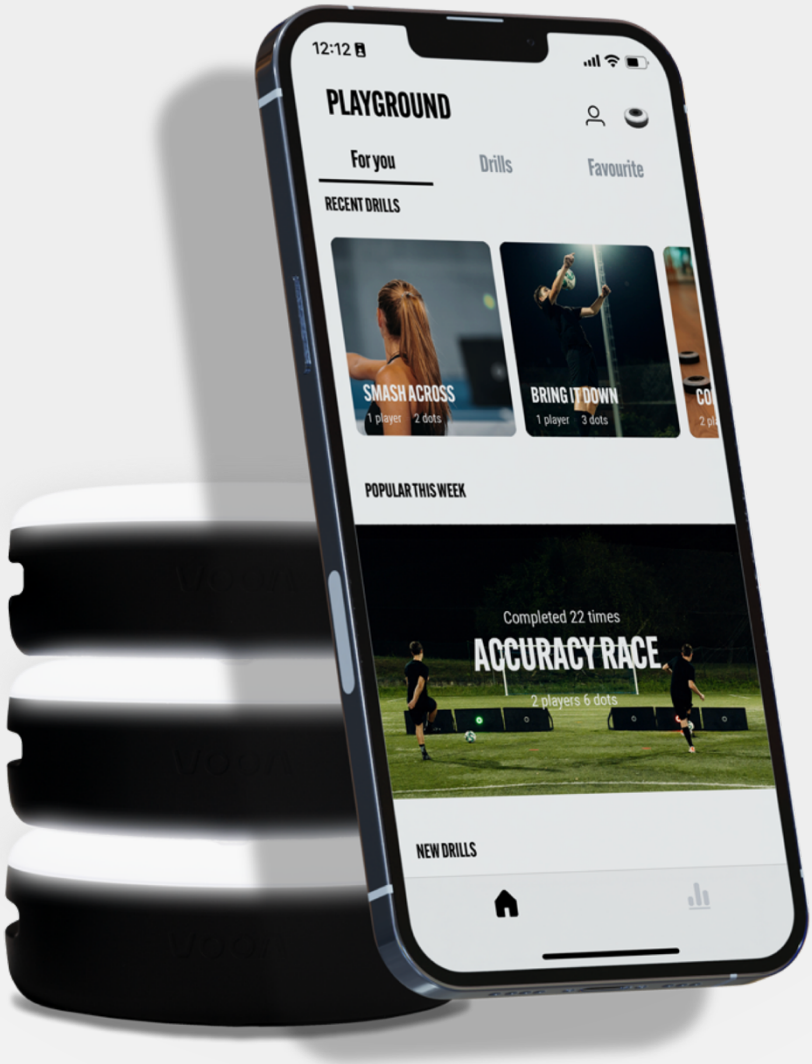
VOON DOT

QUICK START GUIDE



VOON DOT

QUICK START GUIDE

INTRODUCTION

⚠ WARNING

Consult the guide 'Important Information about the Product and Your Safety' where you will find warnings and important information about the product.

Product Overview.

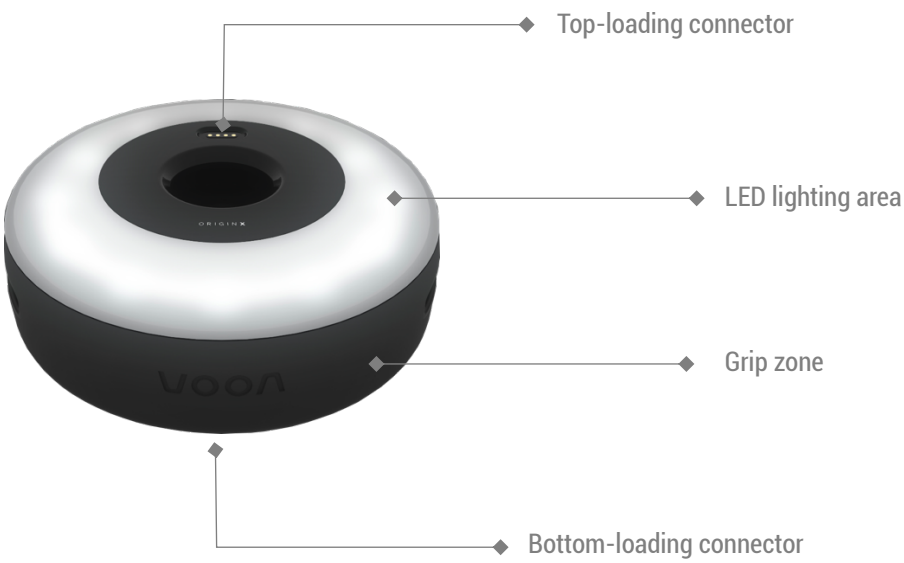
Next-generation device based on reaction lights used by athletes for sports training.

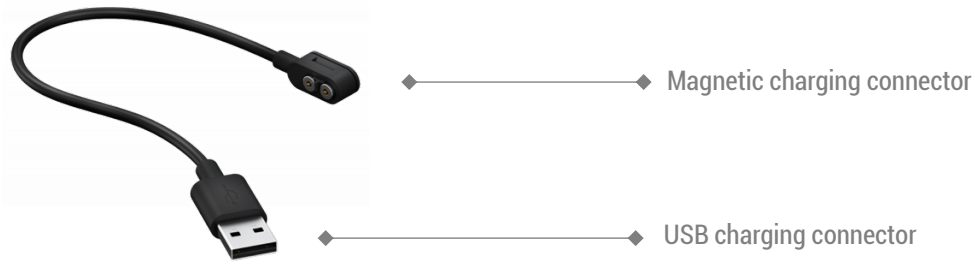
A. LED lighting area

B. Top-loading connector

C. Bottom-loading connector.

D. Grip zone.





LINK TO THE SMARTPHONE

To set up the Voon Dot device, it must be linked directly through the *Voon Sports* app and not from your smartphone's Bluetooth settings.

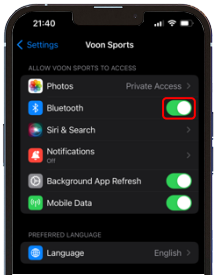
1 From your smartphone's app store, install and open the *Voon Sports* app.

Download on the App Store Google play

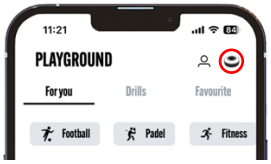
2 Create a user account if you don't already have one.

3 Make sure your Bluetooth is turned on and that the app has Bluetooth permission enabled.

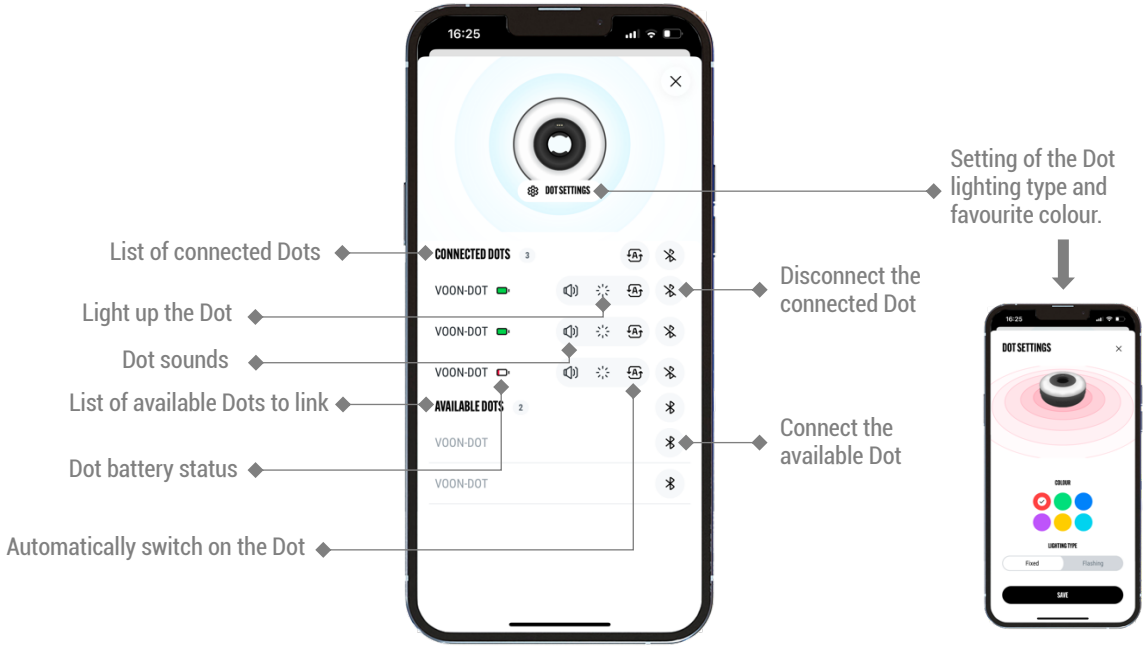




4 Within the app, tap the Dot icon (located at the top right of the screen).



5 In the "Dots Settings" screen, you will see two lists: one with available Dots (all Dots within connection range that are not connected to any device) and another with Dots that are already connected to your smartphone.



Use the buttons located next to the title to apply settings to all Dots in the list at once or tap on the buttons next to each individual Dot to apply settings to a specific Dot.

If a Dot remains inactive and unlinked to any smartphone for more than 10 minutes, it enters a "sleep" mode (battery saving mode). To “wake it up" and enable connection, simply tap it or connect it to a charging cable. A Dot linked to a smartphone or charging will never enter the "sleep" mode.

Dot connections/disconnection light signals:

The Dot blinks once in white color.	The unlinked Dot has connected to the smartphone.	
The Dot blinks two times in white color.	The linked Dot has disconnected from the smartphone.	

Light signals of "waking up" the Dot:

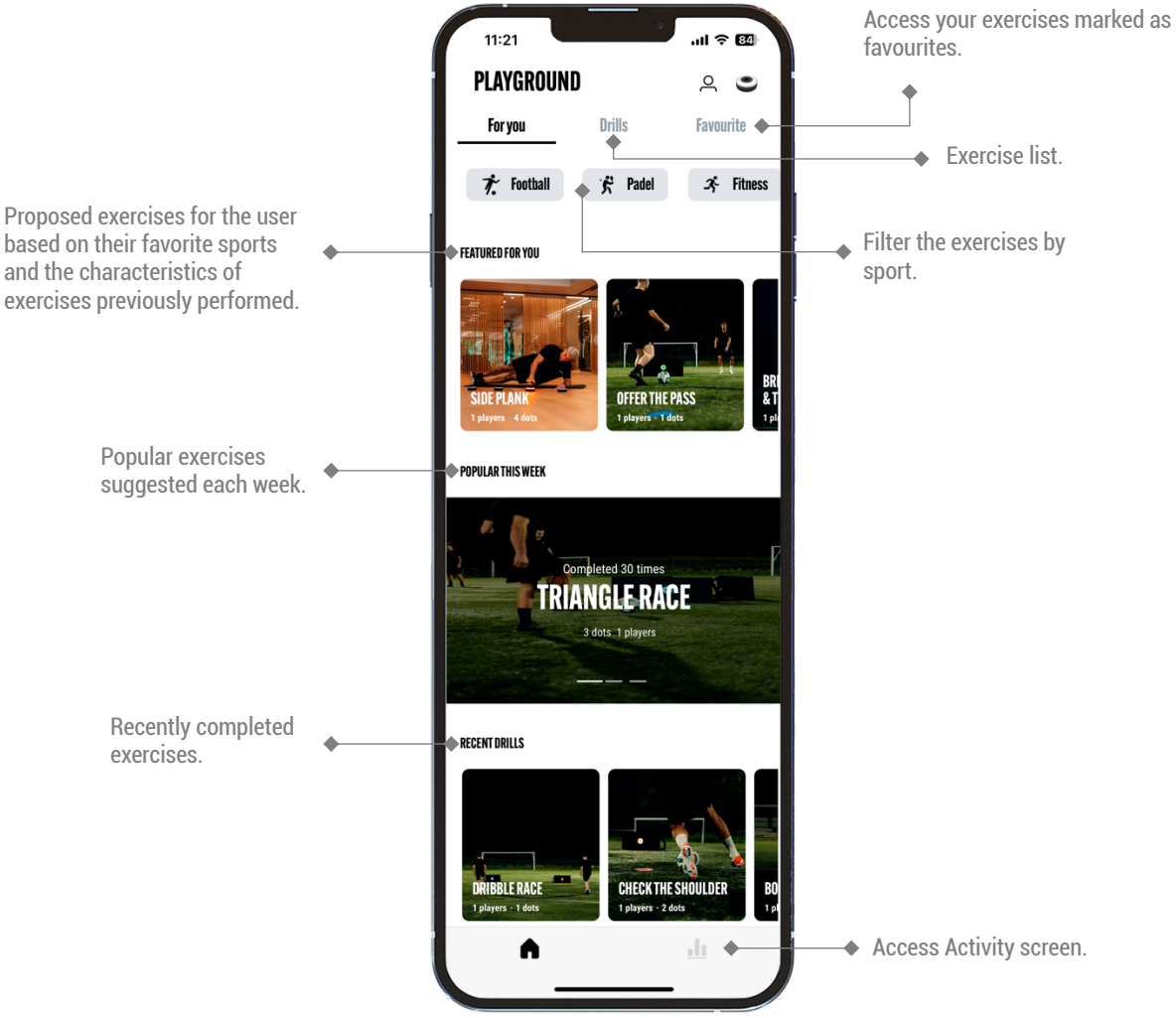
The Dot is progressively switched on and off in white.	The Dot goes from " sleep" mode to active and can be linked to the smartphone.	

PLAYGROUND

This is the main screen of the application where you will spend most of your time. In the top right corner, you can connect all the Dots you have acquired.

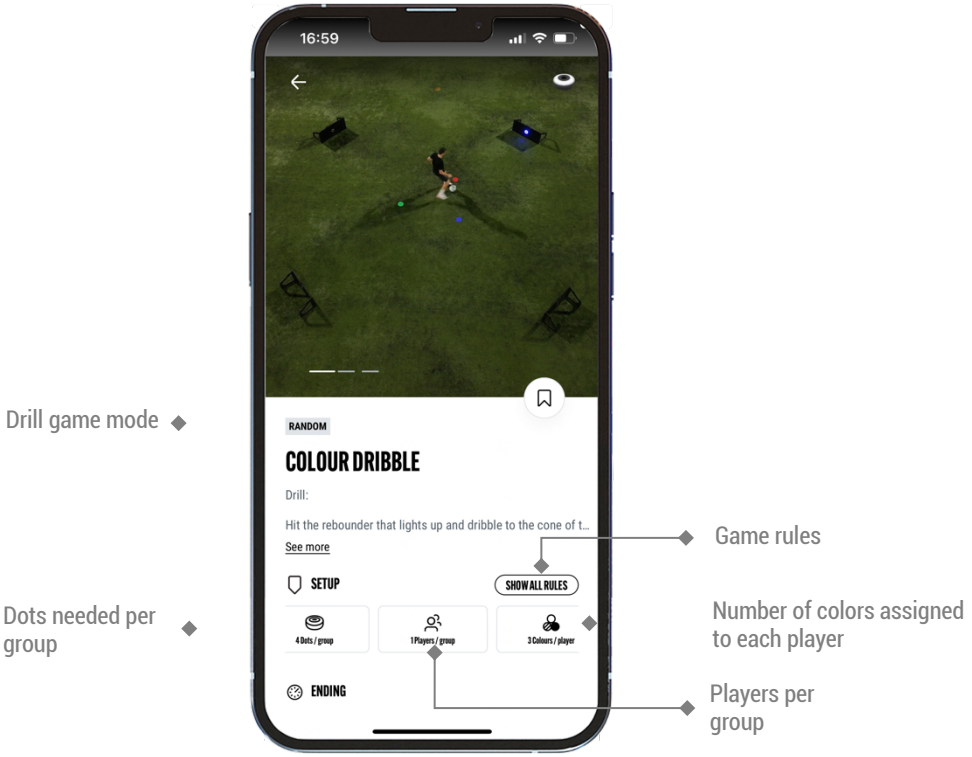
Choose your favorite exercises from a variety of options designed to enhance performance in different sports. You have access to combinations of exercises for one or multiple players and one or multiple Dots.

Under each game title, you will find the number of players and the number of Dots required to play.



DRILLS

By selecting a drill, it is possible to view all its features (video, description, rules...).



GAME MODE. Each drill has an associated game mode. Each game mode has a different logic, so the objective of the game is different for each one.

Types of game modes:

1 Random

The Dots light up randomly one by one. The player(s) must hit the lit Dot in their color(s). Each player will have a single Dot lit at a time. The next Dot will not light up until the current lit Dot is hit.

It is possible to include multiple players in the same group.

2 Sequence

The Dots light up sequentially according to the order established in the drill. The player must hit the lit Dot in their color(s). The player will have a single Dot lit at a time. The next Dot will not light up until the current lit Dot is hit. In different steps of the sequence, randomness can be introduced among more than one Dot.

It is only possible to include one player per group.

3 Switch all off

All Dots light up from the beginning and the player must try to "turn off" all the Dots by hitting them. When a player turns off all their Dots, they will light up again. This process repeats continuously.

Only one player can be included per group.

4 Color sequence

Dots light up randomly in various colors (as many Dots as steps in the established color sequence). For example, if the sequence is red - green - blue, 3 Dots will light up, one in red, one in green, and one in blue. The player must always follow the previously established color sequence. If the sequence is not followed correctly, hits will not count even if the Dot is turned off. After turning off the last color in the sequence, the player must start again from the first color in the sequence.

Only one player can be included per group.

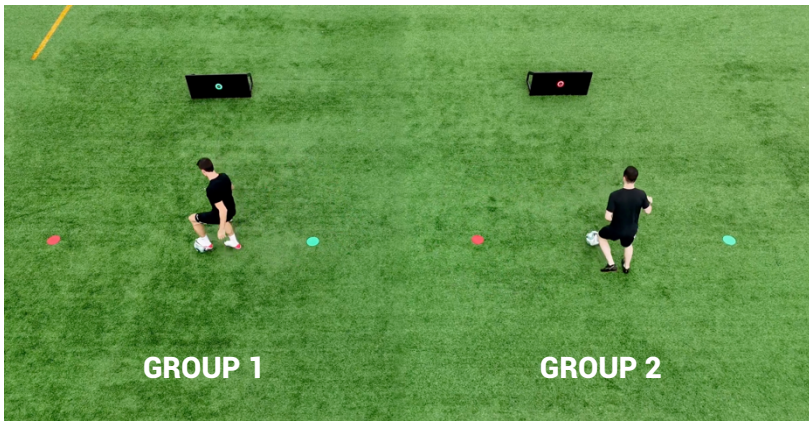
5 Countdown

Each player must hit the Dot of their associated color. A Dot of a player's color will light up, and after turning it off, another Dot (either the same or a different player's color) will light up next, alternating the activation of a Dot for each player. Each player must turn off their Dot as quickly as possible.

Each player has an independent countdown timer that starts when their Dot lights up and pauses when they turn it off.

Players are eliminated when their timer reaches zero. A minimum of 2 players is required per group.

GROUP. A group is formed with a specific number of Dots. You can add groups to perform the drill simultaneously with multiple players. For example, if you set up a drill for one player that requires 2 Dots, you can configure a second group with another 2 Dots to perform the same drill with both players at the same time. Each grouping has its own winner.



Each group is a set of Dots used simultaneously to carry out the same drill.

DOTS. Number of specific game Dots required for the activity. Refers to the Dots needed for a group.

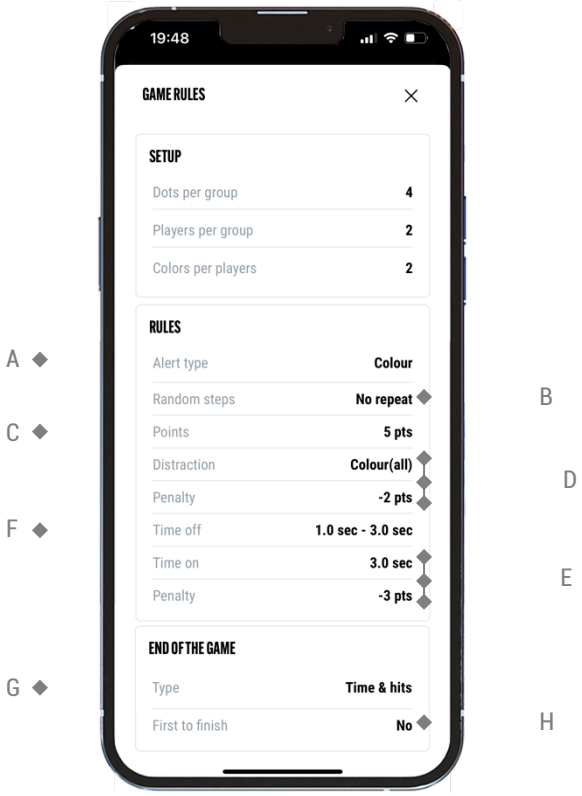
PLAYERS. Number of specific game players required for the activity. Refers to the players needed for a group.

COLORS. Number of specific game colors for each player. Refers to the colors needed for each player.

GAME RULES

Each drill, even if it has the same game mode, can be completely different based on the game rules that Voon allows for designing drills. The drill rules provide the ability to create a wide variety of different drills.

Depending on the drill's game mode, the game parameters or rules will be different. Below are the game rules you may encounter in the drills.



A. Alert type

Type of stimulus generated by the Dot upon activation.

- Light: the Dot lights up.
- Sound: the Dot emits a sound.
- Light & Sound: the Dot lights up and emits a sound.

B. Random Steps

In game modes involving randomness in Dot activation, it is possible to condition the randomness.

Type of randomization:

- No repeat: the same Dot will not be activated twice in a row if there are multiple Dots.
- Free: it is possible for the activation of a Dot to repeat.

C. Points

Points associated with each hit on a Dot. Negative points (penalties) can be associated for hitting a distraction or for *Time On*. In Sequential game mode, it is possible to assign different points to each step of the *Sequence*.

D. Distraction.

Additional Dots are activated during the drill to increase difficulty by confusing the player and forcing them to focus more on the target Dots.
It is necessary to determine the type of distraction and how many Dots will be activated to distract the player.
Distraction Dots will light up in different colors.
Types of Distraction:

- None: no distraction.
- Light (one): one Dot lights up as a distraction.
- Light (all): all Dots light up as distractions.
- Sound: one Dot emits a sound as a distraction.
- Light (one) & Sound: one Dot lights up and emits a sound as a distraction.

E. Time on

Time to hit the Dot before it turns off. Applies also to distractions.

Types of Time On:

- Disabled: the activated Dot remains lit until it is hit.
- Fixed: the Dot remains lit for X seconds. After that time, it turns off without counting as a hit.
- Random the Dot remains lit for X seconds. After that time, it turns off without counting as a hit. The X seconds will be a random value between two established values.

F. Time off

Delay time for the next Dot to light up: Time from when one Dot turns off until the next Dot lights up. Applies also to distractions.

Types of Time Off:

- Disabled: the next Dot will light up immediately after the previous Dot turns off.
- Fixed: the next Dot will light up after X seconds of the previous Dot turning off.
- Random: the next Dot will light up after X seconds of the previous Dot turning off. The X seconds will be a random value between two established values.

G. End of the game

Duration of the activity. How the game ends. Depending on the game mode, there will be different options to end the drill (number of hits, time, number of cycles...). If combining two completion forms, the game ends once either condition is reached.

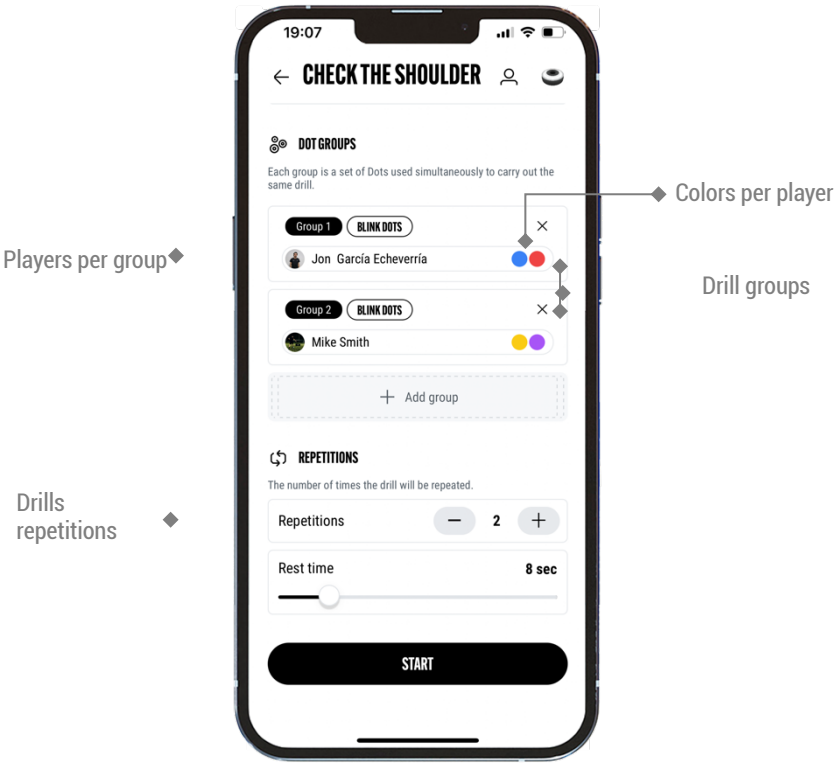
H. First to Finish

If there are multiple players in a grouping, the drill can end when the first player reaches the game objective or when the last player reaches it. By default, the drills end when all players finish.

- Yes: The drill ends when the first player finishes.
- No: The drill ends when the last player finishes

I. Repetitions

The number of times the drill Will be repeated. It is possible to set a rest period between repetitions.



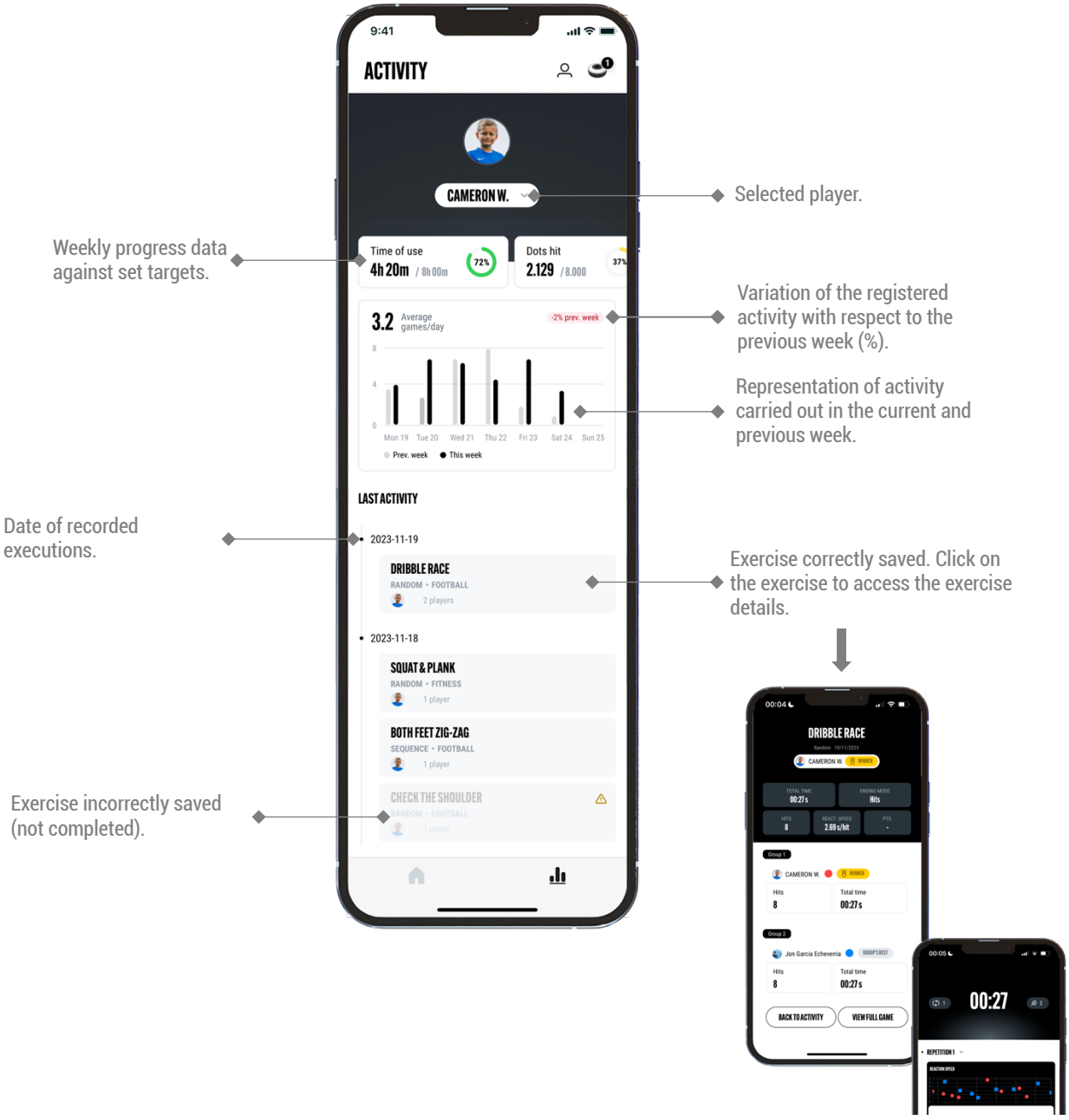
ACTIVITY

Your Voon Sports account allows you to monitor your activity and performance. It offers the ability to analyze and track data recorded during exercises.

Save your activities: Once you finish an activity with real players (not guests), it will be saved in your profile under Activity.

Analyze your data: You can access detailed information about your activities, including time, speed, points, reaction time, total hits, and more.

Track your progress and goals: You can monitor daily exercises and track your activity according to your set goals.



Light play signals:

The Dot remains lit in white color.	Game Start - STAR ON HIT The Dots involved in the game remain illuminated in white until any of them is hit to start the exercise.	
The Dot turns off three times in a fading manner in white color.	Game Start - 3 SECOND COUNTDOWN Before starting the game, it turns off three times in a fading manner, simulating a countdown of 3 seconds.	
The Dot turns off once in a fading manner in white color.	Before starting each repetition, it turns off once in a fading manner, simulating a countdown of 1 second.	
The Dot blinks two times in red color.	During the exercise, one Dot in the game has lost connection. All Dots will blink twice in red.	
The Dot blinks three times in white color.	The exercise in progress has finished.	
The Dot blinks once in white color.	If the exercise being executed involves multiple repetitions, each repetition's completion is indicated by a flashing white light.	

CHARGE THE DOT

⚠ WARNING

This device contains a lithium-polymer battery. Please refer to the "*Important Product Information and Safety*" guide included in the product box for warnings and important information about the product.

NOTICES

To prevent corrosion, clean and thoroughly dry the contacts and surrounding area before charging the device.

1 Connect the small connector (magnetized connector) of the charging cable to the connector on the top of the Dot. It can only be connected in one orientation as the Dot's connector and the cable are magnetically polarized.



If you want to charge more than one Dot at the same time with a single charging cable, stack the Dots in alignment so that the magnets on the top and bottom of the Dots connect with each other, allowing the charge to transfer from one to another. Do not exceed stacking more than 4 devices in the tower.



2 Connect the end of the USB cable to a USB charging port. The charging port must provide sufficient voltage and charging current.

3 Fully charge the Dot.

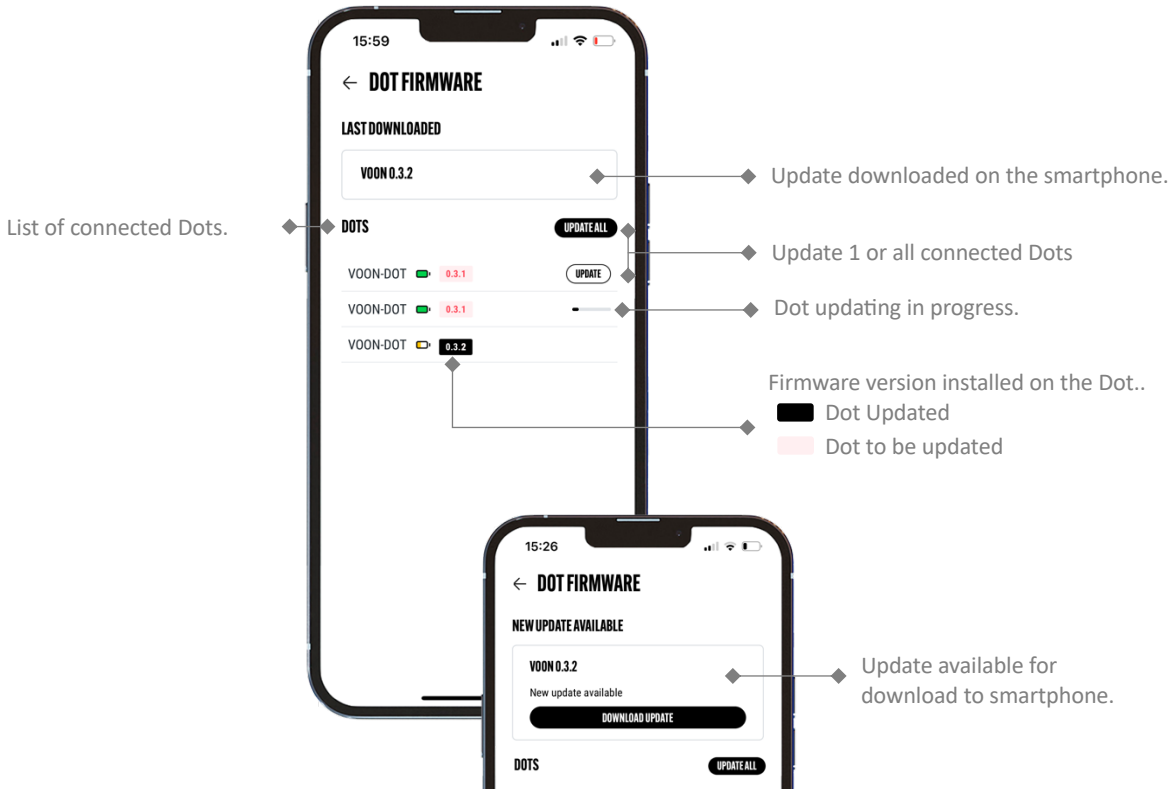
Light signals for charging/uncharging:

Charging cable connected

The Dot does not turn on.	1 The cable is not connected properly. 2 The Dot is completely discharged, and you need to wait a few minutes until it transitions to the next phase.	
The Dot turns on with a red led blinking.	The Dot is in charging mode. It does not yet have enough battery to pair with a smartphone. It cannot be used until it lights up in green.	
The Dot lights up with a gradually increasing blinking in green color.	The Dot is in charging mode. As the Dot increases its charge, the green light ring becomes full.	
The Dot blinks in white color.	The Dot has completed its charging process.	

DOT UPDATE

The Voon Sports app automatically checks on the settings screen for the latest update available to download on the smartphone and the firmware version installed on the Dots currently connected to the app.



The Dot needs to have a charge of more than 30% to perform the update.

It is possible to update multiple Dots at the same time.

During the update process, the Voon Sports app can run in the background, but you cannot navigate away from the update screen within the app. If you exit the update screen, the Dots currently updating will stop, and you will need to restart the update process for those Dots.

<u>Updating light signals:</u>

The Dot blinks in yellow color.	The Dot is currently updating. Until the update process is complete, the Dot will continue to blink continuously.	
The Dot gradually lights up and then dims in yellow color.	The Dot has finished updating.	

SPECIFICATIONS

Battery type	Integrated rechargeable lithium polymer battery.
Battery life	Up to 10 hours of standard use.
Operating temperature range	-20 °C to 50 °C (-4 °F to 122 °F)
Charging temperature range	0 °C to 40 °C (32 °F to 104 °F)

Information about battery life

The actual battery life depends on the type of exercises performed with the Dot, including the type of stimuli used (visual, auditory, or both), the frequency of use, and the specific exercises conducted.

Mode	Battery life
Sleep mode	Up to 10 days
Lights fully on mode	Up to 4 hours
Normal activity mode (based on 50% time active leds, use at ≈20 °C)	Up to 10-12 hours

Information on Charging Process

Charging Voltage	5V
Minimum Charging Current	500mA
Full Charging Time	4 hours
Maximum Stackable Dots for Charging	4 Dots [5V – 2A]

Perform device care

NOTICES

- Do not use a sharp object to clean the device.
- Never use a hard or pointed object to hit the Dot, as this could damage it.
- Avoid using solvents, chemicals, or insecticides that could harm plastic components and finishes.
- Do not store the device in places where it may be exposed to prolonged extreme temperatures, as this could cause irreversible damage.
- Sweat or moisture, even in small amounts, can cause corrosion on the electrical contacts when the device is connected to the charger.