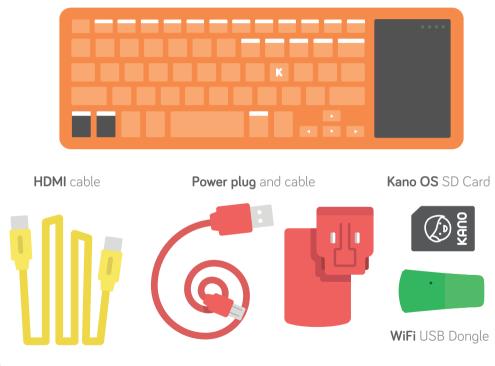
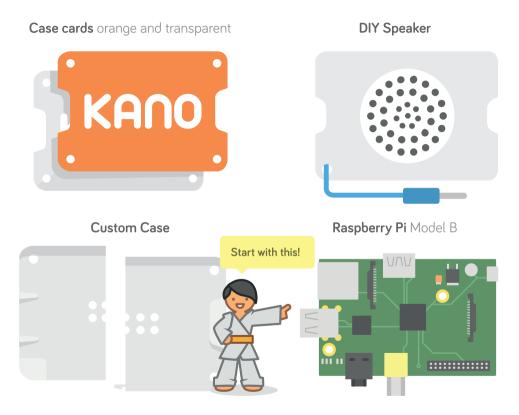


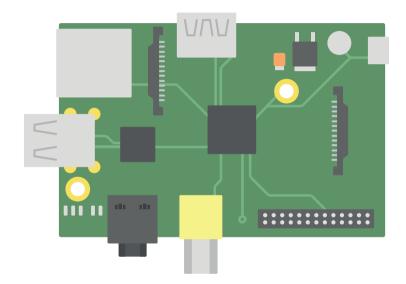


Hey! I'm Judoka, your Kano companion. Ready to go? **Take out the pieces!** Keyboard wireless/bluetooth



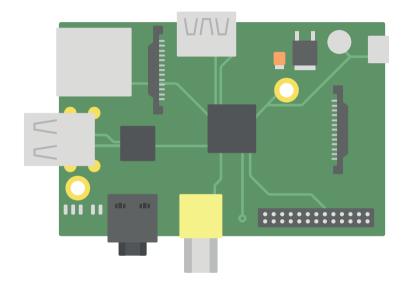


This is your computer's brain



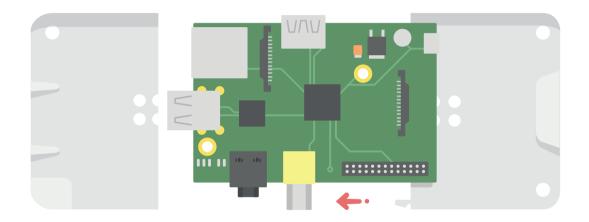
It's tiny, but powerful

To keep it strong and safe,



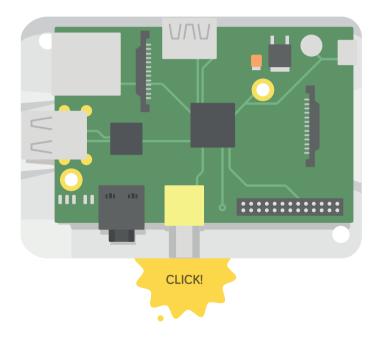
let's make a case

Grab the sides...

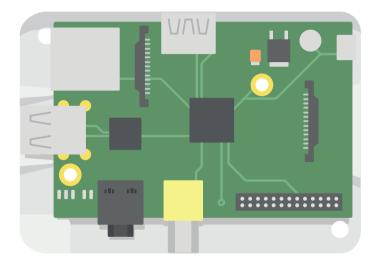


...and line them up

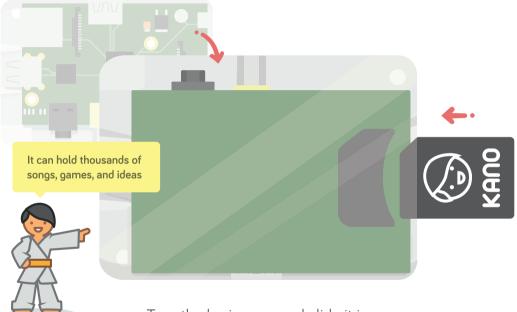
Slide them together



Now let's give the brain new powers

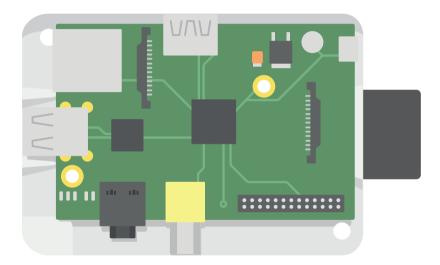


Grab the memory card



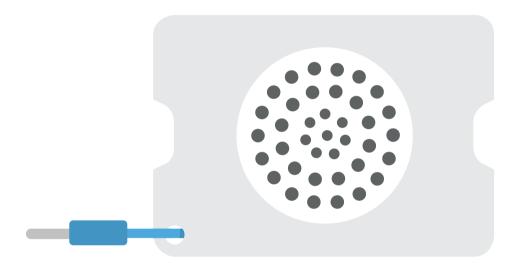
Turn the brain over, and slide it in

Awesome!

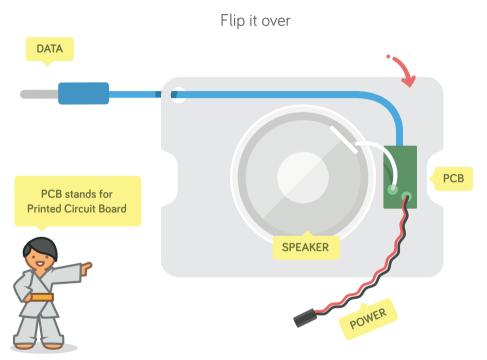


Now you have a brain with armor and memory

Let's give it a voice

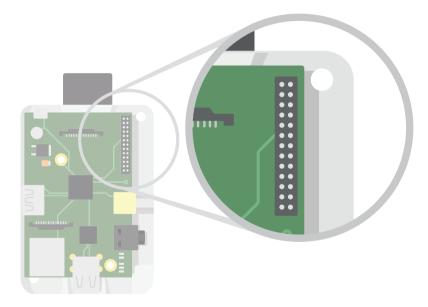


Pick up the speaker



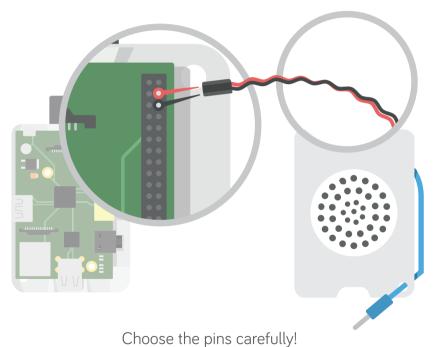
These parts work together to sing songs

Your computer can turn electricity into sound!

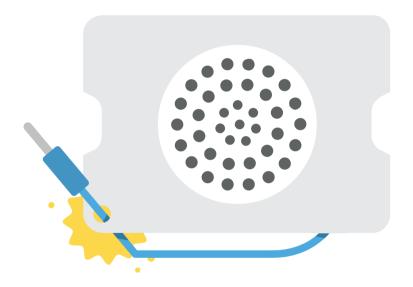


Let's borrow electrical power from these pins

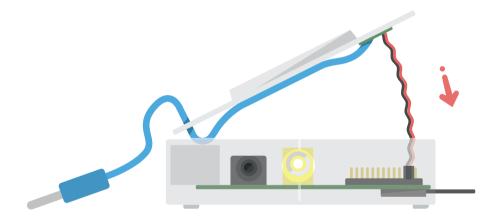
Make sure you connect it like this



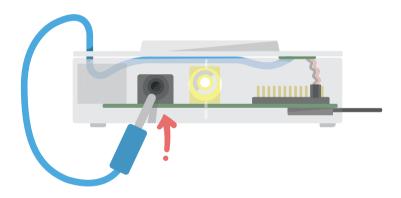
Put the blue cable through the hole



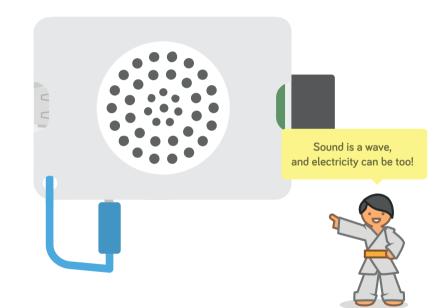
Now clip the speaker to the case



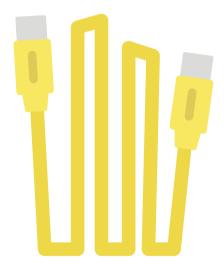
Plug in the blue cable



Amazing! A cool computer that can rock out

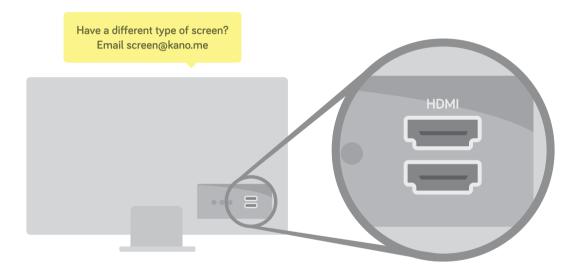


Let's connect a screen

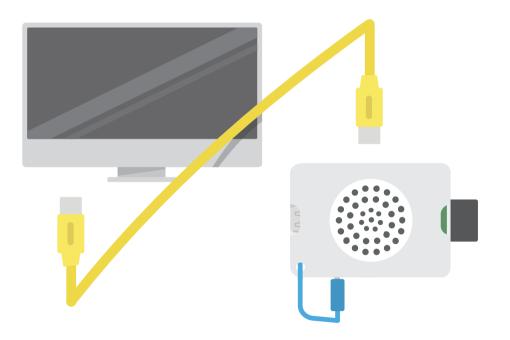


Grab the yellow HDMI cable

Find a display or TV with this kind of plug



Connect them



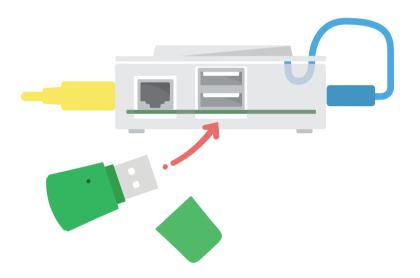
Now let's add WiFi



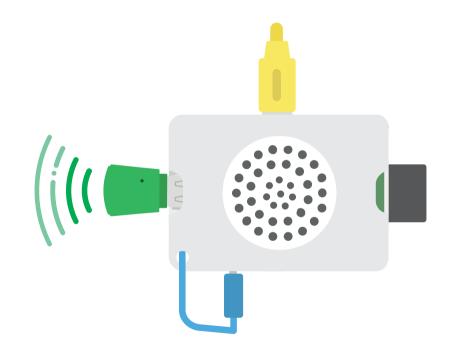


Grab the green dongle

Plug the dongle into the USB



With this little piece, you can connect with the world!

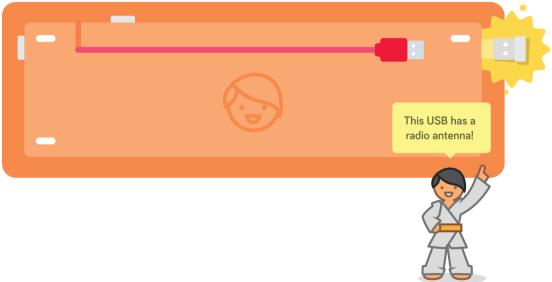


Now your computer can talk, display, and connect

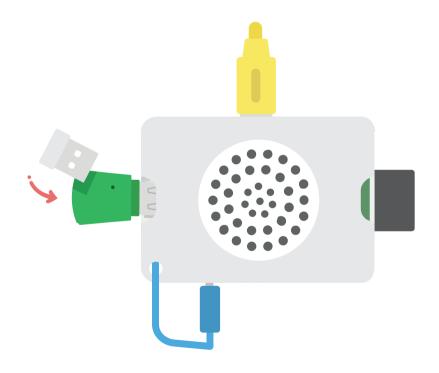


Let's give it some new ideas. Grab your keyboard!

Pick it up, flip it around, and take out the white piece

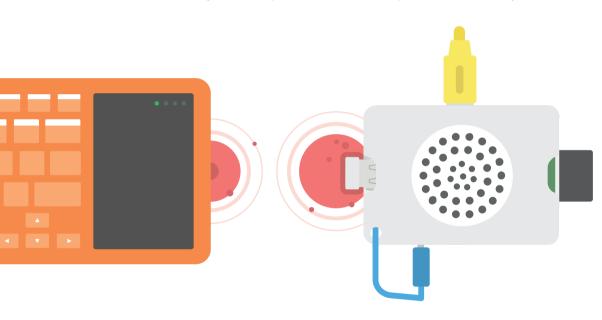


Plug the piece into your computer



Press the power button

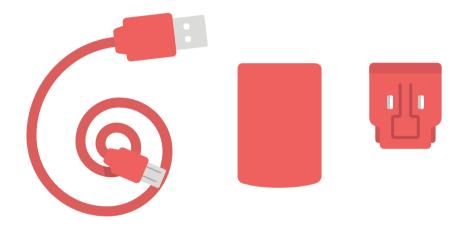




You can talk to your computer, and the computer can talk to you!

But first...

We need to bring it to life!



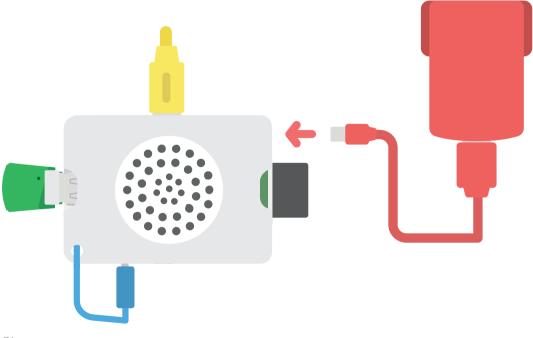
Grab the power pieces

Start by sliding the plug pieces together

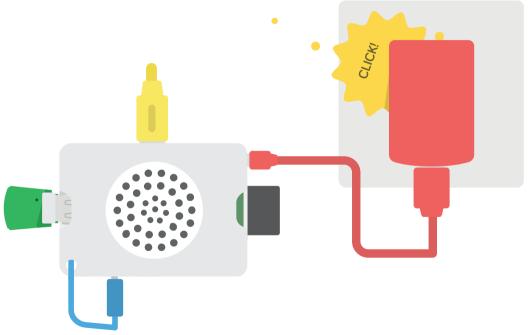


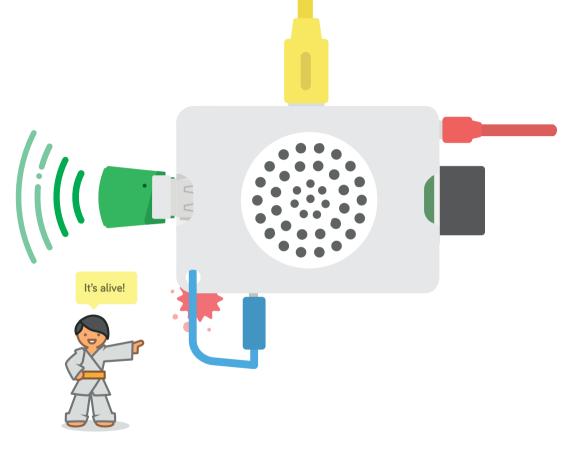
Then connect the big end of the red cable to the bottom

Now grab the small end and connect it to your computer

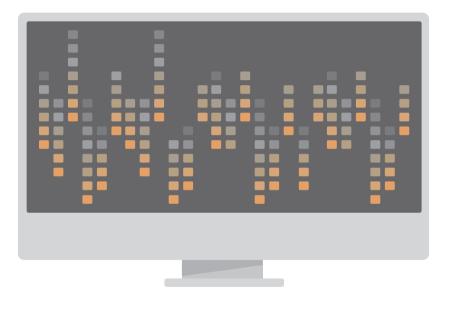


Put the power plug into a wall socket





And look at your screen, your computer is thinking!

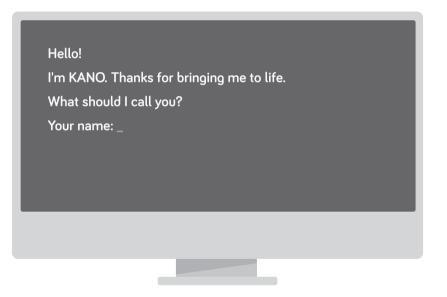


With code...

Computers can make anything...



Now follow along onscreen...



Type and press [ENTER]

You made it!



Now let's get set up...

Move the mouse with the touchpad



Click with the Left and Right buttons

Kano is your world to make and play



In here you'll create the most amazing things



Pick up Book 2 to get started

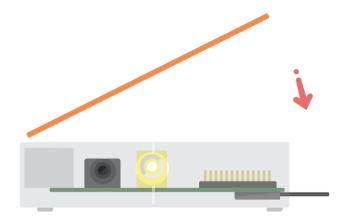
Oh, by the way - you can customize your computer



Choose your favorite case card...



And clip it in





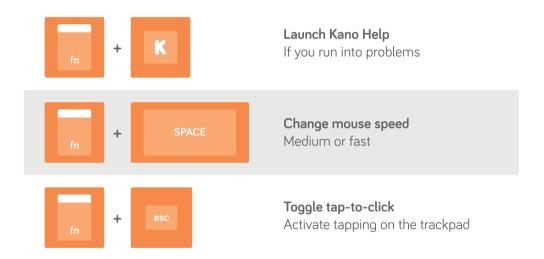
Your keyboard has hidden powers



Activate the white functions by holding [FN]

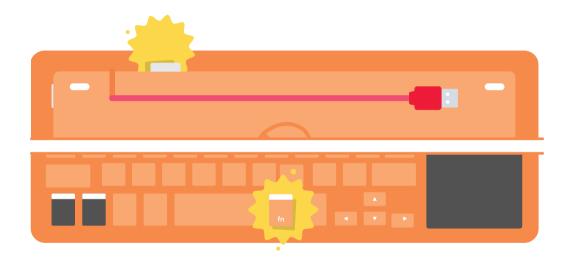


Try these combinations





Your keyboard can connect to anything that has Bluetooth!



Press FN and Bluetooth button to enter pair mode



Go into your device's settings and add the Kano Keyboard



Done!



The lights on the keyboard tell you how it's feeling



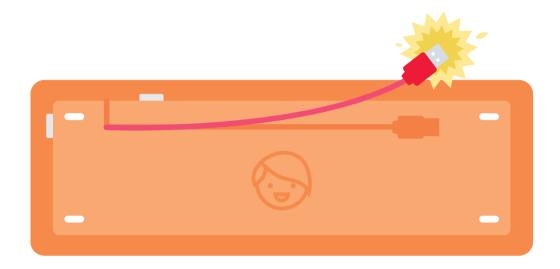
Green, blue, orange, and red mean different things



Green - Successful radio connection
Slow flashes - Turned on, but not connected
Fast flashes - Low on power, time to charge!
Blue - Bluetooth connected
Orange - Caps lock status
Red - Charging



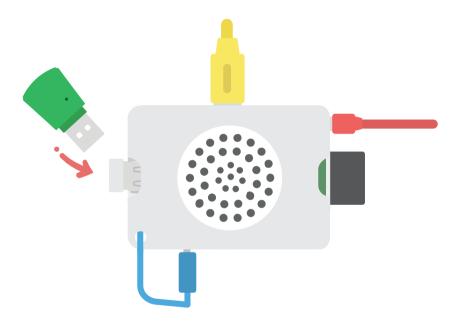
The keyboard needs to be charged from time to time



To do so, plug the red cable into the power plug, or to your computer

49 **EXTRAS**

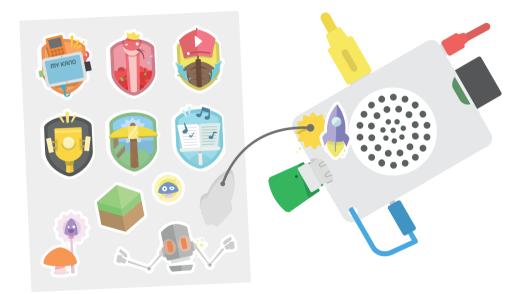
Just so you know, when you plug in a USB...



Your computer will restart



Add stickers!



Make your own style...



Need help? Want more?







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FCC Information and Copyright

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.

15.19 Labelling requirements.

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.

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