

Sona product manual

Version 1.2

16 December 2015



Index

	Page
1. What is the Sona?	3
2. Installation	4
• Position of the anchor bolts	
• Electronics	
3. Online settings	7
4. Games	10
• General	
• Overview	
5. Sound	13
6. Language	14
7. Light set	15
8. Manual settings	16
9. Warranty and certification	17
10. Technical information	18
11. Versies	19

Yalp sports- & play equipment

T: 0031 547 289 410

E: info@yalp.nl

1. What is the Sona?

The Sona is an interactive sound game device of a new generation. The big orange Bow (BigBow) with the colorful play floor (FunkyFloor) underneath is easily recognizable at a distance. With a big push button it is easy to choose one of the various games. The advanced camera technology tracks the **movement** of the players on the floor, and makes it possible to play the different games.

Playing with the Sona is very simple: The play floor is freely accessible and **multiple children** can play at the same time. The games are easy to understand and will be clear right away.

Key points:

- Fun for the young and the elderly
- Continuously innovative
- Eye-catcher
- Fits the imagination world of the new generation of kids
- Easy with a low threshold
- Freely accessible, also for handicapped
- Multiple children at the same time



2. Installation

This procedure describes the necessary preparations and precautions the customer should know and take care of before installation. That way, the installation can go smoothly and without problems.

For more detailed installation instruction see the Sona installation manual.

Placing the Sona

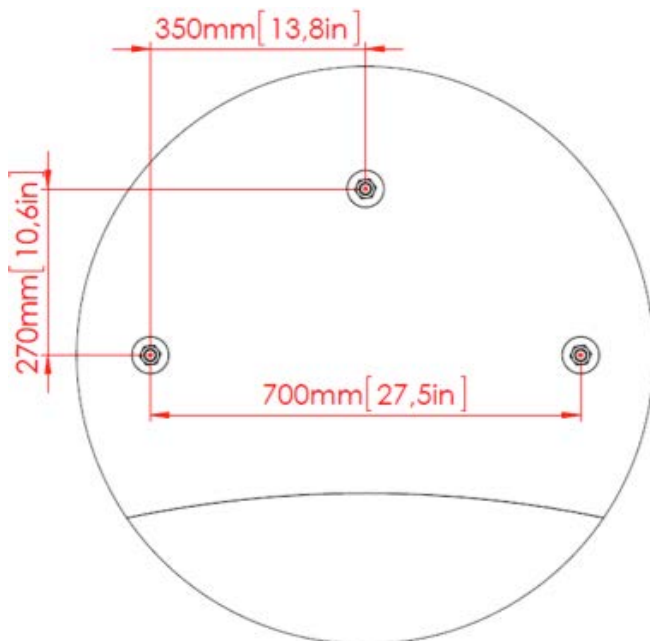
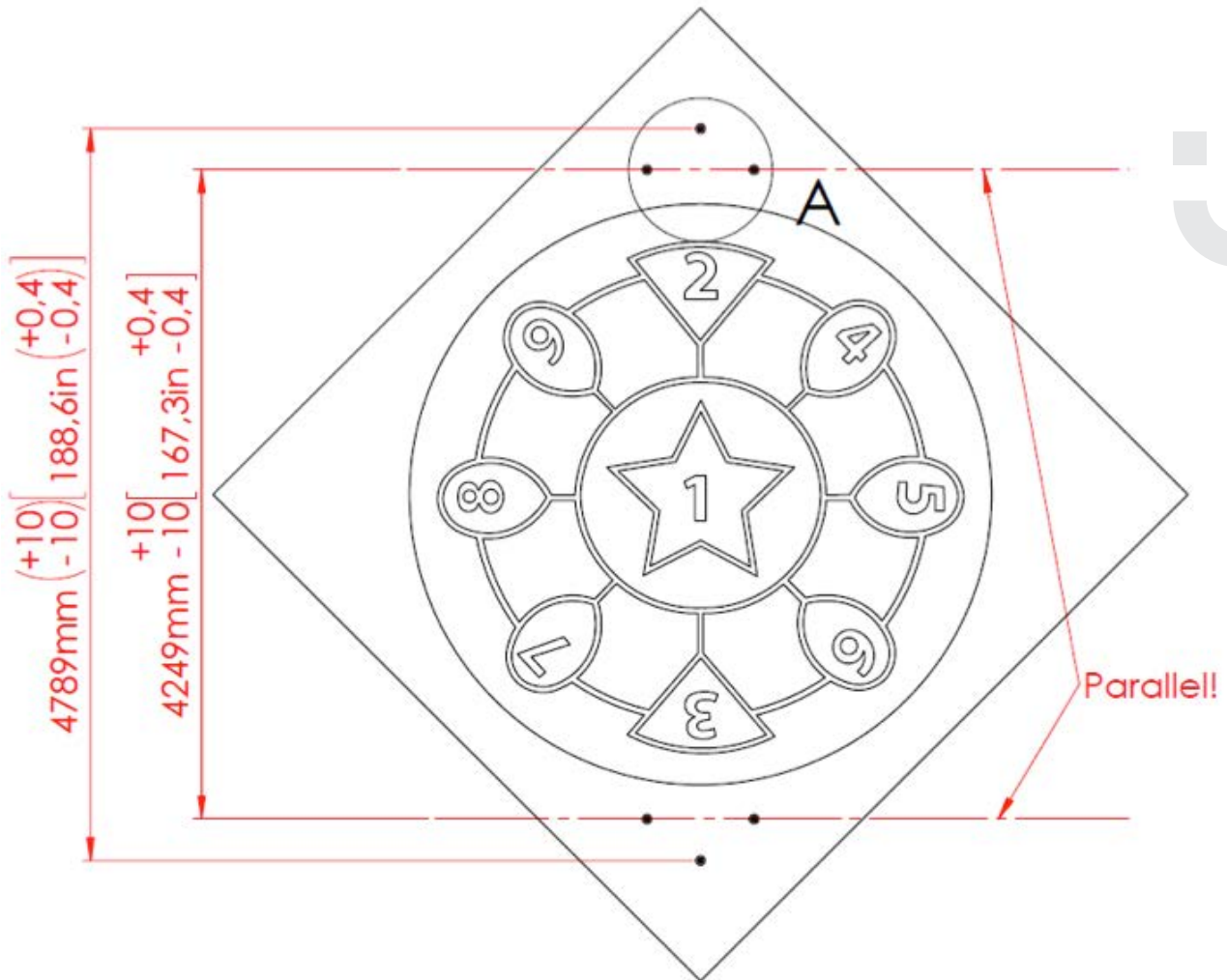
The Sona is normally placed on a concrete floor of 4,5m by 4,5m (14,76 feet) with 6 anchoring bolts, and power cable included (sticking out 2 meters/ 7 feet). The bolts are delivered together with the Sona. First, the FunkyFloor is installed on top of the concrete floor, with holes cutout for the anchoring bolts and power cable to stick through. Second, the Sona construction is placed on top of the bolts, and fixed by tightening the nuts. The construction is then covered by the orange polyester caps and closed off by stainless steel plating.



Sona construction

Position of the anchor bolts **Yalp**

A NEW WAY
TO PLAY

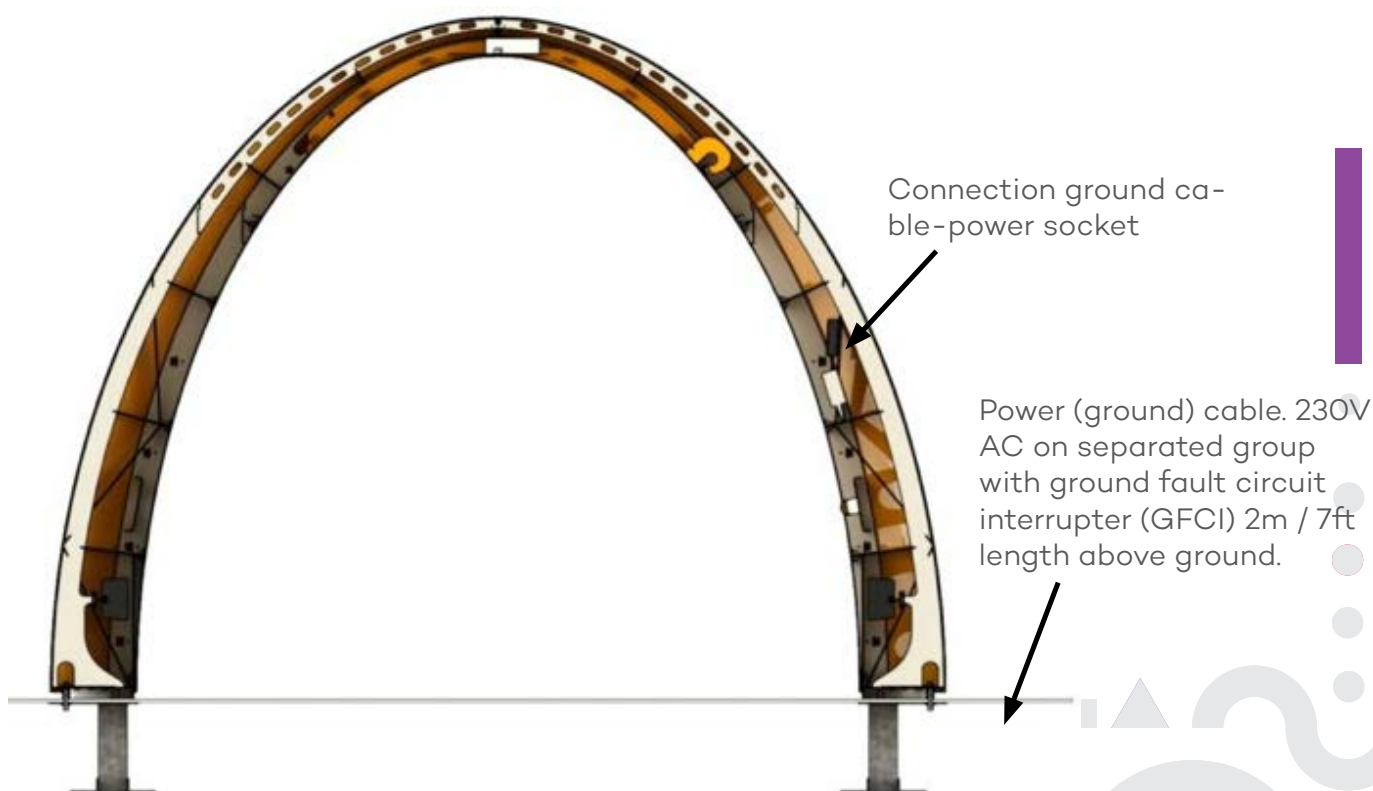


DETAIL A

Connecting electronics

To ensure electrical safety, the power cable is double insulated and the Sona electronic parts operate at a safe low voltage (max 15V). All electronic parts are incorporated in the Sona construction and stored waterproof (IP65).

- The Sona needs to be powered by 230V AC
- The power cable (ground cable, possibly in protective tube) should be lead through the Sona construction to the mounting panel with the electronic parts (at about 1,5m height on the button-side of the Sona, near the number 2 on the floor)
- The power cable needs to be connected to the power socket on the mounting panel by a certified electronic engineer
- For connecting the Sona, only the supplied Ecomate to power net cable may be used between the power socket and the safety transformer
- The connection value of the Sona is 230V , 2A
- Het energy use of the Sona in use is max. 60W. This is comparable to a light bulb
- The energy use of the Sona in 'idle mode' is 20W (When Sona is on, but is not used)
- The energy use of the in 'sleep mode' is 12W (When the Sona is off)
- The power cable needs to be assembled in the blue power socket norm 2P + earth contact box of class IP44. This power supply MUST be assembled on separate group with a 30mA cable, fused on 10A or 16A. For example with a protection box of the type:
Merlin Gerin
MG 10A-B 19791 DPNA VIGI 30MA



3. Online Settings



You can manage your own device(s). Go to <http://www.yalpinteractive.com/> and click 'login'. Log in with your user name and password, which is sent after signing the service agreement.

Login information	
Web address:	my.yalp.nl
Login:	<user name>
Password:	*****

Different menu's are available on the website:

PRODUCTS

- 'Products' has 3 submenu's:
- 'My products': shows your products to manage
- 'Online products': shows your products which are online
- 'Offline products': shows your products which are offline

LOCATIONS

By clicking on 'my locations' you can select a product by location.

RANKING

In 'ranking' you will find the playtime of all products. You can see which product is most used.

HELP

In 'help' you can find the product manual per product.

INFO

In 'info' you can change your account settings, contact us or log off.

Homepage: click on 'products' and 'my products' to manage your products.

With this tool you are able to check the status of the interactive products from Yalp. Currently **20** products are being used.

Select Sona.

#	Yin	Product name	Status	Last connection
1	10994	Sona Yalp	Idle	2015-12-08
2	11001	Sutu Yalp	Idle	2015-12-08

Statistics are shown per product.

Sona Yalp

Yinid: 10994

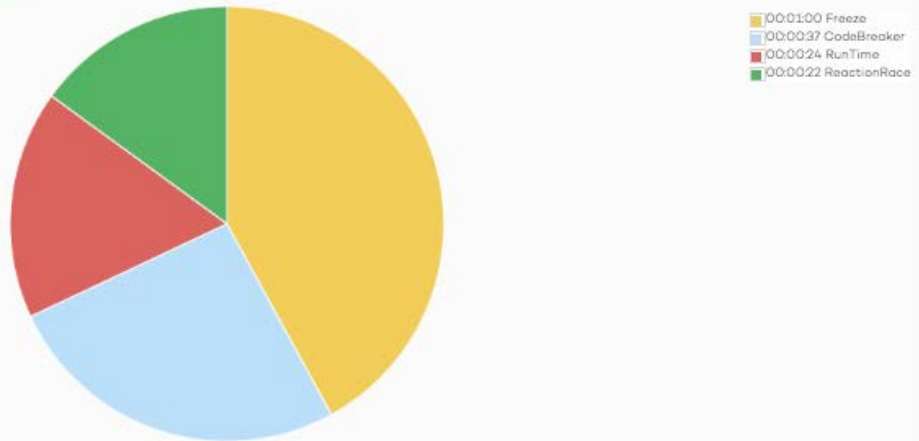
Online Idle latest log: 2015-12-08 13:57:05

Stats Log Setup Info

Statistics

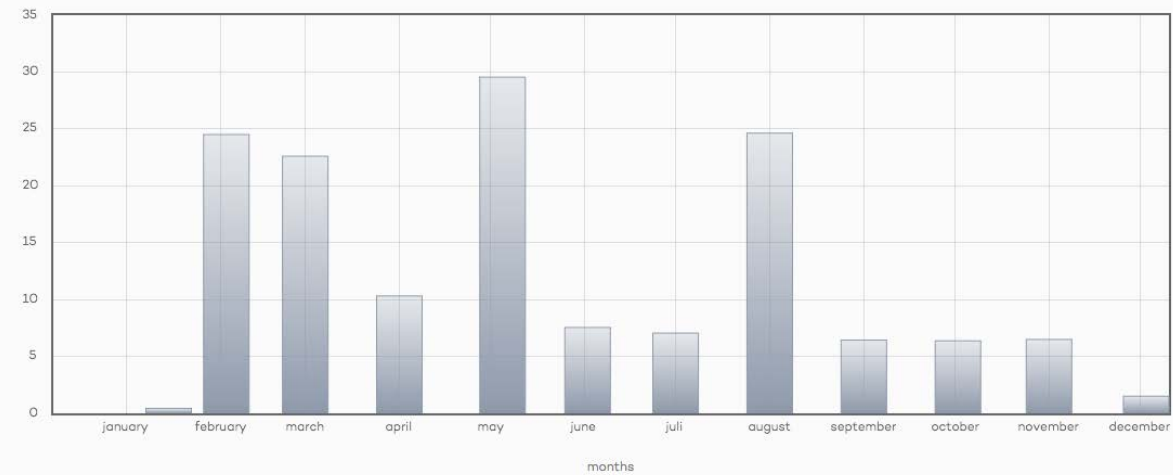
start: 08-12-2015 end: 08-12-2015

Total played hours: 00:02:23 hh:mm:ss



Hours played throughout the year

hours



For each product you can look into the log. The log shows detailed background information that may help with problem solving.

Sona Yalp

Yinid: 10994

Online Idle latest log: 2015-12-08 08:00:50

Stats Log Setup Info

amount of rows:

Yinid	Message	Last Logtime	# Incidents
-------	---------	--------------	-------------

In setup you can set the on/off time, the volume, the languages and select games.

Sona Yalp

Yinid: 10994

Online Idle latest log: 2015-12-08 08:00:50

Stats Log Setup Info

Games

Select games (maximum of 5)

- Commando
- DanceBattle
- Freeze
- Move
- ResultRace
- ReactionRace
- ReactionRaceCN
- Rhyme
- RunTime

save

Time

	on	off
Monday	08:00	21:00
Tuesday	08:00	21:00
Wednesday	08:00	23:30
Thursday	08:00	21:00
Friday	08:00	21:00
Saturday	08:00	21:00
Sunday	08:00	21:00

edit

Settings

Restart the product

restart

Selectable languages

If none selected, EN will be activated

- EN
- DE
- NL

save

Set the time to idle in seconds

56

save

Set volume

5

save

In info you can find the product information.

Sona Yalp

Yinid: 10994

Online Idle latest log: 2015-12-08 08:00:50

Stats Log Setup Info

Product Location Weather

Product information

4. Games

General

At the moment, the Sona has 11 games.

De key words of the Sona games are: SIMPLE, OPEN and FUN. Children will be challenged to use their own fantasy and creativity.

Games can be activated online on <http://my.yalp.nl> (chapter 3). A maximum of 5 games can be active at the same time, to make it simple for the users. If a new game becomes available it will be uploaded on your Sona.

With a push on the button a choice can be made from the active games. Each game starts with a game name, followed by a short explanation. With a next push on the button the next game will start.

After a minute of not playing, the Sona will turn into 'idle-mode' (standby). When the Sona sees someone on the FunkyFloor, it may call something or start to make noise. With a push on the button the last chosen game will start first.

Freeze has 35 songs, DanceBattle has 32 songs and MoveMaker has 10 songs. Next to that, more songs are uploaded each year to keep the music up to date with the latest music trends.

Games overview



Freeze

Freeze is a really fun game to play with a big group. The music starts to play and everyone starts dancing around. When the music stops you hear “Freeze!”, and everybody stands still. If you move your number will be called, and you are out. This goes on until there is one winner left!



DanceBattle

DanceBattle is an interactive dancing competition, featuring different music styles. You play it with 2 groups: One on the blue numbers, one on green. During the dancing round the movement is monitored: The more movement and variation, the better. After a dancing round the winners are called, and treated with applause!



ReactionRace

Reaction Race is a game of speed and agility. The goal is to reach a high level by going as quickly as possible to the number that is being called out. Stay focused: The numbers on the floor are not placed in logical order! The game will go quicker and quicker every level. Who will set the best high score?



AnimalQuest

Try and find the right animal sounds! The Sona asks to look for a certain animal, for example: “Look for the cow!”. Moving on different spots on the floor triggers different animal sounds. Once you find the right animal, you will hear “Well done!”. The Sona will call out another animal to look for. Beware: The animals hardly ever stay on the same spots!



ResultRace

Math, but then outdoor! In ResultRace the goal is to jump to the right solution of the sums that you hear. When you jump on the right number, the next sum is called out. Once you score a couple of good answers in a row, the level goes up. That means you have less and less time! You will not make only running fast, you have got to think fast too!



Commando

Commando is all about teamwork. “On the even numbers! On Blue! Beneath the arch! Off the floor!”, are just a few examples of assignments you have to fulfill together with your team. Stay closely together, and listen well! Do this with success, and try to get to a higher level!



RunTime

With RunTime the Sona measures the time you set on your own trail! Not restricted to the play floor, you can use the direct surroundings and your fantasy to make a challenging trail. Ready... go! You start and finish beneath the arc, the Sona will call out your time! Who is the fastest?



CodeBreaker

Try to remember the code the Sona tells you, and walk to the right numbers. Starting with a code of 3 numbers, the code gets longer each level. Focus, and use your memory or team-work to get to a higher level.



ResultRace Pro

Just as with ResultRace you have to solve the equations within time to get to a higher level. This time, the equations are more difficult!



ReactionRace Chinese

Learn to count in Chinese with this game! ! (In China, this game is the other way around, in English). First you hear the Chinese number, then the English translation. Go to the right number! Later in the game you only hear Chinese.



MoveMaker

Dancing game, doing different moves every round of 1 minute. Who can do the best moves?

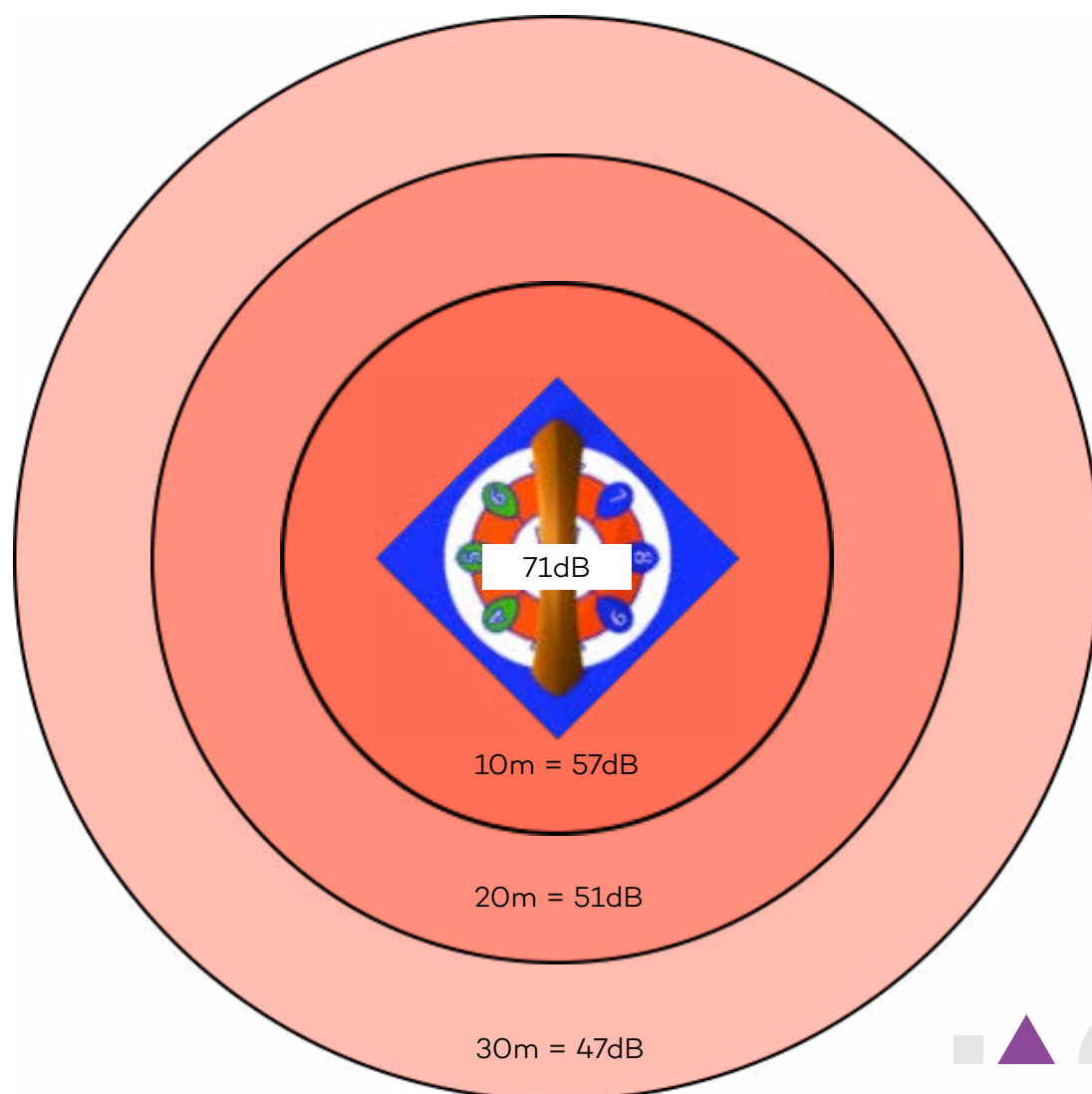
5. Sound

The Sona works with sound. The sound level and on/off times of the Sona can be controlled online on <http://my.yalp.nl> (chapter 3). To prevent sound annoyance we advise to regulate the sound volume to a level the sound is not audible at the nearest residence.

As a rule of thumb, we advise not to place the Sona within 50 meters of the nearest residence.

To prevent sound to carry far, the Sona is designed with low speakers aimed at each other. Please note that often background noise at a location (for example a schoolyard, or a location near a street) is above 55dB, and is more noisy than the Sona at a distance.

The minimum sound level of the Sona in use is around 60dB (same as a normal conversation). The maximum sound level of the Sona in use is around 90 dB (same as a high volume stereo)



Indication of the Sona sound levels, when Sona main volume is 71dB.

6. Language

Multiple language versions

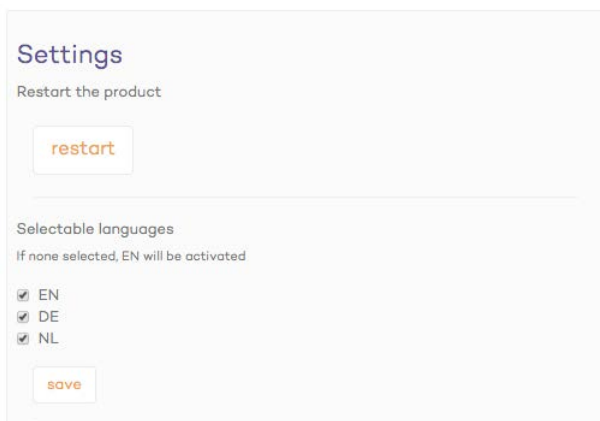
If your Sona has multiple language versions available then the preferred default language can be selected on <http://my.yalp.nl> (chapter 3).

You can make more than one language active at the same time, by selecting multiple boxes at 'settings'. If you select no languages, the Sona will use the default language.

Switch language with button

If your Sona is equipped with multiple language versions, and more than one language is active, these can also be switched using the button on the Sona. Press the button longer than 3 seconds and the Sona will switch to another language.

If no player selectable languages are selected, the Sona will switch to idle ('standby') mode when it is pressed longer than 5 seconds.



Screenshot from <http://my.yalp.nl>

7. Light set (optional)

Lights in the Sona

As an option, the Sona can be equipped with a light set, existing of 6x 10W LED spots, with an optical sensor.

Key advantages of a light set:

- Possible to play Sona when it is dark
- Beautiful lighting of the Arch
- Anti-vandalism: lights work discouraging for potential vandals

Switching ON and OFF

These are the four options of the light set:

- 1 The light set is always OFF
- 2 The light set is always ON
- 3 The light set is ON when it is dark enough
- 4 The light set is ON when it is dark enough and Sona is not in sleep mode. The light set switches OFF when the Sona is off.

Adding a light set later

It is possible to add a light later to a Sona. No extra power cable is necessary; the light set can be connected to the power transformer inside the Sona. Ask us for the possibilities.



8. Manual settings

It is also possible to set time, volume and games manually on location. We recommend changing settings on <http://my.yalp.nl> (chapter 3), but in some situations (e.g. no internet connection) the manual settings mode is the way to work. Start with step 1 and follow instructions.



Figure 1: Walking up to Sona (top-view)



Figure 2: Standing on number 2 spot in front of button



Figure 3: Moving hand right

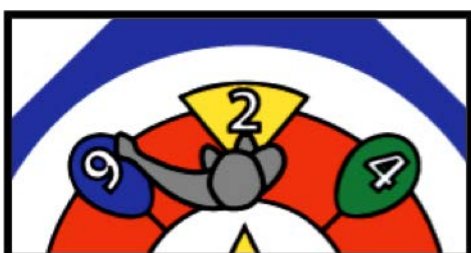


Figure 4: Moving hand left

1. Access Manual Settings menu

1. Disconnect power by pulling the plug
2. Connect the power
3. Hold the Sona button during start-up, until you hear 'Sona Settings'
4. Release the button and stand on number 2 spot in front of button

2. Volume settings

1. You hear 'Volume settings', followed repeatedly by the current volume
2. Move your hand left (above the number 9 spot) to decrease volume
3. Move your hand right (above the number 4 spot) to increase volume
4. Press button for next menu item

3. Awake time (per quarter)

1. You hear 'Awake time is...' followed repeatedly by the current awake time
2. Move your hand left to decrease time
3. Move your hand right to increase time
4. Press button for next menu item

4. Sleep time (per quarter)

1. You hear 'Sleep time is...' followed repeatedly by the current sleep time
2. Move your hand left to decrease time
3. Move your hand right increase time
4. Press button for next menu item

5. Games on/off

1. You hear a game explanation (e.g. 'Freeze, stand still when the music stops!') followed by 'is on' or 'is off'
2. Move your hand left to switch game off
3. Move your hand right to switch game on
4. Press button for next game
5. After last game: back to volume settings (2.) again

6. Exit manual settings menu

1. All settings done?
2. Press button for 5 seconds to save settings and exit menu
3. Start playing!

9. Warranty and certification **Yalp**

A NEW WAY
TO PLAY

Warranty

We give warranty on the Sona. The warranty terms are determined for the different parts:

- 3 years expiring warranty on all electronics and interactive panels (first year 100% warranty, second year 2/3rd, 3rd year 1/3rd warranty of part price)
- 10 year warranty on the steel construction
- 3 years warranty on the funky floor, on the following matters; Cracking, Releasing fibers, UV resistance. Vandalism and fire damage is not covered by the warranty. The warranty holds that van Zijl delivers a new mat, free of charge (installation for the customer).

Ask for our warranty terms for more detailed warranty information.

Certification

The Sona meets all the applicable norms for play and sports equipment in the public space. The Sona complies with the latest Safety Regulations of the European Union:

- NEN-EN 1176 (Play equipment)

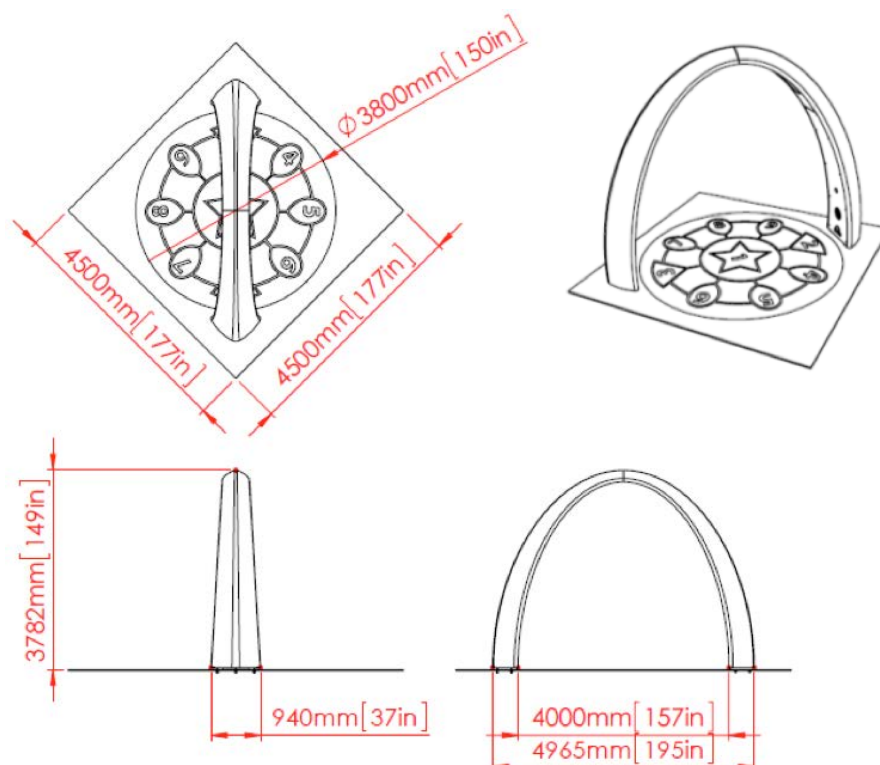
This means the Sona has passed the safety tests on things like falling, finger entrapment and climb ability.

10. Technical information

General information

Loading space	$4,85 \times 1,15 = 5,58 / 2,4 = 2,32 =$ rounded 2,40 loading space
Weight Sona, incl. floor	± 550 kg (± 1212 lbs)
Weight biggest part (Arch half)	± 175 kg (± 386 lbs)
Dimensions BigBow (arch):	$5 \times 0,94 \times 3,8$ m (L x W x H) ($16,4 \times 3 \times 12,5$ ft)
Dimensions FunkyFloor (play floor)	$4,5 \times 4,5$ m ($14,76 \times 14,76$ ft)
Transport	
Dimensions transport crate (pinewood)	$4,85 \times 1,20 \times 2,4$ m (L x W x H) ($16 \times 4 \times 7,9$ ft)
Weight Sona in transport crate (pinewood)	± 1005 kg (± 2216 lbs) (transport box= ± 455 kg(± 1003 lbs))
Electronics	
Input	230 V~ (110V possible)
Output	12 V DC
Internet connection	3G modem with data SIM card
Energy use	
In use	60W (comparable to a light bulb)
In idle mode (standby)	20W
Off	12 W (for climate control of the computer)
Light set on	+ 42W extra
Tested temperature of electronics* (*please keep power on at all times for the integrated active climate control to work)	-35 to +70 °C (-31 to +158 °F). NB. Some electronics may switch off earlier within this range automatically to prevent damage. Ask us for extra temperature precautions outside this temperature range.

Dimensions



11. Versions

Version/Date: **Adjustments**

v1.2/16-12-2015	-Added my.yalp.nl -Added 1 game (MoveMaker)
-----------------	--

