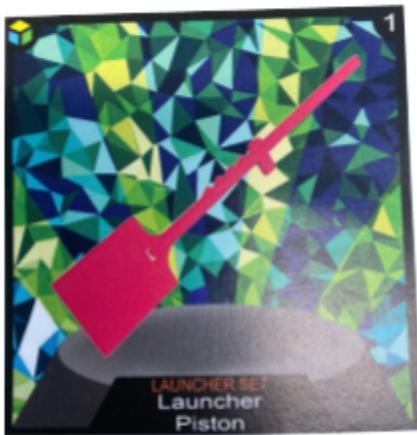


NEWTON AR App Launcher Instructions

Setup:

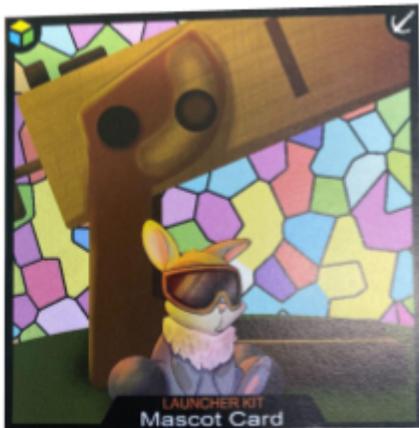
1. To use the Launcher Maker Kit within the NEWTON AR app, you should have the following:



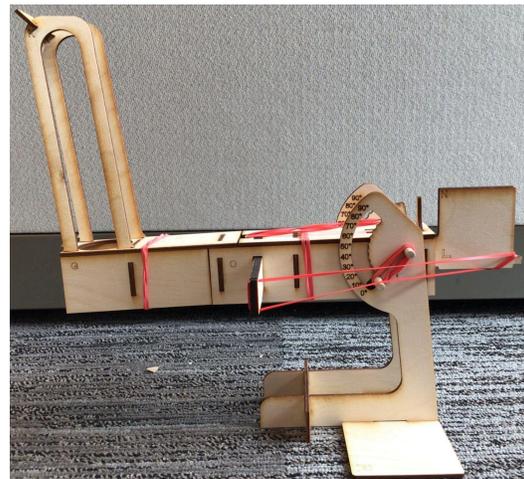
Launcher Set: Launcher Piston Card



Launcher Set: Launcher Card



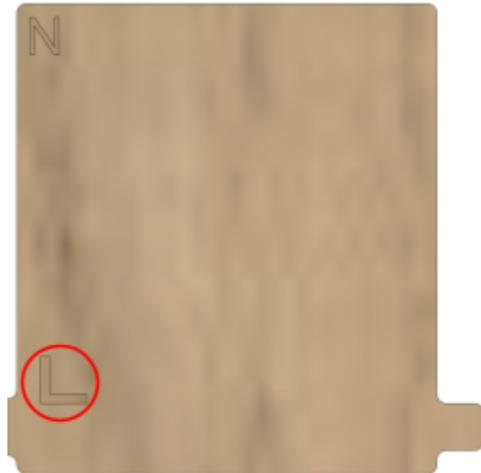
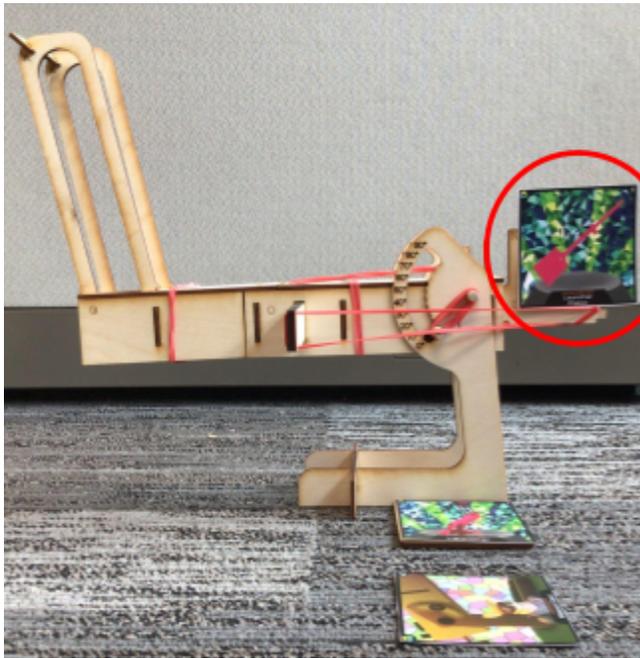
Launcher Kit: Mascot Card



Assembled Launcher

Note: Ensure that the Card Base (Part R) is on the LEFT leg of the Assembled Launcher

- Using the Launcher Piston Card and a piece of tape, attach the Piston Card to the back of the Plunger (Part N). ***Take Note*** of the orientation of the card; match the left bottom corner of the card with the “L” on the Plunger (Part N)



- Using the Launcher Card (tape optional), place the Launcher Card on the Card Base (Part R) as seen in the image below. ***Take Note*** of the orientation of the card; have the top left corner with the cube on the Launcher Card sit along the edge of the Leg (Part I)

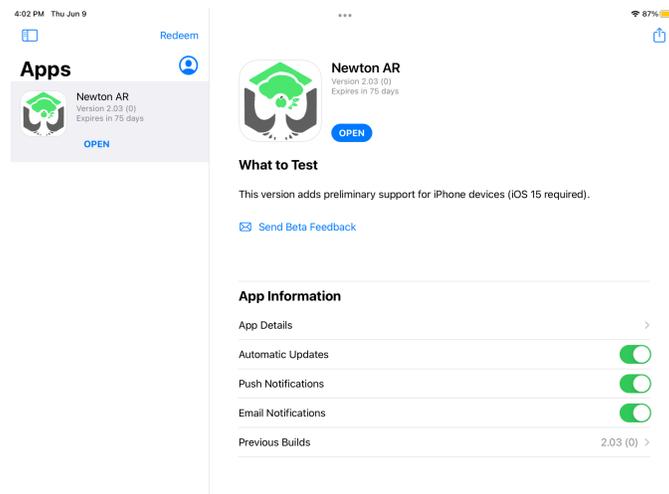
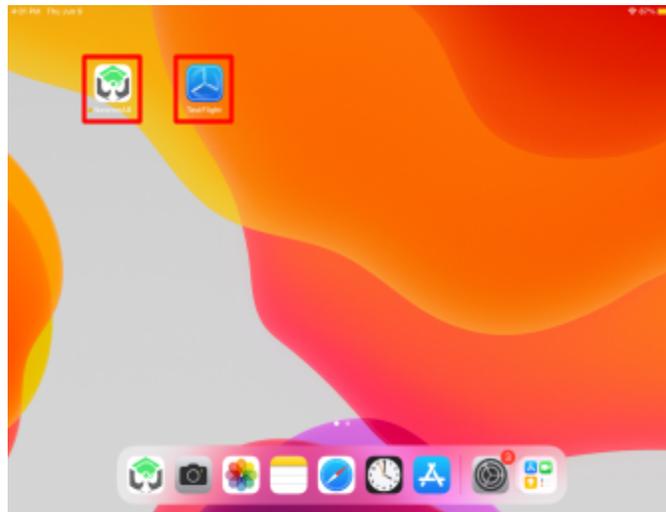


4. Using the Mascot Card, place the Mascot Card near the Assembled Launcher similar to the image below. ***Take Note*** of the orientation of the card; have the top left corner with the cube on the Mascot Card facing in the direction of the front of the launcher



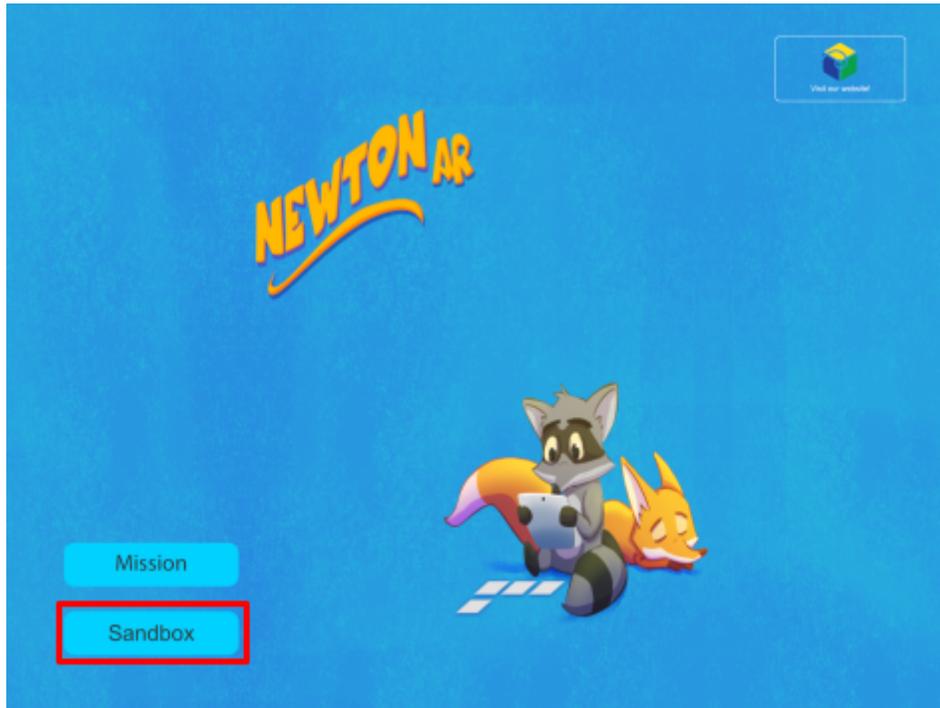
Launcher Kit within NEWTON AR:

5. Before beginning, ensure you have downloaded the *Newton AR* app from the App Store. If not shown within the App Store, download the *TestFlight* app from the App Store and follow Steps 5.1 - 5.3
 - 5.1. Open the following link via a local browser on the device you are using the NEWTON AR app with: <https://testflight.apple.com/join/rhHFGkgw>
 - 5.2. Tap the *View in TestFlight* or *Start Testing* that is under Step 02: Join the Beta
 - 5.3. Within the new TestFlight window (second image below), click on the blue *Install* or *Update* (if you already have installed the app previously) to download the latest version of the NEWTON AR App



6. Open the NEWTON AR app either within the TestFlight app or directly by clicking the app itself and you should see the following blue screen. To freely play with the Launcher within NEWTON

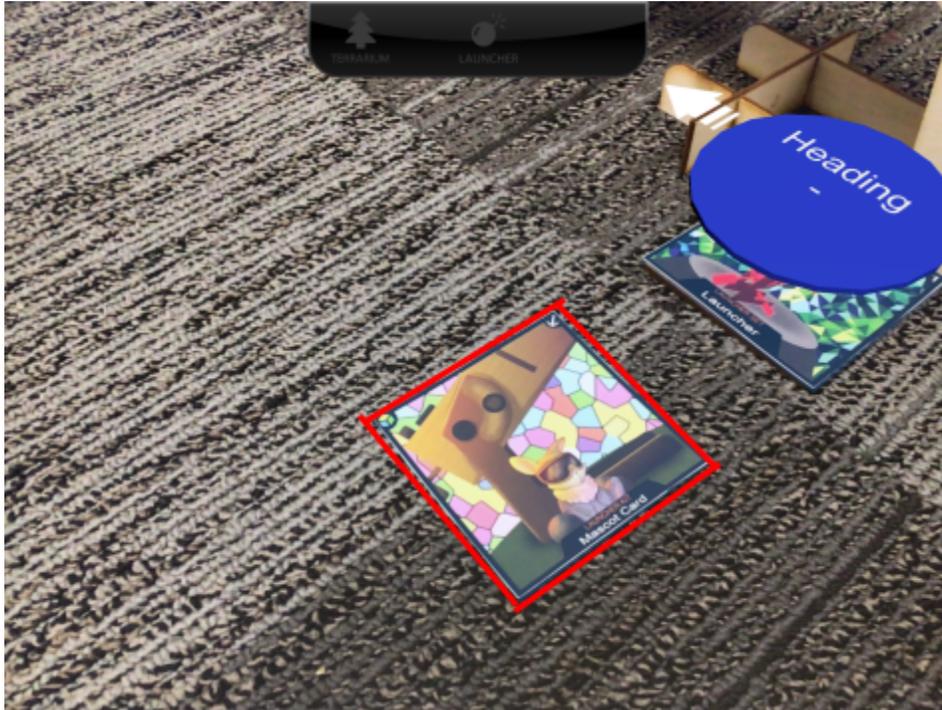
AR, select the **Sandbox** Button in the lower left corner of the screen to enter into the AR environment



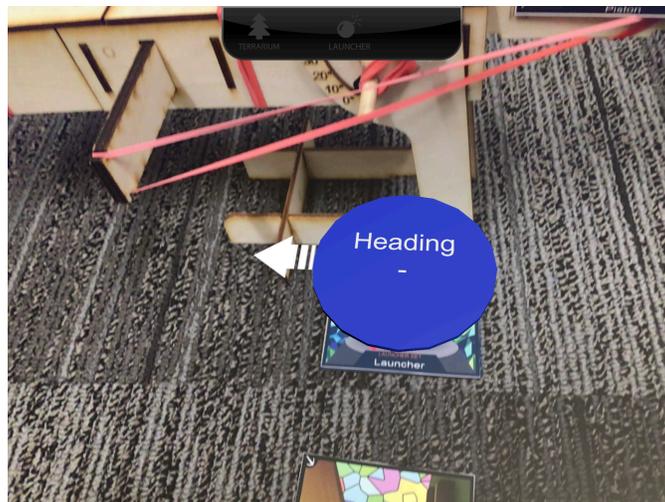
7. Once you enter the AR environment, an expanding orange area called the **Play Area** will appear. Scan the surrounding area around your Launcher; this will be your play area



8. Once the area has been scanned, get close to the Launcher Mascot Card and scan the card. A blue tint will appear over the card to tell you that the card has been scanned (**Note:** Other cards will not scan if you do not scan the Mascot Card ***FIRST***)

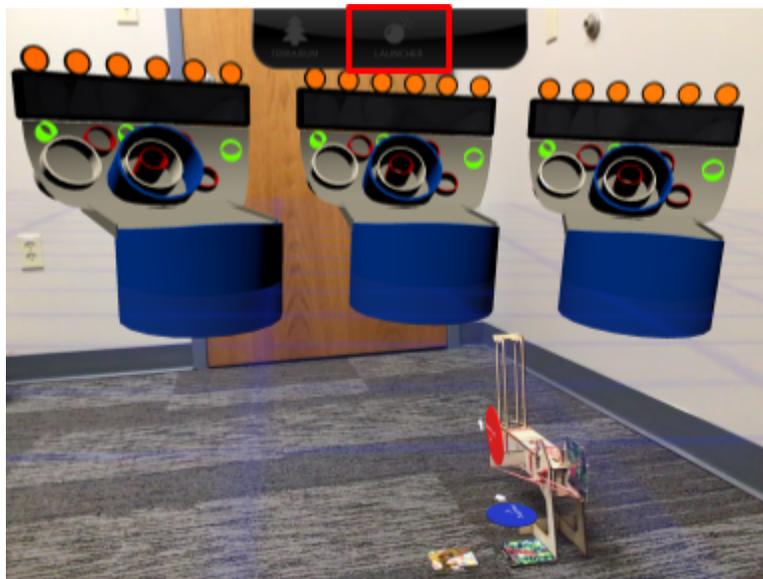


9. After scanning the Mascot Card, scan the Launcher Card on the Card Base (Part R) that's on the side of the leg and the Launcher Piston Card on the back of the Plunger (Part N). A blue circle labeled *Heading* will appear over the Launcher Card and a red circle labeled Launch Angle will appear on the Launcher Piston Card once scanned into the play area

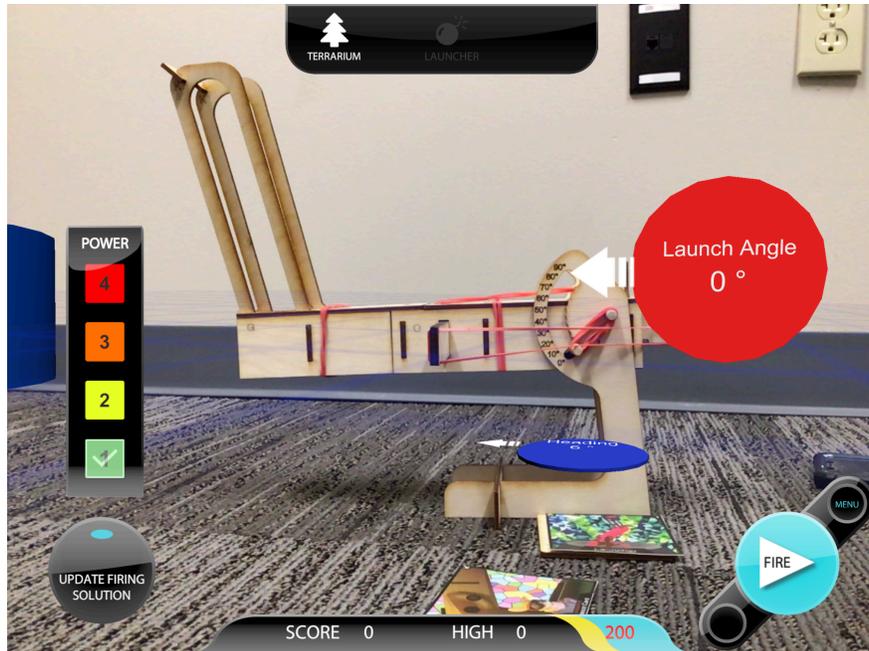




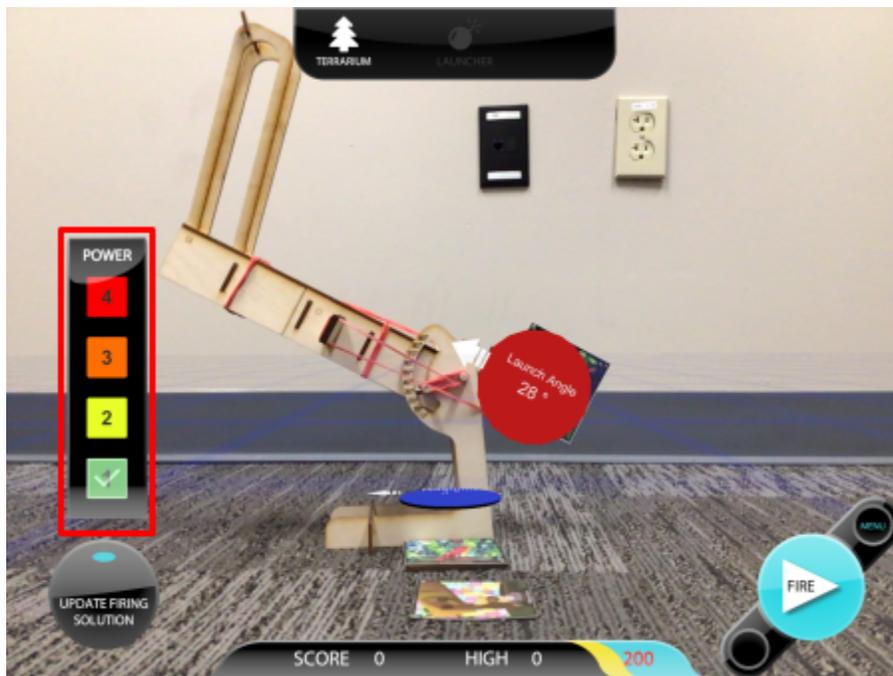
10. Once all the cards are scanned in, adjust where you are standing so you can see both the launcher and the three ski ball targets (see image below). Then, select the Launcher Button on the top of the screen (with a bomb icon) to enter Launcher Mode



11. Once within Launcher Mode, a Power Menu on the left-hand side of the screen, an Update Firing Solution Button on the bottom left side of the screen, a Fire and Menu button on the lower right side of the screen, and a Score and ball count on the bottom of the screen should appear on the screen



12. **To adjust the angle the ball is launched at**, adjust the angle on the physically assembled launcher kit. To adjust the power, change the power within the environment from the Power bar on the left-hand side of the screen; the power the launcher is on is shown by a white checkmark over the power setting

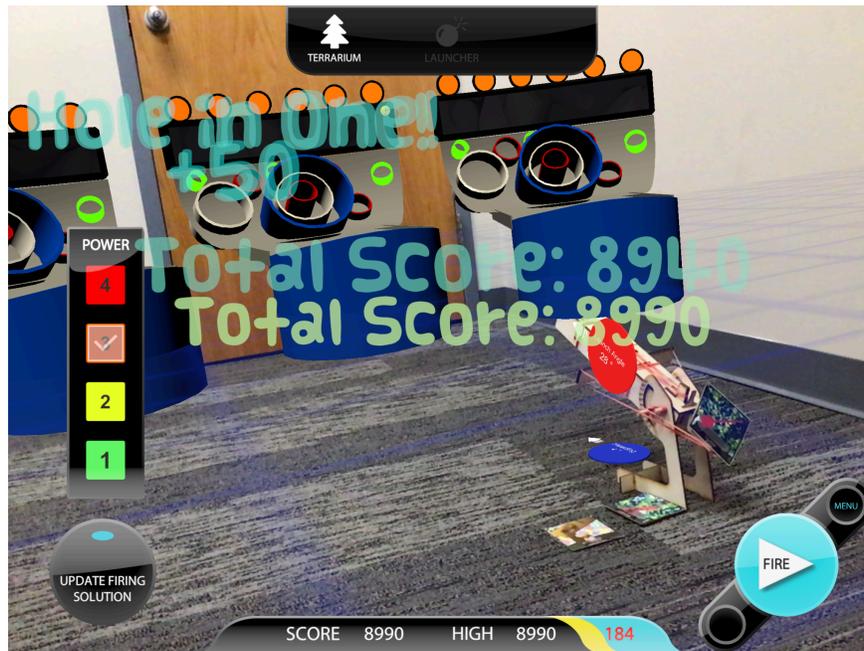


13. Once you have set the Launcher to the Angle and Power you want, press the **Fire** button on the lower right side of the screen to launch the balls. The red number on the bottom of the screen shows how many balls you have left. If the ball appears to be not firing in the direction your launcher is pointing, make sure that the cards are facing in the direction as suggested in Steps 2-4 and press the **Update Firing Solution** button on the left bottom side of the screen.



14. If the ball hits one of the targets, within the environment it will display the number of points you received, and those points will be added to the running count next to the score on the bottom of the screen.





15. ***To aim at different targets, leave the mascot card as is,*** and rotate the Launcher itself. After rotating, rescan all three cards, and press the ***Update Firing Solution*** bottom. Then select the ***Fire*** button to check that the environment updated the firing location.

READY? SET ... LAUNCH! Happy Playing!