



ICON Corp.  
13-19, Daimachi, Kanagawa-ku, Yokohama-shi,  
Kanagawa, 221-0834, Japan 221-0834  
<http://www.e-icon.co.jp/>  
<https://kumiita.com/>  
Product Inquiries : ICON Customer Service  
E-mail : [support@kumiita.com](mailto:support@kumiita.com)  
Telephone No. : 045-548-8581

Telephone Service Hours : 10:00-12:00/13:00-17:00(Monday -Friday  
excepting New Year's Holidays. ) \*Phone charges apply.

Returns or exchanges will not be accepted in the following cases. \*Returns are limited to unopened products.

- There is no communication by e-mail or telephone within seven days after product arrival. ●Products scratched or damaged by the customer.
- Product packaging, instruction manuals, parts, etc. are dirtied, broken, missing, or damaged. ●Product has been disassembled by the customer.
- Returned product differs in color, shape, thickness, size, logic or melody. ●Sale items, inventory closeout items or imperfect items.
- Purchase date or purchase location is not known. ●Other reasons not warranting returns or exchanges.

\*Thank you very much for your purchase. We are making every effort to maintain high quality control, so if you have any comments, please contact us.\*We are constantly researching and improving quality in order to deliver better products to our customers. Please note product may slightly differ from pictures and illustrations.

Warranty Period: 6 months from date of purchase.

Defects and Repairs

ICON Customer Service

13-19, Daimachi, Kanagawa-ku, Yokohama-shi, Kanagawa,  
221-0834, Japan 221-0834

\*Please enclose your address, full name, telephone number,  
purchase date & place, and a memo stating the defective part  
when sending product in for repair.

\*Customer service is available only for the products sold or used in Japan.



## Warning

### For Parents and Guardians. Please read.

Carefully read the instruction manual before use.  
Packaging and instruction manual have to be kept since it contains important information.

## Caution

●Carefully read the instruction manual before use. Safely store the instruction manual and package. ●Packaging and instruction manuals have to be kept. ●May be dangerous for unattended children. For use with adult supervision only. ●Please keep this product out of reach for children under 3 years old. ●For safety, check product for damage or deformations. Do not let children play with damaged or deformed toys. ●Throw away plastic packaging materials immediately after opening. Do not cover or wear plastic bags on the head. There is a danger of suffocation. ●Do not put product in water or fire. Do not disassemble or solder product. ●Small magnets are imbedded in the panels. For safety, check panels for damage or deformations. Do not let children use damaged or deformed panels. ●Product uses LED lights. Do not use for a long time near eyes. ●Keep product away from sunlight, areas of high humidity, and areas of extreme high and low temperatures. ●Battery replacement must be done by an adult.

«Using batteries incorrectly may cause overheating, rupturing, or liquid leakage. Please note the following.»

●Never use rechargeable batteries. ●Non-rechargeable batteries are not to be recharged. ●Exhausted batteries are to be removed from KUMIITA ●Do not mix old and new batteries, or various types of batteries. ●Please set + - (plus and minus) correctly. ●After playing, switch off product and remove the batteries. ●Do not short circuit, charge, disassemble, heat, or put in fire.

●In case of battery liquid leakage, wash with large amounts of water then immediately consult a doctor. Please wash with water when in contact with skin or clothing. ●When disposing, please follow your local municipal waste disposal instructions.

<Usage Notes>

●Check product upon arrival.

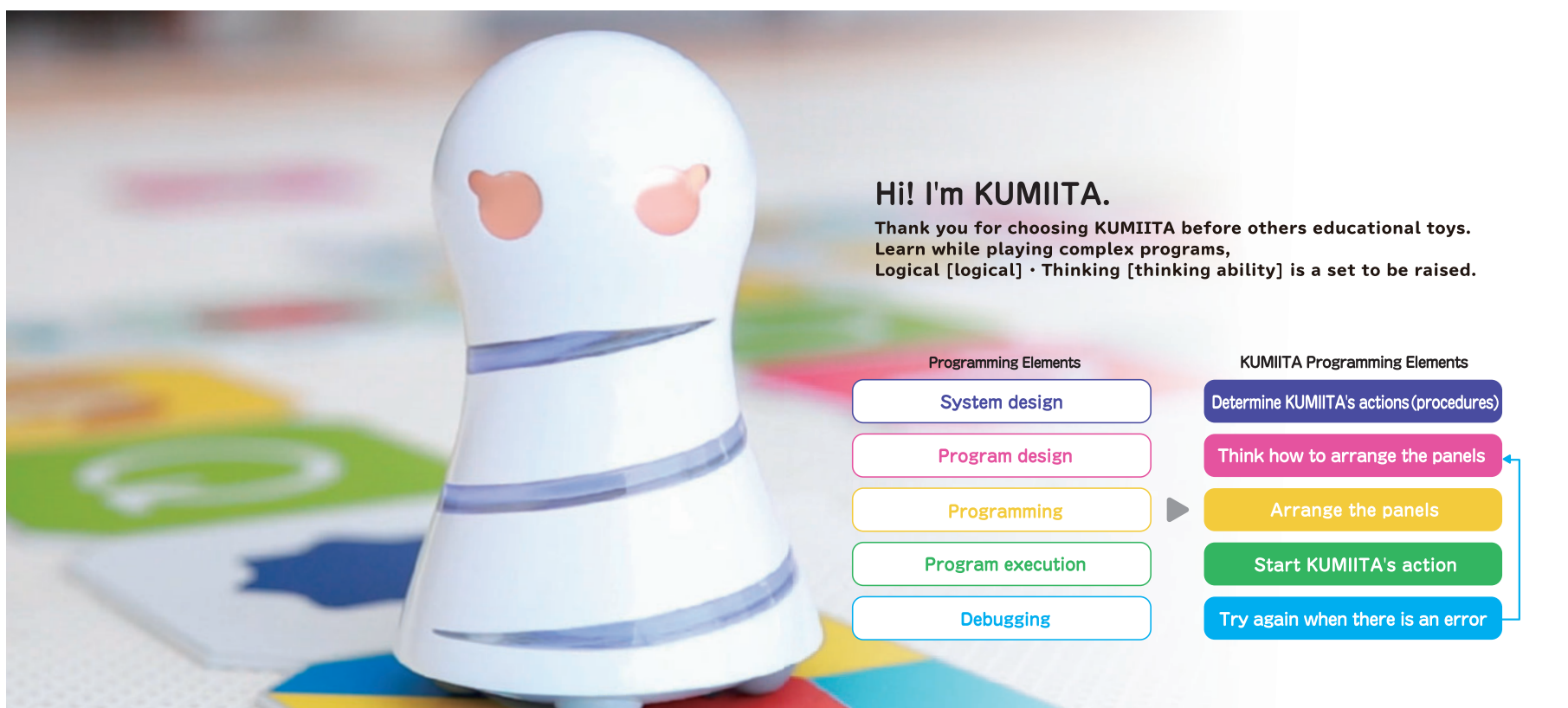
Unexpected accidents, breakage or damage may occur. Please pay attention to the following:

●When KUMIITA becomes dirty, wipe with a well squeezed, damp towel. Do not use detergents or alcohol. ●Do not wipe this product with wet tissues containing alcohol, chemicals, etc. as there may be discoloration. ●Panels are made specifically for KUMIITA. Do not use with other toys or items. Play using intended purpose only. ●Do not place any weight on KUMIITA. ●When opening / closing the body, keep hair, fingers, etc. off moving parts so they do not get caught. ●Do not use in unstable places or places where there is a danger of falling. Use on a flat place indoors. ●Do not drop, hit, wave around or use in a forceful manner. ●Do not use or store near fire or heating equipment. ●Product is not waterproof. Do not get wet. ●If product is damaged or defective, stop using immediately.

●This product is assembled with precision parts. Never disassemble. ●Do not lick the product or use with wet hands. ●If KUMIITA does not move when placed on the Start Panel with the power switch turned ON, please check that the battery is set correctly. If there is no improvement, replace with new batteries and check again. ●Please do not spill food or drinks on product. The inside will become corroded and in some cases cannot be repaired. ●Because of the nature of the product, the panels may become scratched by friction, etc. This may cause KUMIITA to produce unnatural movement, or sounds or lighting may stop functioning. ●Do not hit or impact during automatic movement. This may cause damage or the product to malfunction.

Special Attention :

●In case of a malfunction, switch the power OFF to reset the unit. If there is no improvement, replace the batteries. ●When the batteries run low, sounds may become difficult to hear or will not function properly. Replace with new batteries.



## Hi! I'm KUMIITA.

Thank you for choosing KUMIITA before others educational toys.  
Learn while playing complex programs,  
Logical [logical] · Thinking [thinking ability] is a set to be raised.

### Programming Elements

System design

Program design

Programming

Program execution

Debugging

### KUMIITA Programming Elements

Determine KUMIITA's actions (procedures)

Think how to arrange the panels

Arrange the panels

Start KUMIITA's action

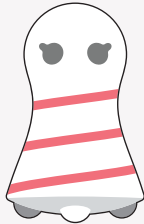
Try again when there is an error

Contents

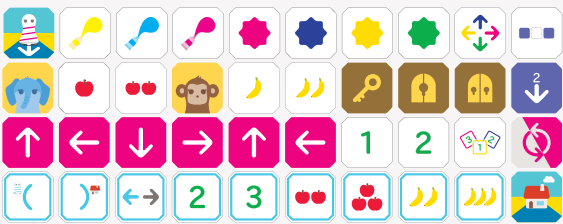
Getting Set Up

Item Number KMT-E-1440-EW

1 KUMIITA




40 Panels



KUMIITA Specifications	Size: Approx. Diameter : 80mm Height : 122mm Weight: Approx. 200g
Panel Specifications (each)	Size: Approx. Vertical : 120mm Horizontal : 120mm Thickness : 5mm Weight: Approx. 54g

Instruction Manual



＜Replacing the Battery＞

① Use a Phillips head screwdriver to unscrew (in the direction of the arrow) the screw located on the bottom of KUMIITA.

\*Make sure the power is switched OFF before replacing the battery.  
\*Only adults should replace the batteries.  
\*Alkaline batteries only. Sold separately.  
\*Exhausted batteries are to be removed from KUMIITA.

② Push the battery cover releases on the inside section and remove the battery cover.

③ Insert alkaline batteries 1.5V x4pcs(AAA,LR03)

\*KUMIITA will operate for about 6 hours under continuous use.  
\*Non-rechargeable batteries are not to be recharged.

④ Having inserted the batteries, close the battery cover and replace the outside section.

⑤ Use a Phillips head screwdriver to screw back in (the opposite direction of the arrow) the screw located on the bottom of KUMIITA.


＜Switching Power ON / OFF＞


Turn the power to ON using the power switch.


\*When KUMIITA is inactive for 3 minutes, the power will automatically turn off. Switch the power to OFF before switching to ON again.  
\*When the batteries are low, KUMIITA will flash yellow and red and will also sound an alarm.


[Sound Volume Switch]  
The volume switch is inset. Use a pin or thin object to adjust.


The Panels


 **1 Start Panel**  
Panel to start programming.


 **1 Goal Panel**  
The goal panel that loves Kumiita.


 **6 Go Panels**  
This panel makes KUMIITA move in the direction of the arrow.

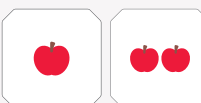
 **1 Color Branch Panel**  
Panel to understand conditional branching.


 **3 Paint Panels (Cyan, Magenta, Yellow)**  
Panel to learn about the 3 primary colors and check the result mixing 2 different colors.


 **4 Color Change Panels (Blue, Yellow, Magenta, Green)**  
Once the KUMIITA pass this panel KUMIITA color changes into the same color of the panel.


 **2 Banana Panels (1 Banana, 2 Bananas)**  
Panel to learn addition with the number of bananas.


 **1 Monkey Panel**  
Panel to learn subtraction.


 **2 Apple Panels (1 Apple, 2 Apples)**  
Panel to learn addition with the number of apples.


 **1 Elephant Panel**  
Panel to learn subtraction.


 **2 Number Panels (Number 1, Number 2)**  
It is a panel to which a number is added whenever passing a panel.  
※ Use recommended for 5 years old.

 **1 Dice Panel**  
The dice panel is a panel where number from 1 to 3 will be random selected. It is a panel where you can get additions using color conditions and numbers.  
※ Use recommended for 5 years old.


 **2 Locked Door Panels**  
1 keyhole panel that requires 1 key to through pass. 2 keyholes panel that requires 2 keys to through pass.


 **1 Key Panel**  
This panel is necessary to pass the "door panel".

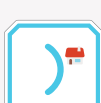
 **1 Reverse Panel**  
It is a panel of reverse interpretation. Go in the reverse direction of the arrow panel.  
※ Use recommended for 6 years old.


 **1 Repeat Decision Panel**  
It is a panel to advance in the direction of the arrow even number times.  
※ Use recommended for 5 years old.

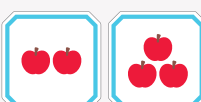
 **1 Skip Panel**  
Jumping over without processing the next panel.  
※ Use recommended for 5 years old

 **1 True / False Panel**  
The "true / false judgement panel" is a panel that judges the result of the condition. When the condition is true, KUMIITA lights up in light blue.  
※ Use recommended for 6 years old.

 **1 Begin Conditional Panel**  
Panel to start proposing a condition.  
※ Use recommended for 6 years old.

 **1 End Conditional Panel**  
Panel to end proposing a condition.  
※ Use recommended for 6 years old.

 **2 Number Conditional Panels (Equals 2, Equals 3)**  
Panel to be used effectively inside conditions, only usable between "conditional expression start panel" and "conditional expression end panel".  
※ Use recommended for 6 years old.

 **2 Apple Conditional Panels (2 Apples, 3 Apples)**  
Panel to be used effectively inside conditions, only usable between "conditional expression start panel" and "conditional expression end panel".  
※ Use recommended for 6 years old.

Adjusting the Volume

With the power ON, you can adjust the volume on KUMIITA by passing the bottom over the Quiet, Medium and Loud.



Quiet



Medium



Loud



\*The volume can also be adjusted using the volume button located on the bottom of KUMIITA.

Please check our website for more details!  
<https://kumiita.com/eng>

