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## Clementoni 18111

# Clementoni Super Edukit 7-in-1 Miraculous Activity Set

Brand: Clementoni | Model: 18111

## 1. PRODUCT OVERVIEW

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The Clementoni Super Edukit 7-in-1 Miraculous Activity Set is a comprehensive educational kit designed for children aged 36 months to 5 years. This set combines multiple activities to stimulate memory, logic, and manual dexterity through engaging play with Miraculous characters.

The kit includes a variety of games: three progressive puzzles, six building cubes, a memo game, a domino game, and interactive quiz cards with an electronic pen.



Image 1.1: An overview of all components included in the Clementoni Super Edukit 7-in-1 Miraculous Activity Set, showing puzzles, cubes, memo cards, domino cards, and the electronic pen.

## 2. COMPONENTS LIST

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The Clementoni Super Edukit 7-in-1 Miraculous Activity Set contains the following items:

- **3 Progressive Puzzles:** One 30-piece puzzle, one 48-piece puzzle, and one 60-piece puzzle, each featuring Miraculous characters.
- **6 Building Cubes:** Cubes designed to be assembled to form 6 different Miraculous images.
- **Memo Game:** A set of cards for a memory matching game.
- **Domino Game:** A set of cards for a domino-style association game.
- **12 Quiz Cards:** Interactive cards with questions related to Miraculous.
- **1 Electronic Pen:** Used to reveal correct answers on the quiz cards.
- **Batteries:** Required for the electronic pen and included in the set.



Image 2.1: The back of the product box, illustrating the progressive nature of the puzzles (30, 48, and 60 pieces) and listing the various game components in multiple languages.

### 3. SETUP

- Unboxing:** Carefully open the product packaging and remove all components.
- Component Check:** Verify that all items listed in the "Components List" section are present.
- Electronic Pen:** The electronic pen comes with batteries pre-installed or requires simple battery insertion. Ensure it is functional before starting the quiz game.
- Preparation:** Separate the different game components (puzzles, cubes, memo cards, domino cards, quiz cards) into their respective groups for easier access during play.

### 4. OPERATING INSTRUCTIONS

#### 4.1. Puzzles (30, 48, and 60 Pieces)

The kit includes three puzzles of varying difficulty. Start with the 30-piece puzzle and progress to the 48-piece and 60-piece puzzles as the child's skills develop.

- Select a Puzzle:** Choose one of the three puzzles to assemble.
- Find Edge Pieces:** Begin by identifying all the edge and corner pieces.
- Build the Frame:** Assemble the frame of the puzzle first.
- Fill in the Center:** Use the image on the box as a guide to fill in the remaining pieces.



Image 4.1: Examples of completed puzzles featuring Miraculous characters, demonstrating the visual outcome of the puzzle activity.

## 4.2. Building Cubes

The six building cubes allow children to reconstruct six different Miraculous images.

1. **Choose an Image:** Select one of the six images you wish to build. Reference the images on the product box or included guide.
2. **Arrange Cubes:** Rotate and arrange the six cubes until the chosen image is fully formed.

## 4.3. Memo Game

The memo game helps develop memory and recognition skills.

1. **Lay Out Cards:** Shuffle all memo cards and place them face down in a grid pattern.
2. **Take Turns:** Players take turns flipping over two cards.
3. **Match Pairs:** If the two cards match, the player keeps the pair and takes another turn. If they do not match,

the cards are flipped back face down.

4. **Winning:** The player with the most pairs at the end of the game wins.



Image 4.2: Close-up of the memo and domino game cards, showing various Miraculous characters and symbols used for matching.

#### 4.4. Domino Game

The domino game encourages association and logical thinking.

1. **Distribute Cards:** Distribute an equal number of domino cards to each player. Place any remaining cards face down as a draw pile.
2. **Start the Game:** The first player places a card on the table.
3. **Match Ends:** Subsequent players must place a card that matches one of the open ends of the chain, either by character or symbol.
4. **Draw Cards:** If a player cannot make a match, they draw a card from the draw pile until they can play or the pile is exhausted.
5. **Winning:** The first player to play all their cards wins.

#### 4.5. Quiz Cards with Electronic Pen

The quiz cards offer an interactive way to learn and test knowledge with the electronic pen.

1. **Select a Card:** Choose one of the 12 quiz cards.
2. **Read the Question:** Read the question and the available answer options on the card.
3. **Use the Pen:** Touch the tip of the electronic pen to the chosen answer on the card.
4. **Receive Feedback:** The pen will light up or make a sound to indicate if the answer is correct or incorrect.



Image 4.3: The interactive quiz cards and the electronic pen, demonstrating how the pen is used to select answers and provide feedback.

## 5. MAINTENANCE

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- **Cleaning:** Wipe all game components with a dry, soft cloth. Do not use abrasive cleaners or immerse any part in water.
- **Storage:** Store all components in their original box or a suitable container in a cool, dry place away from direct sunlight.
- **Battery Care:** If the electronic pen will not be used for an extended period, remove the batteries to prevent leakage. Replace batteries when the pen's feedback becomes weak or inconsistent.

## 6. TROUBLESHOOTING

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- **Missing Pieces:** If any components are missing upon unboxing, please contact Clementoni customer support.
- **Electronic Pen Not Working:**
  - Check if the batteries are correctly inserted.
  - Replace the batteries with new ones if the pen is still unresponsive.
  - Ensure the pen tip is making proper contact with the designated answer area on the quiz card.
- **Difficulty with Puzzles/Games:** Encourage the child to start with simpler activities or provide assistance.

Learning is a gradual process.

## 7. SPECIFICATIONS

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|---------------------------------------|---------------------|
| <b>Product Dimensions (L x W x H)</b> | 26 x 7 x 35 cm      |
| <b>Product Weight</b>                 | 890 grams           |
| <b>Recommended Age</b>                | 36 months - 5 years |
| <b>Language</b>                       | Multilingual        |
| <b>Manufacturer Reference</b>         | 18111               |
| <b>Number of Players</b>              | 1 player and more   |
| <b>Main Material</b>                  | Cardboard           |
| <b>Color</b>                          | Multicolor          |
| <b>Batteries Required</b>             | Yes                 |
| <b>Batteries Included</b>             | Yes                 |

## 8. SAFETY INFORMATION

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This product is designed for children aged 36 months to 5 years. Adult supervision is recommended during play, especially with smaller components. No specific safety warnings beyond general toy safety guidelines are applicable.

## 9. WARRANTY AND SUPPORT

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For information regarding product warranty, spare parts, or customer support, please refer to the contact details provided on the product packaging or visit the official Clementoni website. Keep your purchase receipt as proof of purchase.