



Quick Start Guide

Goodtimer Family,

Thank you so much for welcoming Goodtimer into your home! This guide will help your family get started so you can start having a Good Time right away.

Other useful information can be found in the included children's book, *The Clockmaker's Creation* and on our website:

www.GoGoodTimer.com/Resources

We also welcome you to join *The Goodtimer Village* Facebook Group, exclusively available to Goodtimer families:

www.facebook.com/groups/GoodTimerVillage

The Village is full of useful resources from other families like yours. It's a safe place to share your experiences and learn how other families are using their Goodtimers to form good habits that last.

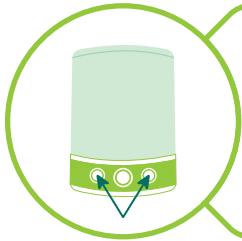
Welcome to the Village!

The Goodtimer Team



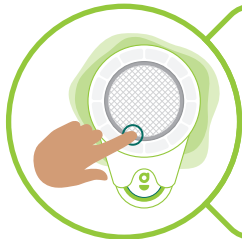
Charging

- The battery lasts about 4 days on low brightness and about 2 days on high brightness.
- A red light indicates low battery level. Plug in to recharge.



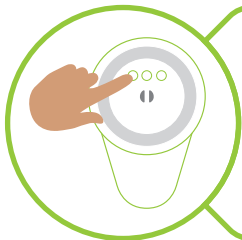
Volume

- Left button decreases and mutes volume. Right button increases volume.



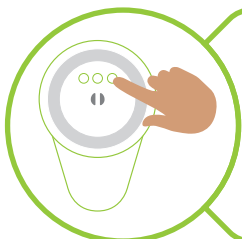
Brightness

- Tap metal contact ring to adjust the brightness.



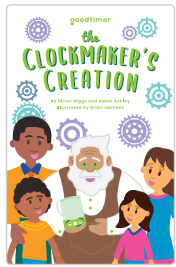
Difficulty Level

- Change difficulty level. Earn 1 token for every 3 hours of Good Time on level 1 (age 3); every 12 hours on level 10 (age 12+).



Travel

- In travel mode, the flip sensor is deactivated. Press contact ring for 2 sec. to pause Good Time.



1 Read the Book First

- Read the Goodtimer children's book first to get acquainted, then read the book as a family.
- Be sure to fill out the "Family House Rules" and "Token Sheet" worksheets with your child.



4 Tokens

- 1 token will be earned after every 3 hours of Good Time on level 1 (age 3) and every 12 hours on level 10 (age 12+).
- Your child may press the Good Time button to retrieve a token.
- Your child may redeem tokens for items on their Token Sheet!



2 Turn on Goodtimer

- Press and hold power button until light turns on.
- Your device should come fully charged, so no need to charge before you start!
- Your child earns Good Time all day and night as long as they follow your family's house rules.



5 Pause Good Time

- If your child is NOT following your house rules, you may instruct them to turn their Goodtimer upside down, pausing Good Time.



3 Good Time

- 12 glowing segments will illuminate one-by-one as your child earns Good Time.
- Once all segments are glowing, the Good Time button will glow, meaning your child has earned a token!



6 Resume Good Time

- Once your child makes amends, they may flip Goodtimer right-side-up again and continue earning more Good Time.