ozobot®

QUICK START GUIDE

Turning ON/OFF

Short press ⊘ button to turn ON or OFF.

Calibrating Ozobot

Long press ⊘ button (2 sec).

See instructions on the next page.

Running programs

Double press ⊘ button to start a stored

OzoGroove dance or run a user program.

Color LED

Micro USB

Sensors

Power Button

For consistent behavior, you should always calibrate your Ozobot.

1.

2.

Hold down the power button on Ozobot for 2 sec. until the LED light flashes white.

3.
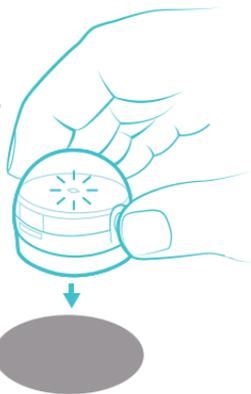
Release the power button and set Ozobot in the middle of the black dot (included in the Activity Set) while the LED light is flashing white.

4.

Ozobot will then flash blue, move forward, and flash a green light, then stop and turn off. If Ozobot flashes red, start over from step 1.

5.

Ozobot is now calibrated. Press the power button so that Ozobot turns back on.

x ✓

For calibrating on digital screens, go to Ozobot apps TUNEUP screen.

For more information, visit **ozobot.com/calibration**

CHARGE VIA USB when Ozobot starts blinking RED. Use the included cable to plug Ozobot into any USB outlet.
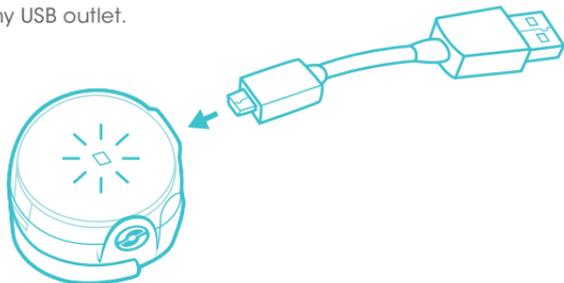
WHILE CHARGING, Ozobot blinks RED/GREEN on low charge, blinks GREEN on ready charge, turns SOLID GREEN on full charge.
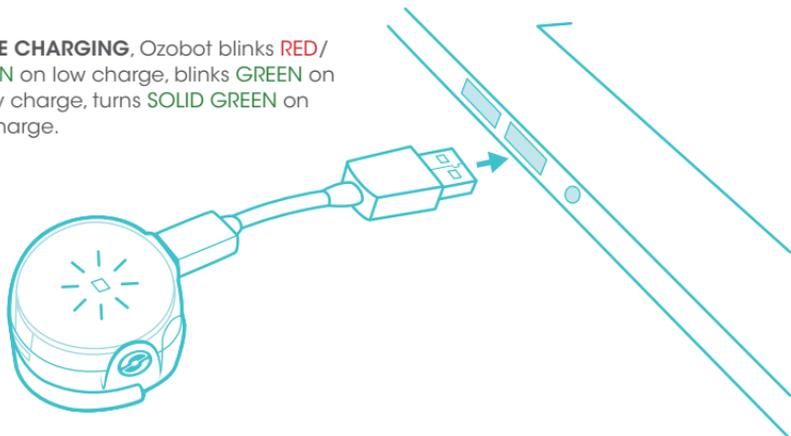
Register your Ozobot in our Apps or Website

1. Calibrate Ozobot

Always calibrate Ozobot before each use or after changing the playing surface.

2. Turn it ON

Ozobot turns off after calibration. Short press button to turn it ON.

3. Let's Play

You are ready to start using Ozobot!

Ozobot can be programmed using its intuitive color language. Once Ozobot reads a specific color sequence, it will execute that Ozocode command.

There are two types of codes:

Static Codes

are sequences of short color segments.

Flash Codes

are rapidly changing combinations of colors.

To learn more about OzoCodes, visit

ozobot.com/color-language

OZOCODES

SPEED

SNAIL DOSE SLOW CRUISE FAST TURBO NITRO BOOST

DIRECTION

TURN LEFT STRAIGHT TURN RIGHT JUMP LEFT JUMP AHEAD

JUMP RIGHT U-TURN U-TURN (LINE END)

TIMER

PAUSE (3 SEC.) TIMER ON (30 SEC. TO STOP) TIMER OFF

SPECIAL MOVES

TORNADO ZIGZAG SPIN BACKWALK

WIN/EXITS

WIN/EXIT (PLAY AGAIN)

WIN/EXIT (GAME OVER)

ENABLE PILL COUNTER

ENABLE INTERSECTION COUNTER

COUNTERS
FIVE DOWN TO STOP

PILL +1 ENABLE TURN COUNTER PILL -1 ENABLE PATH COLOR COUNTER

Static codes work on tablets (using the Ozobot app) and on paper

Flash codes only work on tablets (using the Ozobot app)

1. Place static codes on **BLACK** path. Flash codes work on paths of any color

2. Align with path

OK

OK

OK

▶ In the Ozobot app, move any code by dragging. Rotate static codes until aligned with the path

3. Don't place code too close to intersections or curves (applies to static and flash codes)
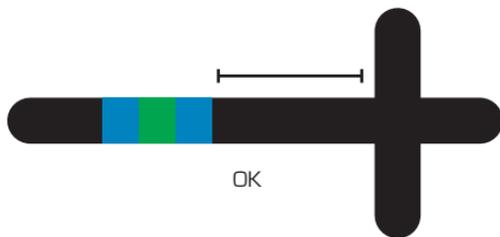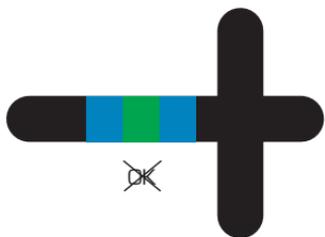
OK
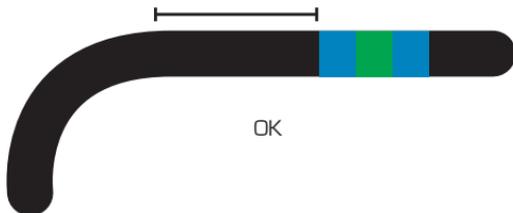
OK

4. Two color static codes are used on the end of lines only:

U-turn

Exit / Win (play again)

Exit / Win (game over)

All other static codes need a black line before and after

5. Flash codes can be used at line ends or on the path

6. Orientation matters for some static codes

f.e.

Nitro Boost

Snail Dose
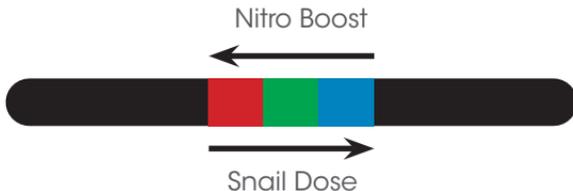
7. If you are using the Ozobot app, tap on the code once to toggle between static and flash codes

8. If you are using the Ozobot app, drag code out of drawing area to delete

OZO APPS

Want to get digital?

Visit your favorite app store to download Ozobot apps
and discover a new way to learn and play.

Learn more at ozobot.com/ozoapps

PLAY

Visit **ozobot.com** to access a variety of web-based and
printable brain teasers and games.

```
wait 2 seconds
rainbow
repeat 3 times
do  move forward distance 5 steps speed fast
    set light color
    rotate right speed slow
    if surface color is
    do  zigzag medium
```
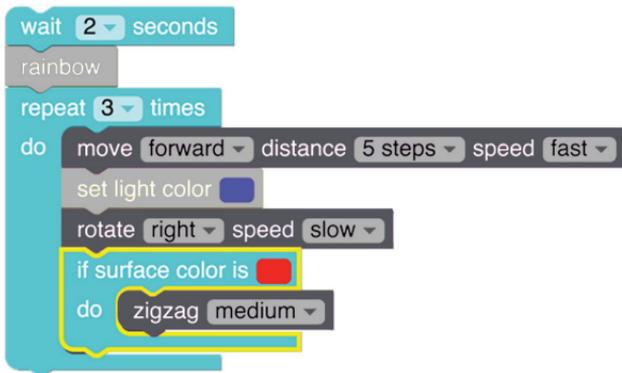
Play. Experiment. Learn.

Take full control of your Ozobot while learning fundamental programming concepts — from basic to advanced.

You can upgrade your Ozobot to make it compatible with the Blockly programming editor.

Learn more at ozobot.com/ozoblockly

CARE INSTRUCTIONS

Ozobot is a high precision robotic game piece. Using it with care will maintain proper function and operational longevity.

Sensor Calibration

For optimal function, sensors need to be calibrated before each use or after changing the playing surface or lighting conditions. To learn more about Ozobot's easy calibration procedure, please see Calibration page.

Contamination and Liquids

The optical sensing module on the bottom of the device must stay free of dust, dirt, food and other contaminants. Please ensure that the sensor windows are clean and unobstructed to maintain Ozobot's proper function. Protect Ozobot from exposure to liquids as that may permanently damage its electronic and optical components.

Cleaning the Wheels

Buildup of grease on drive train wheels and shafts may occur after normal use. To maintain proper function and operating speeds, it is recommended to periodically clean the drive train by gently

rolling the robot's wheels several times against a sheet of clean white paper or a lint-free cloth. Please apply this cleaning method also if you observe a noticeable change in Ozobot's movement behavior or other signs of reduced torque.

Do Not Disassemble

Any attempt to disassemble Ozobot and its internal modules may cause irreparable damage to the device and will void any warranties, implied or otherwise.

Do Not Abuse

While Ozobot is built to withstand an accidental drop, do not intentionally throw it or apply excessive force or pressure to the housing and the drive train to avoid permanent damage.

PLEASE RETAIN THIS FOR FUTURE REFERENCE.

Limited Warranty
Ozobot limited warranty information is available online: www.ozobot.com/legal/warranty.

Battery Warning
To reduce risk of fire or burns, do not attempt to open, disassemble, or service the battery pack. Do not crush, puncture, short external contacts, expose to temperature above 60°C (140°F), or dispose of in fire or water.

Battery chargers used with the device are to be regularly examined for damage to the cord, plug, enclosure and other parts, and in the event of such damage, they must not be used until the damage has been repaired. Battery is 3.7V, 70mAH (3.7*0.07=0.259W). The max operating current is 150mA.

FCC COMPLIANCE STATEMENT
This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Ages 6 – 99

CAN ICES-3 (B) / NMB-3 (B)
Product and colors may vary.