

ozobot[®]

QUICK START GUIDE



BASIC OPERATION

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.



CALIBRATION

For consistent behavior, you should always calibrate your Ozobot.

1.



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

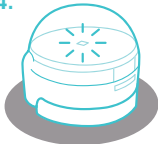
2.



3.



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.

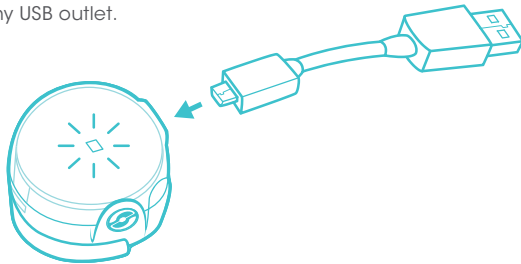
Release the power button and set Ozobot in the middle of the black dot (included in the Activity Set) while the LED light is flashing white.

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

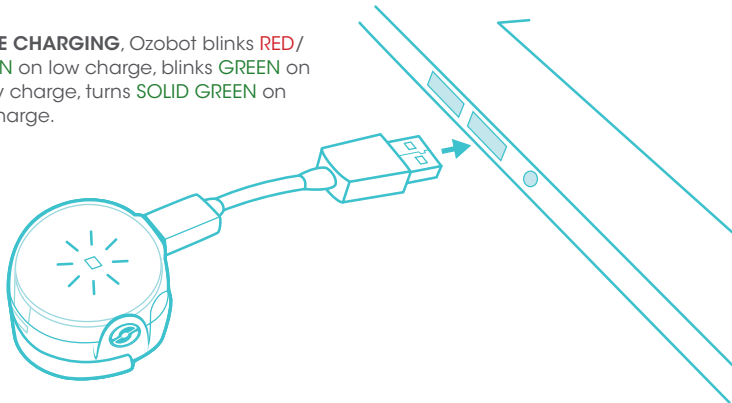
For more information, visit [ozobot.com/calibration](https://www.ozobot.com/calibration)

CHARGING OZOBOT

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.



START PLAYING

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!

COLOR LANGUAGE

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)



ENABLE
PILL COUNTER



ENABLE
INTERSECTION
COUNTER



WIN/EXIT (GAME OVER)

COUNTERS

FIVE DOWN TO STOP



PILL +1



ENABLE
TURN COUNTER



PILL -1



ENABLE PATH
COLOR COUNTER

HOW TO USE CODES



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

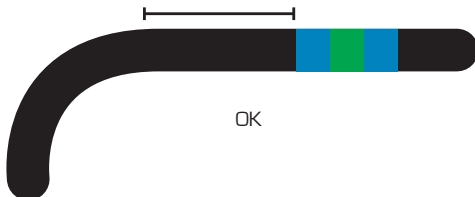
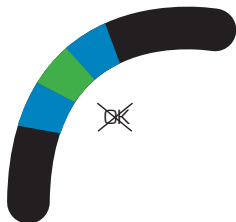
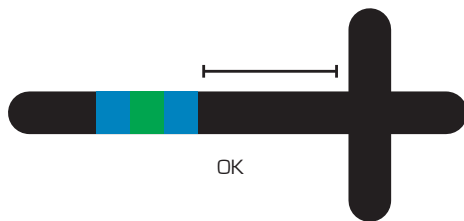
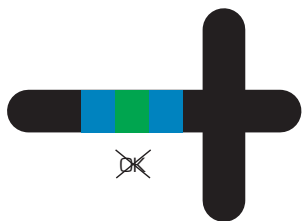


OK



- ▶ 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)

HOW TO USE THE CODE



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

U-turn



Exit / Win (play again)



HOW TO USE CODES

Exit / Win (game over)



All other static codes need a black line before and after

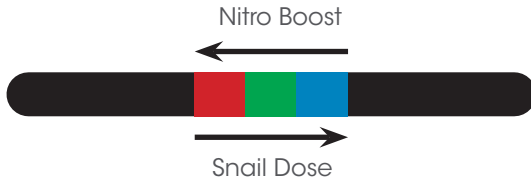


5. Flash codes can be used at line ends or on the path



6. Orientation matters for some static codes

f.e.



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

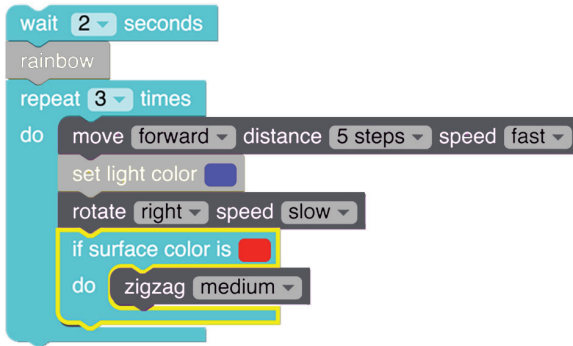


PLAY

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



BLOCKLY UPGRADE



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

CARE INSTRUCTIONS

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.

OZOBOT INFO

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 ($3.7 \times 0.07 = 0.259W$). 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.





Designed by Evolve in California

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