

5+

SmartGurlz

teaching girls to code™

ENGLISH

Thank you for purchasing SmartGurlz®!



Siggy™ is a fun app-controlled, self-balancing, inverted pendulum robot that is controlled by the SmartGurlz® app - SugarCoded®.

Please note that Siggy™ only 'balances' when it is 'carrying' a SmartGurlz® doll or other 11 inch / 28 cm fashion dolls that can be attached to the wrist holders on the handlebar.

Play, learn to code, interact and problem solve with Siggy™, our Bluetooth® Low Energy (BLE) enabled, self-balancing mobile device.

Take a few minutes to look through this user guide and get the most out of your play with Siggy™ and begin the fun of SmartGurlz®.

Please NOTE the following when operating Siggy™:

- Siggy™ is self-balancing and it will never settle and stand still, so don't force this.
- Do not drop, throw, or kick Siggy™ as this may damage mechanical functions.
- Do not allow Siggy™ to roam freely or leave unattended near table edges from which Siggy™ could fall.
- Siggy™ may be irreversibly damaged if you allow sand or dust to penetrate it.
- Do not drive Siggy™ on a wet surface or furry carpets.
- Do not leave Siggy™ in direct sunlight for long periods as this could result in irreversible damages.

We recommend that Siggy™ is played and driven on a smooth surface indoors such as a wooden or tiled floor.

Note: When using Siggy™, adult supervision is required, especially when changing the batteries.

BEFORE PLAY

Note: For easy reading, iPhone®, iPad®, Android phones or tablets are referred to as 'smart device' in this user guide.

A. Install the SmartGurlz® SugarCoded® application

The SUGARCODED® App requires following minimum configuration of your smart device:

- Android OS version 4.4 or newer.
- iOS version 9.0 or newer.

Download the App

Connect to the App Store or Google Play and download the free SugarCoded® by SmartGurlz® application, and make sure it opens on your smart device.



B: Install / Change the battery

A regular 9-volt battery will provide 3-6 hours of moderate play.

However we recommend that you purchase a rechargeable 9 V Lithium Ion or Lithium Polymer battery with a capacity greater than 600 mAh.

A rechargeable SiggyPower® Module with built in charger allows your Siggy™ to be recharged without the hassle of exchanging the battery. SiggyPower® will be available for purchase in the first quarter of 2017.

- 1. Remove the screw on the bottom of Siggy™ using a screwdriver**
- 2. Remove the compartment door**
- 3. Attach the battery cord to the battery terminals.**
- 4. Insert the battery into the battery compartment**
- 5. Screw the door back on**

LOW BATTERY INDICATORS:

When the battery grows weak, Siggy™ will move slowly and more easily fall down while moving or turning. Also driving range will decrease and a beeping sound may occur.

When this occurs, power off Siggy™ and replace the battery as described above.

**C: Clip on doll**

NOTE: Siggy™ needs to have a doll to balance and drive.

Use the wrist holders to clip in a SmartGurlz® doll or other standard 11 inch / 28 cm fashion doll on to the handlebar. Make sure that the feet of the doll are firmly positioned in the designated footrests.

D. Turn on Siggy™

Siggy™ is self-balancing and will always try to keep it's balance . This also means that whenever Siggy™ is turned on and standing it will consume battery power, so turn off Siggy™ when you don't play.

1. Turn on Siggy™ with the On/Off switch, located on the bottom of Siggy™. You will now hear a short beep
2. Carefully place Siggy™ upright on its wheels on a smooth surface away from edges and obstacles. When balancing, you should feel

traction in its wheels and hear a short beep. Let go of Siggy™ and it will balance on its own with slight movements, back and forward, in order to keep its balance.

3. After 5-10 sec, you will hear 2 short beeps and Siggy™ is ready for action.

E: Connecting Siggy™ to the SugarCoded® App.

- Make sure Siggy™ is turned on and balancing on the floor.
- Open the SugarCoded® app and a Siggy™ in your color will appear solid on the screen. Click your Siggy™ and a green contour will indicate when your Siggy™ is connected to the app. In the upper right corner, a green check mark on the Bluetooth symbol, will at all times indicate if your Siggy™ is successfully connected to the app.
- You may name your Siggy™ by pressing the name tag below Siggy™.



• When connected, click the "Choose Activity" button, and the CHOOSE ACTIVITY screen will appear.

CHOOSE ACTIVITY



- **FREE PLAY:** Your first try playing with Siggys™ should be using the Free Play. Use the joystick in the middle of the screen to move Siggys™ and your doll around the room. Girls want to have fun and FreePlay allows them to do it in a creative and engaging way. With our advanced joystick, girls can drive on the floor, save their choreography, use our pre-programmed buttons to ask Siggys™ to perform a figure 8, a “twist and turn” dance, 90 degrees turns, etc. You may save and load recorded drive patterns using the record, save and load buttons.

- **LEARN:** Includes more than 10 ‘tutorials’ that teach the basics of coding via Blockly. The girls are introduced to the basic concepts of coding through game-like puzzles. Exploring variables, conditioning them to do it in a creative and engaging way. With our advanced joystick, girls can drive on the floor, save their choreography, use our pre-programmed buttons to ask Siggys™ to perform a figure 8, a “twist and turn” dance, 90 degrees turns, etc. You may save and load recorded

drive patterns using the record, save and load buttons.

- **Programming and more, Siggys™ responds powered by kid’s code.**
See whether you coded correctly by clicking ‘see on the screen’ before ‘driving on the floor.’

- **PATH:** With Path, girls are introduced to the fundamentals of robotics and coding with just a swipe from a finger! Drawing a route on their smart device, girls send Siggys™ and their doll on journeys around the house just with the swipe of their fingers. You may save and load recorded drive paths using the save and load buttons.

- **SUGARCODED®:** The next step after LEARN is SUGARCODED®, the ultimate coding sandbox where everything is left to the imagination! Blocks of code based on Java are easy to drag and drop and lets you code the movement of a dance, a parade or even a game. You may save and load SugarCoded® programs using the save and load buttons in the bottom of the screen.

- **MISSIONS:** Challenge yourself with SmartGurlz® missions! Girls who want to become master coders are given problems to solve that require map reading, critical thinking and perseverance. The missions include fun videos and a game-like interface.

- **EBOOKS:** Our beautifully illustrated e-books provide girls insight into the worlds of our SmartGurlz® characters (Jen and Maria). Our wholesome characters give girls dreams and ambition about entering the exciting world of STEM (Science, Technology, Engineering and Math).

SELF HELP if a problem occurs

- **Problems with connecting to SugarCoded®:**

- o Make sure that Bluetooth connection on your device is ON. Bluetooth is enabled within the settings menu of your smart-device. After being enabled Siggy™ should show up within the app.

- o If Siggy™ does NOT appear in the Bluetooth connection window, check the version requirements listed in the beginning of this user guide.

- **Lost connection while playing:**

- o **Most likely:** Check the battery. At low battery, you may experience decreased driving range which might result in the loss of Bluetooth connection.

- o **Less likely:** If SugarCoded® loses connection to Siggy™, the green check mark in upper right corner of the screen will turn red and Siggy™ is NOT connected. Go to the CHOOSE SIGGY™ screen and re-connect.

- o **Even less likely:** Close SugarCoded® and turn Siggy™ off and on again. Restart SugarCoded® and Siggy™ should appear.

- o **Rare:**

- Close SugarCoded™.
 - Turn Off / On Bluetooth in the device setting menu.
 - Turn Off / On Siggy™, and Siggy™ should appear.

- o **Seldom:**

- Turn Off Siggy™.
 - Restart your smart device and start all over.

- **Falling easily:** check battery.

- **Unexpected behavior:**

- o When turning Siggy™ on make sure to hold Siggy™ on an even surface from where it self-calibrates within 5–10 seconds. The calibration starts with one beep and finishes with a double beep.

- o Make sure no hair gets tangled between the wheel and body and avoid hair rolling up.

WARRANTY

Without prejudice to any applicable statutory warranty, SmartGurly® warrants that Siggy™ will be free from defects in material and workmanship for a period set by local legislation, from the initial date of purchase upon presentation of proof of purchase to the retailer or to SmartGurly® (including the date and place of purchase).

During the contractual warranty period, any defective product should be returned in its original packaging to the retailer's or SmartGurly®'s after-sales service. After inspection of the product, SmartGurly® will, at its sole discretion, either repair or replace the defective part or product, excluding any other indemnification of any nature.

SmartGurly®'s warranty does not cover: defects due to damage caused by an accidental collision or fall; defects due to abnormal use of the product or if spare parts have been installed without following the recommendations and instructions provided by SmartGurly® in this guide or if Siggy™ has been customized by the end-user; defects caused by repairs carried out by the end-user or an unauthorized third party, except with spare parts provided by SmartGurly®.

If upon technical tests being carried out any product is found non defective we reserve the right to return such product to the sender at the sender's cost and to levy a charge to cover SmartGurly®'s technical test fees. The warranty does not cover: damage to other products, including devices used to operate Siggy™.

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Modifications

The explanations and specifications in this guide are given for informational purposes only and may be modified without prior notice. They are deemed to be correct at time of going to press. The utmost care has been taken when writing this guide, as part of the aim to provide you with accurate information. However, SmartGurlz® shall not be held responsible for any consequences arising from any errors or omissions in the guide, nor for any damage or accidental loss of data resulting directly or indirectly from the use of the information herein. SmartGurlz® reserves the right to amend or improve the product design or user guide without any restrictions and without any obligation to notify users. As part of our ongoing concern to upgrade and improve our products, the product that you have purchased may differ slightly from the model described in this user guide.

Declaration of Conformity

SmartGurlz® declare under their sole responsibility that Siggys™, as described in this user guide, complies with technical standards EN 301489-17 (v2.2.1), EN 301489-1 (v1.9.2) EN300328 (v1.8.1), EN 301893 (V1.7.1), EN71-1, EN71-2, EN71-3, EN62115, following the provision of the Radio and Telecommunication Terminal Equipment Directive (1999/5/EC R&TTE), the General Safety directive (2001/95/EC) and of the RoHS directive (2011/65/EC). Frequency Range: 2400-2483.5 MHz. Maximum Power: 10mW

Registered trademarks

SmartGurlz® and the SugarCoded® logo are registered trademarks of SmartGurlz® A/S. iPad and iPhone are trademarks of Apple Inc., registered in the U.S. and other countries. App Store is a service mark of Apple Inc. Google Play and Android are trademarks of Google Inc. Wi-Fi® is a registered trademark of Wi-Fi Alliance®. Bluetooth is a registered trademark. All other trademarks are the property of their respective owners.

IMPORTANT SAFETY INSTRUCTIONS

All of the safety and operating instructions should be read, adhered to and followed before the unit is operated.

Please retain the packaging for future reference since it contains important information.

⚠ WARNING

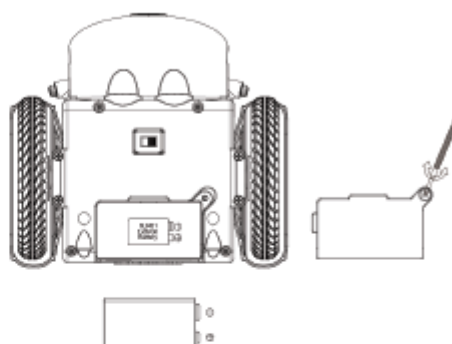
- For ages 5 and up.
- (Warning!) Not suitable for children under 3 years, small parts.
- Use this unit only for its intended use as described in this manual.
- Close supervision is necessary when this unit is used by or near children or mentally disabled individuals.
- The unit should be situated away from direct sunlight or heat sources such as radiators, electric heaters, heat registers, stoves or other units that produce heat.

Special Note to Adults: Parental guidance is recommended when installing or replacing batteries. Regularly examine the toy for damage. In the event of any damage, the toy must not be used until the damage has been repaired. This toy is not intended for children under 3 years old.

Care and Maintenance: Always remove batteries from the toy when it is not being used for a long period of time. Wipe the toy gently with a clean damp cloth. Keep the toy away from direct heat. Do not submerge the toy in water. This can damage the electronic assemblies.

HOW TO INSTALL BATTERIES

1. Remove belt clip first to access the battery door screw.
2. Open the battery door with a screwdriver (not included)
3. If used batteries are present, remove these batteries from the unit by pulling up on one end of each battery. DO NOT remove or install batteries using sharp or metal tools.
4. Install new batteries as shown in the polarity diagram (+/-) inside the battery compartment.
5. Replace battery door securely.




6. Check your local laws and regulations for correct recycling and/or battery disposal. It is recommended to isolate terminals with electrical tape.

BATTERY SAFETY INFORMATION

Requires 1x 9 V (6LR61) alkaline battery. Batteries are small objects.

- Replacement of batteries must be done by adults.
 - Follow the polarity (+/-) diagram in the battery compartment.
 - Promptly remove dead batteries from the toy.
 - Dispose of used batteries properly.
 - Remove batteries for prolonged storage.
 - DO NOT incinerate used batteries.
 - DO NOT dispose of this product in fire, as batteries inside may explode or leak.
 - DO NOT dispose of batteries in fire, as batteries may explode or leak.
 - DO NOT recharge non-rechargeable batteries.
 - DO NOT short-circuit the supply terminals.
 - Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision

 Batteries or battery packs must be recycled or disposed of properly.
— When this product has reached the end of its useful life it should not be disposed of with other household waste. The Waste Electrical and Electronic Equipment Regulations require it to be separately collected so that it can be treated using the best available recovery and recycling techniques. This will minimize the impact on the environment and human health from soil and water contamination by any hazardous substances, decrease the resources required to make new products and avoid using up landfill space. Please do your part by keeping this product out of the municipal waste stream! The “wheelie bin” symbol means that it should be collected as “waste electrical and electronic equipment”. You can return an old product to your retailer when you buy a similar new one. For other options, please contact your local council.

FCC 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.

WARNING: 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. **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 unit 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 and 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.
- Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.