

INTERACTIVE ROBOT



USER MANUAL

PLEASE READ MANUAL CAREFULLY BEFORE USE

1. CAUTIONS AND ADVICES

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1.1. BATTERIES: The crossed-out dustbin symbol indicates that batteries, rechargeable batteries, button cells, battery packs, etc. must not be put in the household waste. Batteries are harmful to health and the environment. Please help to protect the environment from health risks. If the toy is out of use, please use common household tool to break the product for built-in rechargeable battery operated toy or unscrew the battery door for replaceable battery operated toy, then take the battery out from the toy. Dispose of battery in accordance with your local battery recycling or disposal laws.

1.2. SAFETY: WEEE When this appliance is out of use, please remove all batteries and dispose of them separately. Bring electrical appliances to the local collecting points for waste electrical and electronic equipment. Other components can be disposed of in domestic refuse.
- 1.3. CARE AND MAINTENANCE:**

 - Always remove batteries from the toy when it is not being used for a long period of time. (Transmitter only)
 - Wipe the toy gently with a clean cloth.
 - Keep the toy away from direct heat.
 - Do not submerge the toy into water that can damage the electronic assemblies.

1.4. SPECIAL NOTES TO ADULTS:

 - Before first use, Read the user's information together with your child.
 - This toy intended to be used in domestic area (house and garden) only.
 - Assembly should be performed under adult supervision (changing batteries/ spare parts, trimming etc.).
 - Do not transport or store the battery together with metal objects such as necklaces, hairpins etc.
 - Parental guidance is recommended when installing or replacing batteries.
 - Do not charge or modify anything on the toy.

1.5. BATTERY WARNINGS:

 - Non-rechargeable batteries are not to be recharged.
 - Rechargeable batteries are to be removed before being charged. (Transmitter only)
 - Rechargeable batteries are only to be charged under adult supervision.
 - Different types of batteries or new and used batteries are not to be mixed. (Transmitter only)
 - Only batteries of the same or equivalent type as recommended are to be used.
 - Batteries are to be inserted with correct polarity.
 - Exhausted batteries are to be removed from the toy. (Transmitter only)
 - The supply terminals are not to be short circuited.
 - Do not mix old and new batteries. (Transmitter only)
 - Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries. (Transmitter only)

1.6. NOTES:

 - The toy may malfunction under electrostatic discharge interference. If the toy does not respond, reset it.
 - Use new alkaline batteries in this toy to obtain best performance.
 - This toy must only be used with the recommended charger.
- 1.7. BATTERIES REQUIREMENTS (Transmitter):**

Power supply: ————

Characteristics: DC 3V

Quality and type: 2 x 1.5V "AA"/LR6 (not included)

1.8. BATTERIES REQUIREMENTS (Robot):

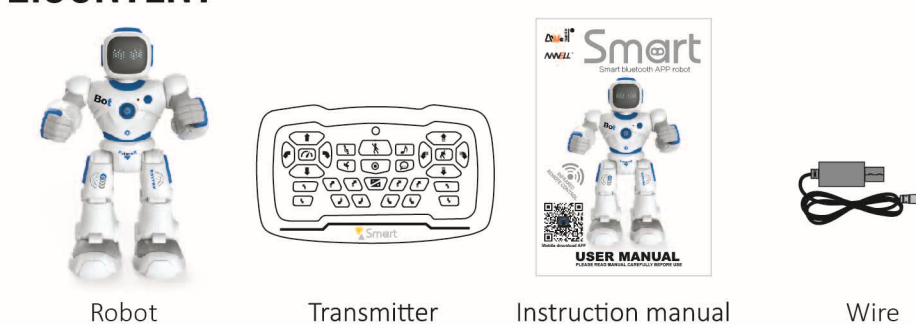
Power supply: ————

Characteristics: DC 3.7V

Quality and type: 1x3.7V Li-Po rechargeable battery (included)

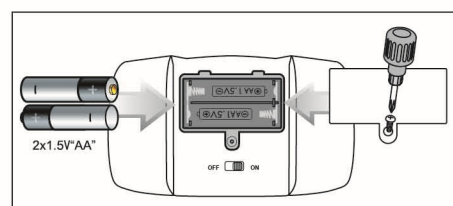
Capacity: 600 mAh

2.CONTENT



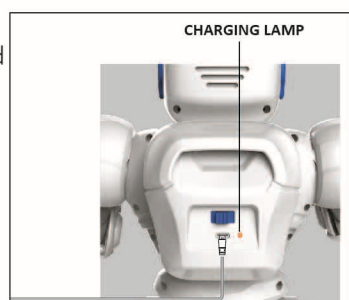
3.BATTERIES INSTALLATION IN THE TRANSMITTER

1. Use a Philips' head screw to open the battery compartment lid of controller.
2. Put 2X1.5V "AA" batteries inside the battery compartment.
3. Put the lid back and use a screw to tighten it.
4. Switch on the on/off button on the back of the transmitter before using.

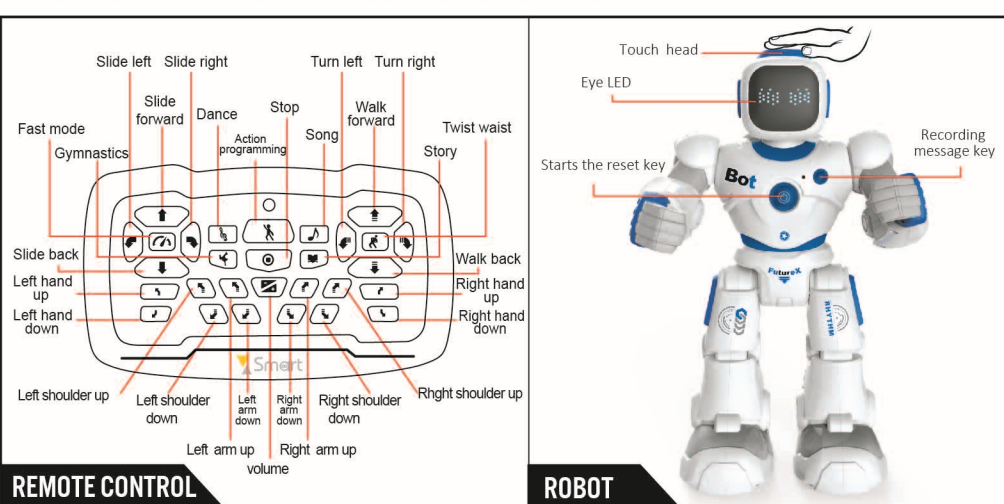


IN THE ROBOT

Robot battery is into the back of Robot. To charge battery, please insert the USB port provided USB charging cable to anyone USB port of a power pack, a mobile charger, a car charger, or a computer. Switch Off the robot before charging. A light in the robot will be turned on during the charging process; when the robot is fully charged the light will turn off. The charging time is about 2 hours and the playing time is about 2 hours.



4.REMOTE CONTROLS AND ROBOTS



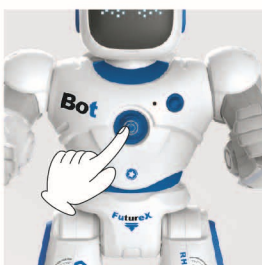
5.TURN ON/OFF

Switch on the ON/OFF button on the back of the robot to start the robot. The robot introduce himself performing some movements and sounds. Note: The robot should stay on the floor.



6.STANDBY

The Standby button is for wake up or to go into Standby mode.



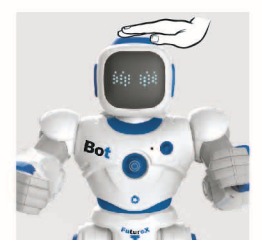
7.RECORDING/MESSAGE

- 1) Long press the Recording button on the robot and the robot will start recording after "beep".
- 2) You can record whatever you want to say, short press the recording button to end the recording, or up to 15 seconds to end the recording.
- 3) Press the Message button to play the message recorded.



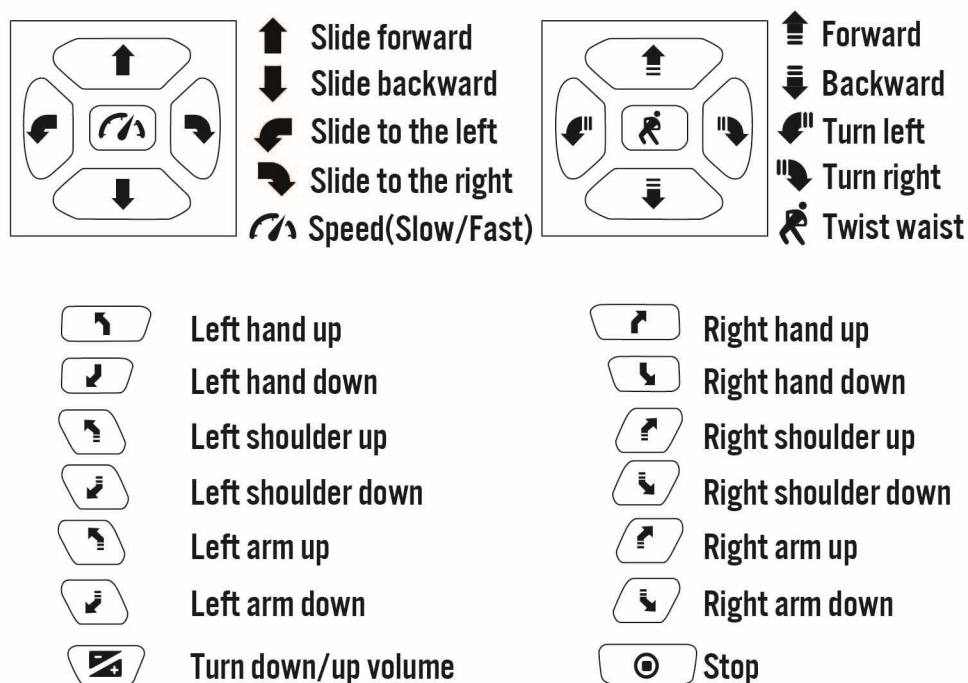
8.TOUCH SENSITIVE

When you touch the head of the robot, the robot will play a loop of sound effect, a total of five sounds effects.



REMOTE CONTROL FUNCTION

1.BASIC FUNCTIONS



2.MUSIC

Press the "music" button, the robot will perform a dance with music. There are 8 music in total.



3.GYMNASTICS

By pressing the "Gymnastics" button, the robot move around while making sounds. There are two different gymnastics. To switch among them, press the "gymnastics" button again.



4.ACTION PROGRAMMING

- 1) Press the "Action programming" button until hear a "beep" sound.
- 2) Up to 50 functions can be programmed. You can forward/backward, turn left/right, twist waist, hand up/down, music, gymnastics, song, story.
- 3) Press the "Action programming" button to perform programmed functions again.



5.SONG

Press the "song" button, the robot will sing a song with moving. There are 10 different songs in total.



6.STORY

Press the "story" button, the robot tells a story, four stories in all.



SMART DIALOGUE

When the robot is in standby mode, the voice dialogue function will be turned on automatically. When receiving the following command, the robot will automatically respond.

VOICE COMMAND	ROBOT RESPONSE
1. Hello	Hello guys+ Left hand up Mikailia+ Spread out its arms You are so cute+ Turn around Makasil+ Twist waist Haha, The same to you+ turn around Thank you+turn around It's a secret.+walking Venus Pologulu+walking A distant Planet. +walking
2. You are so cool!	Abubabu, lalalala~ I love you, too Abubu OK +do sports with music Abubabu, lalalala +do sports with music Come on! +do sports with music
3. Where are you from	Walk forward Yes, sir+Slide forward
4. I love you	Walk backward Yes, sir +Slide backward
5. Let's do sports!	Slide to the left Got it+Turn left Slide to the right Got it+Turn right
6. Go forward	Twist waist with music 1 Twist waist with music 2
7. Go backward	Moving shoulders Moving shoulders No problem+song 1 Aha, It's show time+song 2 Bulubabulagu+song 3
8. Turn left	Great! Here we go!+dance 1 Music+dance 2 Hah, Good idea+dance 3
9. Turn right	Bye-bye.+ Go into sleep mode OK, See you.+ Go into sleep mode Salala+ Go into sleep mode Hu~ Go into sleep mode
10. Twist your waist	
11. Move your shoulders	
12. Sing a song	
13. Dance for me	
14. Goodbye	

PLAY WITH THE APP

1.DOWNLOAD

Scan the applicable QR code for your operating system, download and install the application.

NOTE: APP is compatible from Android 4.3 or iOS 8.0 and up.



2.BASIC ICONS

SETTING: Open Carle APP, click the Settings button at the top right of the screen to select the languages.

CONNECT: Turn on Bluetooth in your mobile phone, then switch on the robot.

Click CONNECT and select the device you want to connect to.

LAUNCH: Click LAUNCH, there has three modes: CONTROL, PROGRAM

and CONTENT, you can use your mobile phone as if were a controller.

HELP: Shown below you may find a quick guide for the main functions

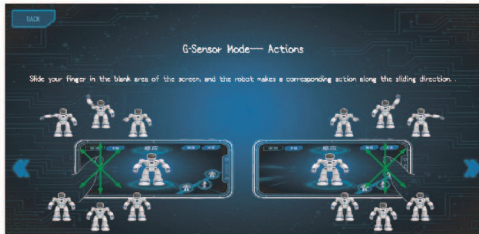


3.CONTROL

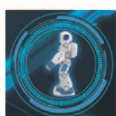
1)G-Sensor Mode:

You can steer the robot by tilting the device in the desired direction.

On both sides of the sliding direction as shown in the robot, the robot can make the corresponding action.



At ease

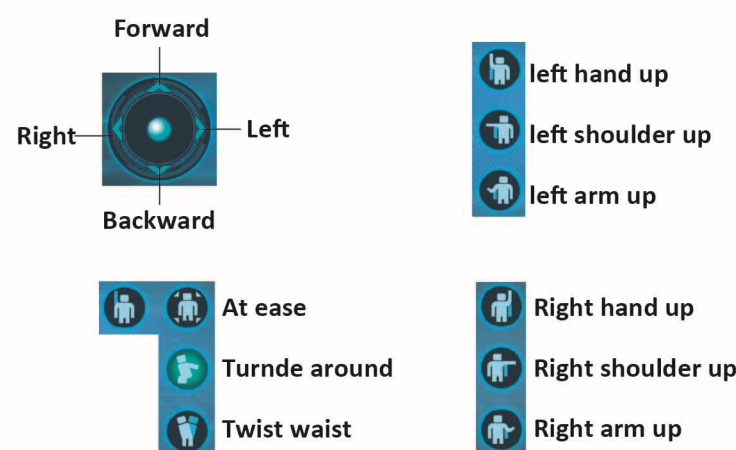


witching action:
Forward, Backward,
Turn right, Turn left



Shrug

2)HAND-CONTROL MODE:



3)PROGRAM:

There are 58 actions to choose from.

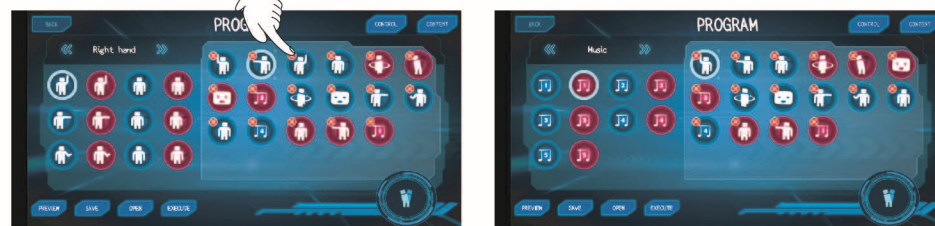
When you choose the actions in blue background, the robot will play one by one;

When you choose the actions in red background, the robot will play at the same time.

Click one of the selected actions on the right, and then select the new actions to insert on the left.



By pressing an selected action on the right for a few seconds, you can delete the actions you don't need.



Left or right switch action programming: Left hand, Right hand, Move, Expression, Music.

Click this option to preview the selected actions in the lower right corner.

Click this option to save the selected actions in memory.

Click this option to select or delete the saved program

Click this option to perform actions

4)CONTENT:

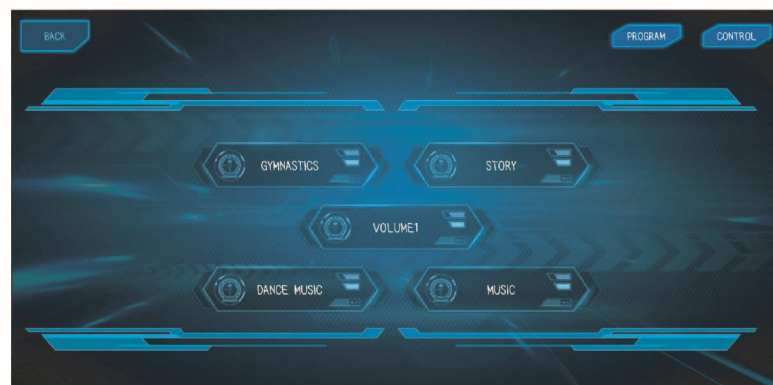
①GYMNASTICS: There are two different gymnastics.

②STORY: There are 4 different stories in total.

③VOLUME: There are three levels of volume

④DANCE MUSIC: There are 8 different dances.

⑤MUSIC: There are 10 different music.



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 unlicensed installations. This equipment generates noise 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.
- Connect the equipment into a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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