

An isometric illustration of a city street scene. The street is composed of light purple and dark purple rectangular blocks. There are four buildings: a red brick building with a flat roof and two long windows, a blue brick building with a flat roof and a red awning, a red building with a red awning and a sign that says "BURGERS", and a red building with a red awning and a sign that says "24". There are also some trees and a parking sign. Four Botzee mini robots are on the street. One is white with a black screen and is moving towards the left. Another is brown with a black screen and is moving towards the right. A third is blue with a black screen and is moving towards the right. The fourth is white with a black screen and is moving towards the right. The robots have a small screen on their front and a single large wheel on each side.

Instruction Manual

Botzee mini

Screen-free Coding Robot

Product Information

Product Name: Botzees Mini

Product Number: 83122

Product Material: ABS plastic

Suitable Age: 3 years old and above

Manufacturer: Pai Technology Ltd.

Address: Building 10, Block 3, No.1016 Tianlin Road, Minhang District, Shanghai, CHINA

Website: www.paibloks.com

Service Number: 400 920 6161

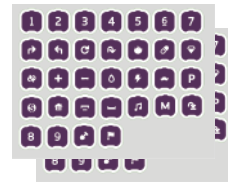
Product List:



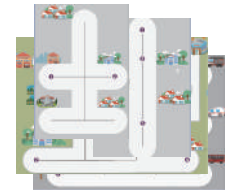
Main Control



USB Cable

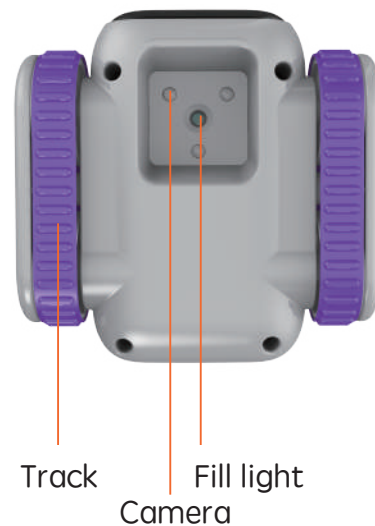
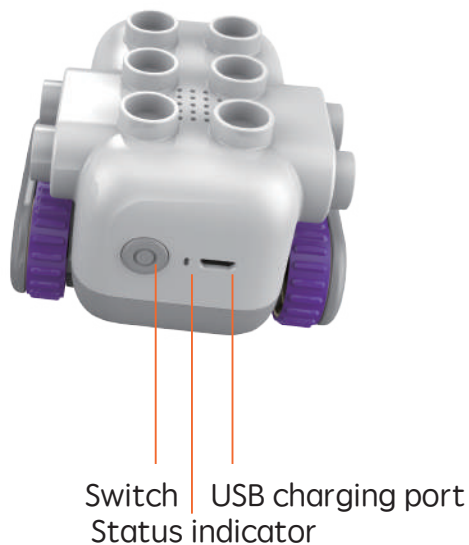
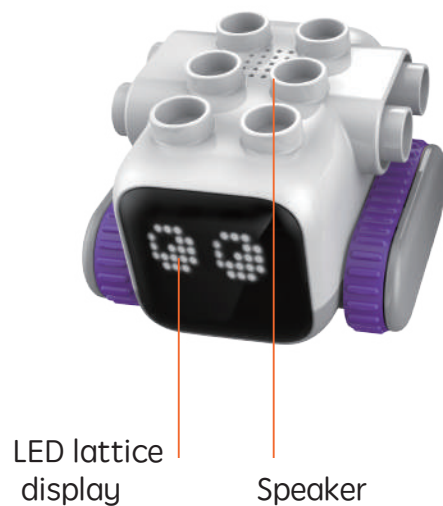


nstruction Card



Map

Features



Features

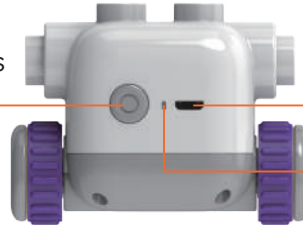
1、 Power On/Power Off/Charging

Power On:

Long press the power button for 2 seconds

Power Off:

Long press the power button for 2 seconds



Plug the cable into the Micro USB connector to charge the device.

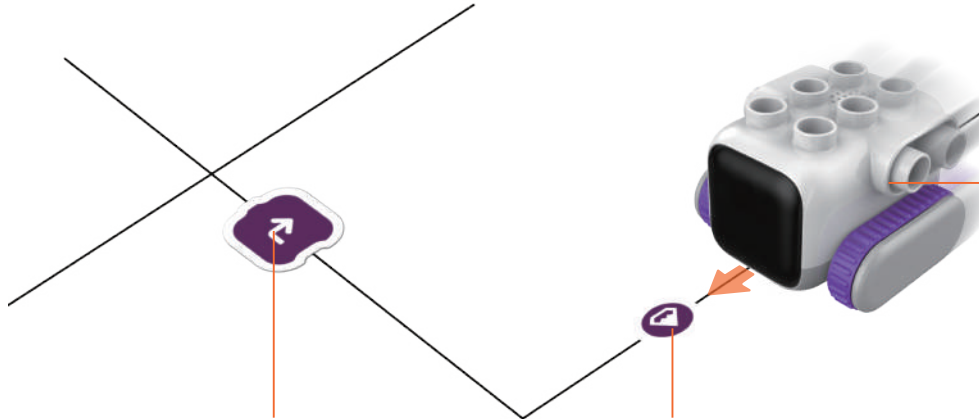


Status Indicator:

Red: Charging

Green: charging completed

2、 Line-tracking/Command Recognition



Place the device on a black line and the device will start its line-tracking.

Identify the instruction card placed on the line.

Identify the instruction on the map.

Features

3、 How to use the Instruction Card:

1

Do

2

Re

3

Mi

4

Fa

5

Sol

6

La

7

Ti

Notes:

Note: The device will play the corresponding note sound effect immediately after it recognizes the command during line tracking.

Movement & other commands



Turn right: The device will turn right at the front intersection after recognizing this command during line-tracking



Turn left: The device will turn left at the front intersection after recognizing this command during line-tracking.



Temporary stop: The device will stop for 2 seconds as soon as it recognizes this command during line-tracking.



Stop (End point): The device will stop and play a victory sound as soon as it recognizes this command during line-tracking.



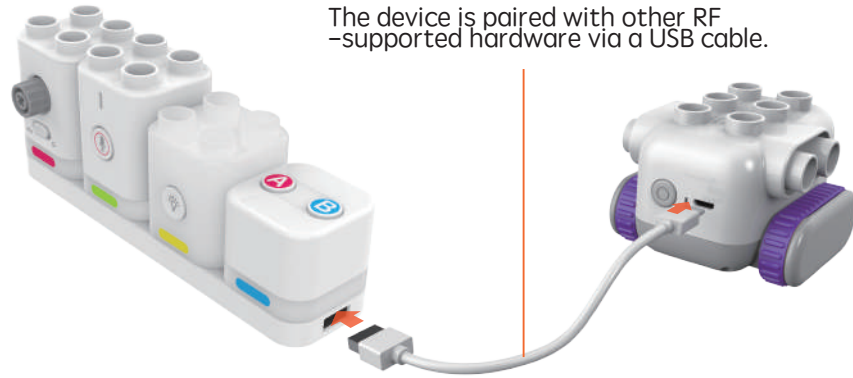
Start: The device will play the Start sound as soon as it recognizes this command during line-tracking.



Treasure: The device will record a treasure and play corresponding sound effects after it recognizes this command during line-tracking.

Features

4、 Paired with an RF device



The motor turns clockwise for 2 seconds



The motor turns counterclockwise for 2 seconds



The steering gear rotates 90° clockwise



The steering gear rotates 90° counterclockwise



The recording module plays sound.



The light module lights up/goes out.

Please take attention that changes or modification 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.

1.The battery is not replaceable .

3. It shall 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.

4. The toy is not to be connected to more than the recommended number of power supplies.

5. Rechargeable batteries are only to be charged under adult supervision.



FCC ID: 2APRA83004