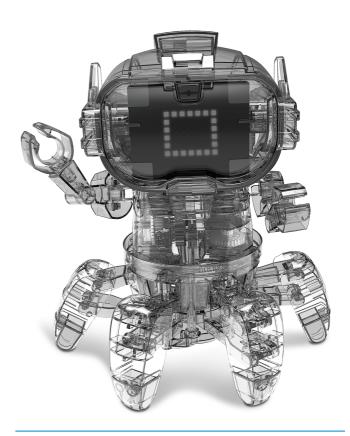




ROBOT V2

USER GUIDE



UNCOMMON CARRY

207-536-1174 www.uncommoncarry.com 10 W Point Ln., Suite 10-215, Biddeford, ME 04005 01. This product is only intended for children eight (8) years of age or above and must be assembled by or with the supervision of an adult or guardian over the age of 18. Parents or guardians must accompany the children to read and understand the manual before doing any experiments. To avoid overheating the motor, please follow the instructions carefully during assembly.

02. This toy contains small parts. Please keep away from children under the age of eight (8) to avoid the danger of swallowing and suffocation.

03. This product contains functional sharp edges and sharp tips.

04. Plastic bags are a suffocation risk and should be kept away from children and disposed of after assembly is completed.

05. An adult must always supervise and guide children when using the cutting tools.

06. To avoid accidental damage or harm, a parent or guardian must always check to ensure the assembly is performed as instructed.

07. DO NOT short-circuit the battery. This can cause overheating, battery leakage, or battery burst, which may cause harm to children.

08. Before use, please check and ensure the connecting cord is not damaged. If damaged, stop use immediately. The cord must be repaired by a professional, or a new cord must be used instead.

09. DO NOT disassemble or assemble the electric components. This can cause overheating, battery leakage, or battery bursts.

10. The manual contains important information and must be retained for future reference.

CHILD

This toy contains small objects. Do not allow children under eight (8) to use these objects.

When children use cutting tools, parents must guide their use and provide parental supervision.

To avoid the suffocation of minors, please destroy the plastic bags and any additional pieces after assembly is complete.

The manual contains relevant safety information for replaceable batteries.

- The product utilizes 4x 1.5V "AAA" non-rechargeable batteries.
- The batteries must be loaded correctly according to the polarity and voltage marks on the battery box.
 The battery must not be short-circuited.
- Use only new batteries of the same brand, do not mix old and new batteries.
- DO NOT leave the batteries in the toy if the toy will not be used for an extended period.
- The power terminals must not be short-circuited.
- DO NOT connect to more than the recommended number of power sources.

01	TOOLS	YOU	MAY	NEED
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- **01** MECHANICAL PARTS
- **02** PLASTIC PARTS
- O2 BODY MODULE COMPONENTS
- O5 HEAD MODULE ASSEMBLY
- 12 FOOT AND ARM MODULE ASSEMBLY
- HOW TO REPLACE THE BATTERY
- 14 HOW TO PLAY
- 15 APP USE INSTRUCTIONS

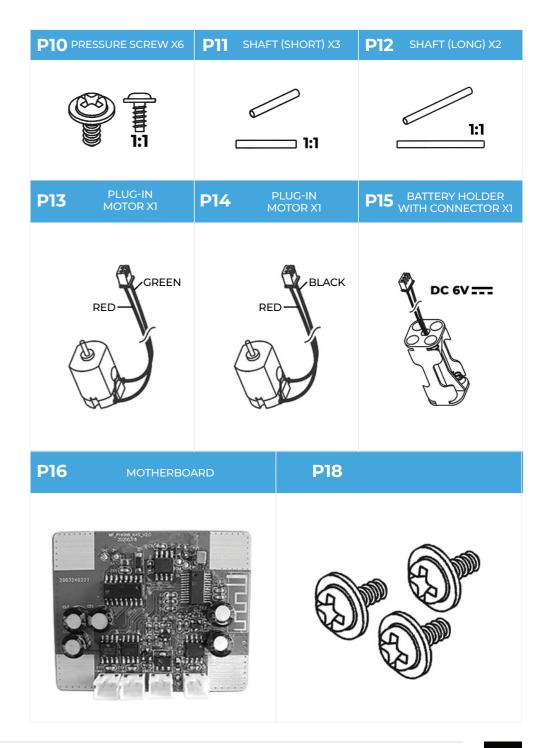
TOOLS You may NEED



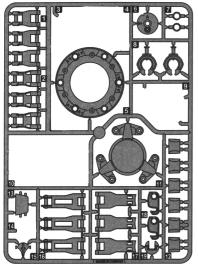
MECHANICAL PARTS

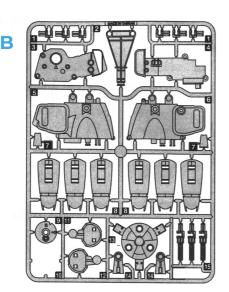
Product contains functional edges and sharp points.

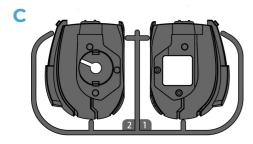
PI	GEAR (WHITE) X2	P2	GEAR 32/10T (F) X1	P3	GEAR 32T (H) X1
			Control of the second		
P4	GEAR 36/14T (G) X1	P5	GEAR 36/14T (C) X2	P6 N	MECHANISM 36T (E) X1
			Control of the Contro		
P7	GEAR 40/10T (D) X1	P8	GEAR 10 T (T) X2	P9 F	PRESSURE SCREW X21
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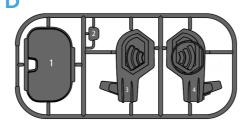


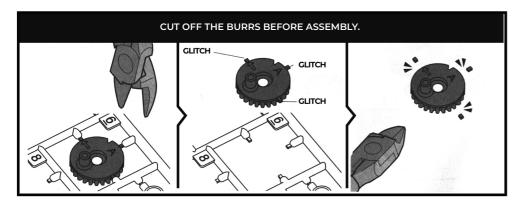
PLASTIC ACCESSORY Cut plastic parts only when needed. Do not cut them in advance.



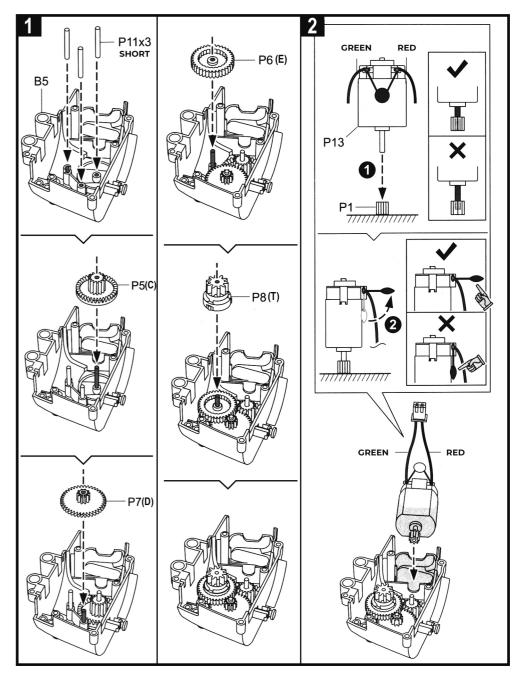


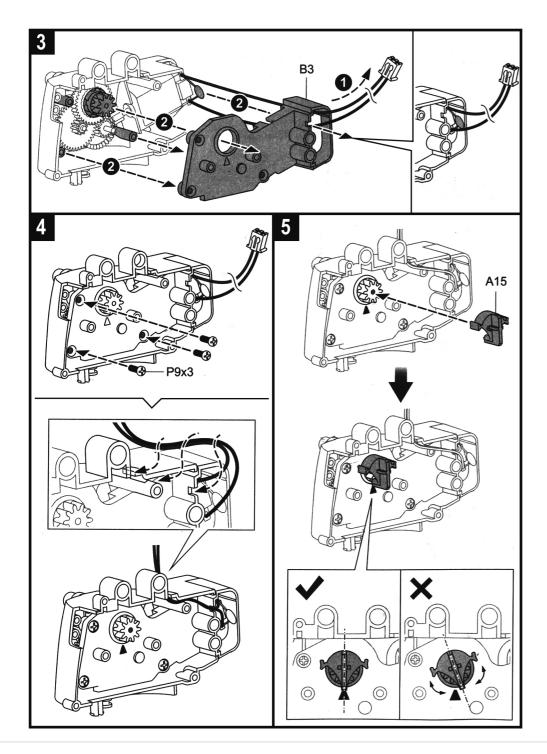


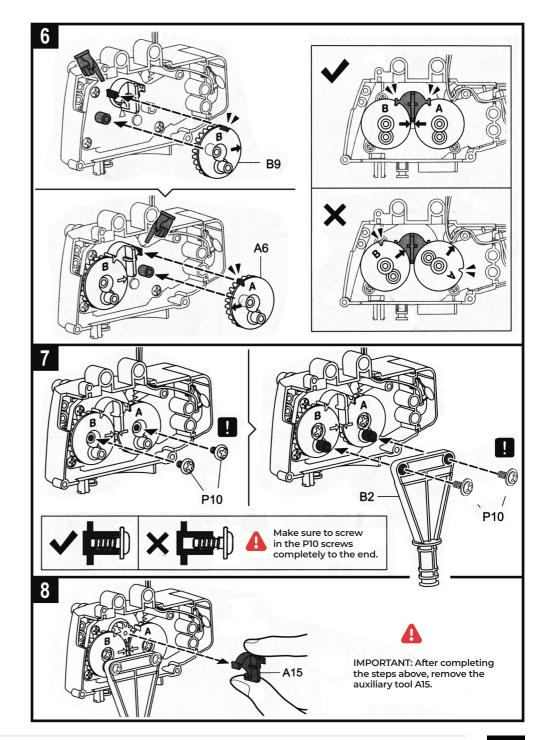


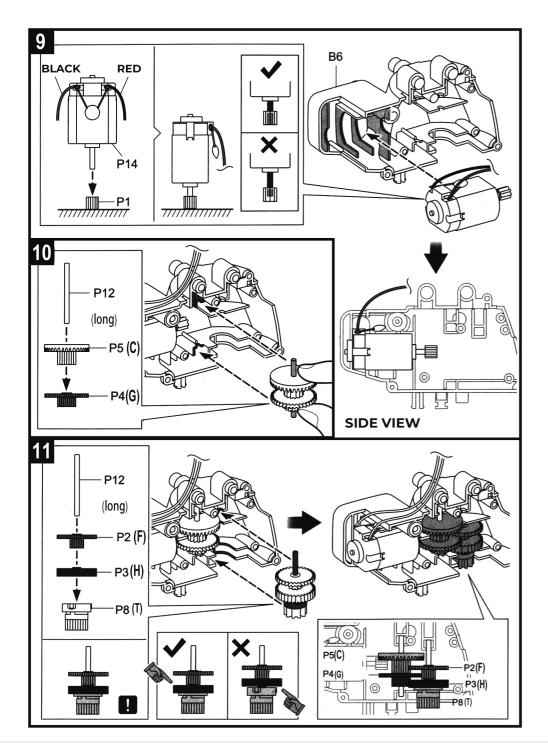


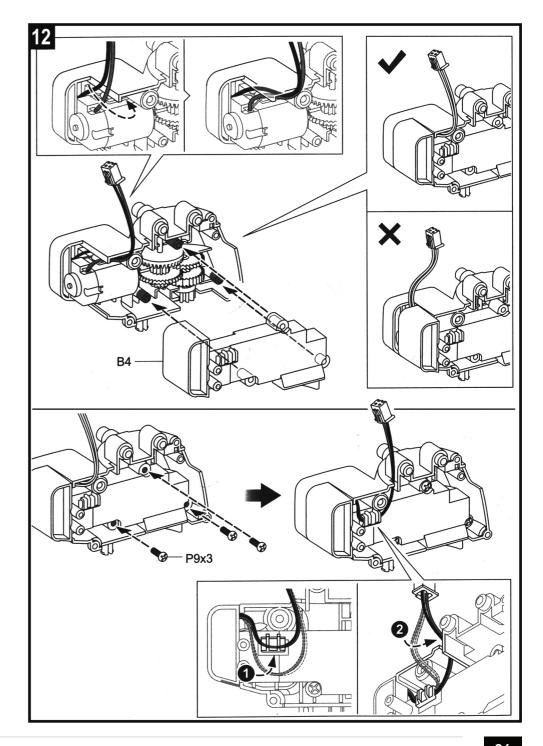
BODY MODULE COMPONENTS







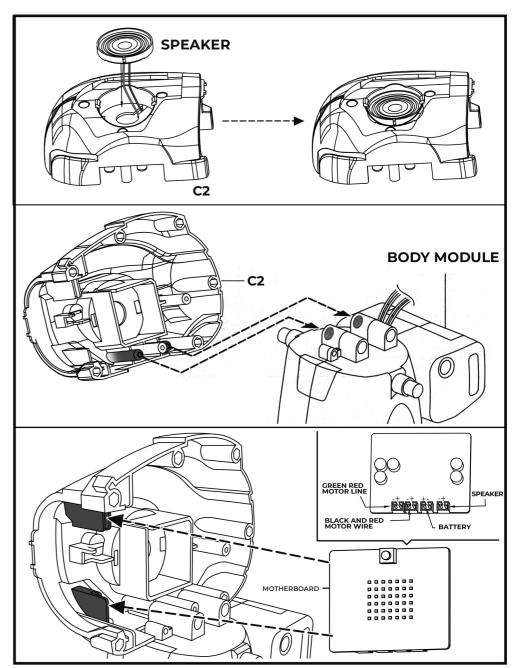


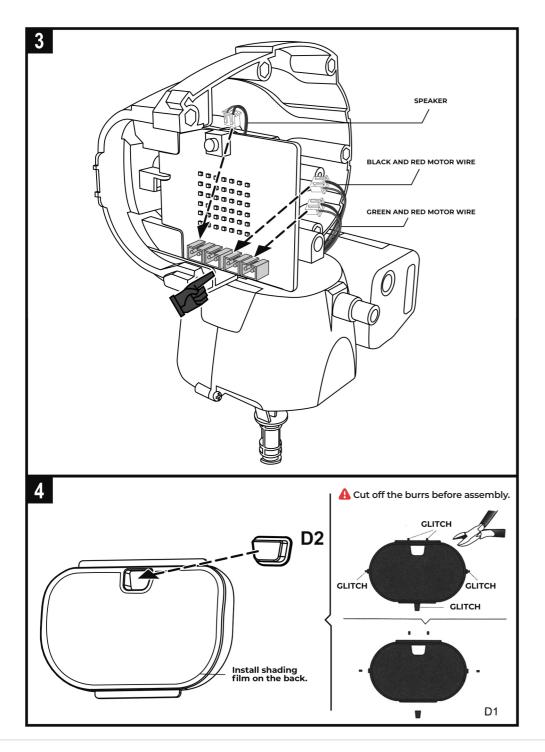


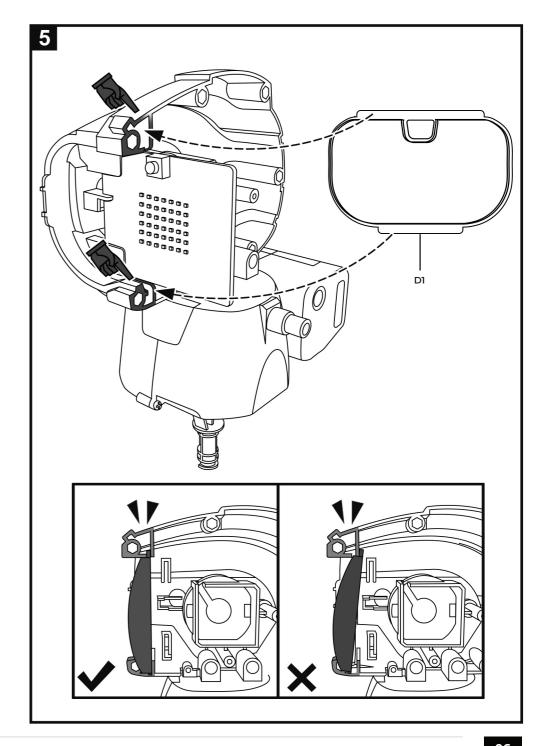
J4

13 A13 IMPORTANT: Make sure to remove A15 before assembling step 14. P9x4

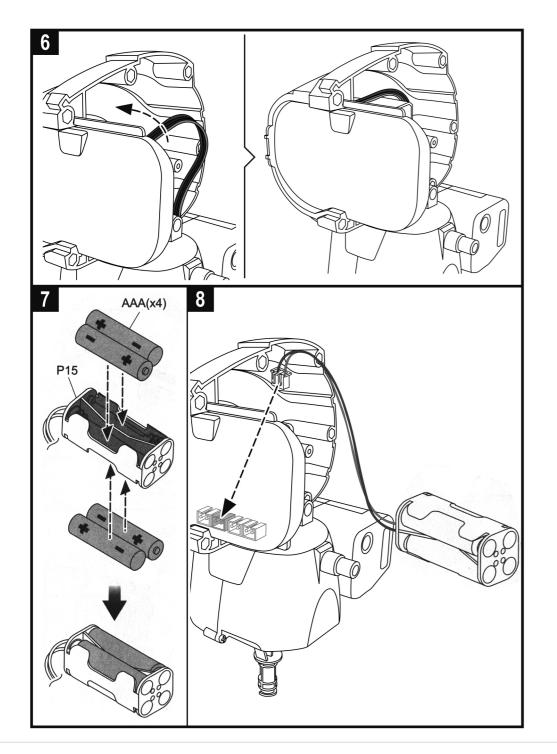
HEAD MODULE ASSEMBLY

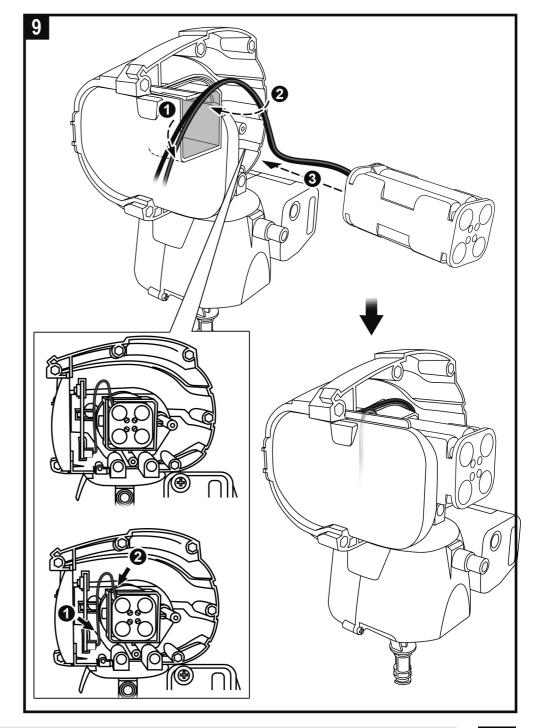


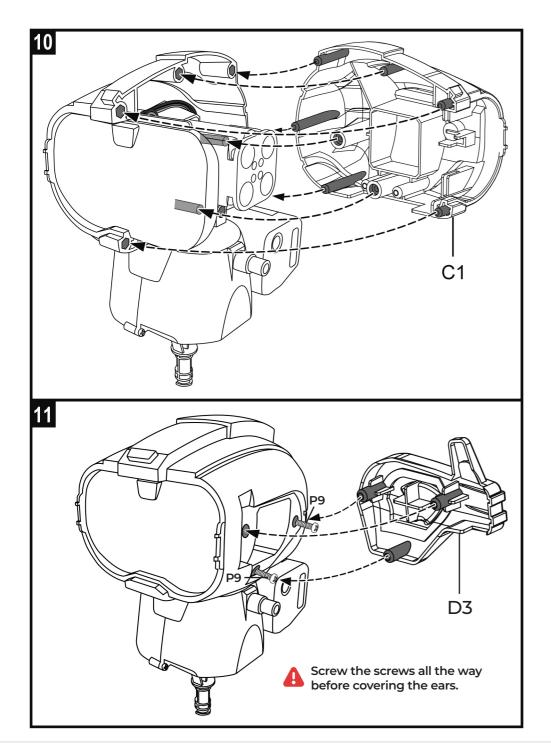


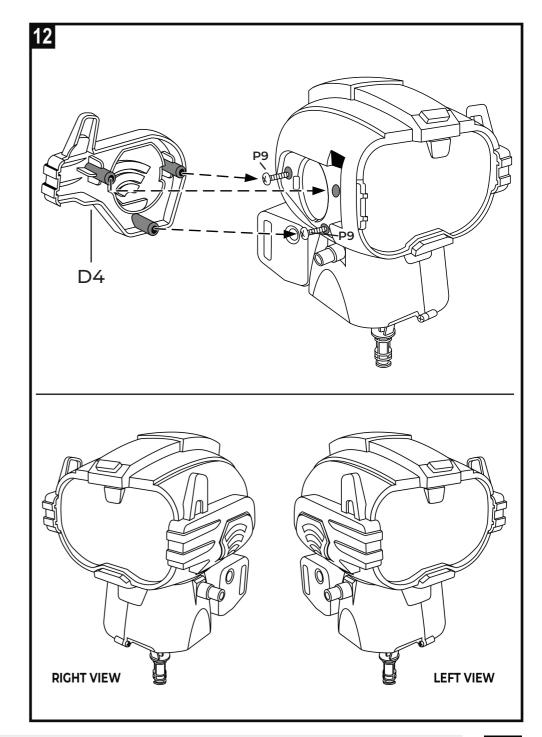


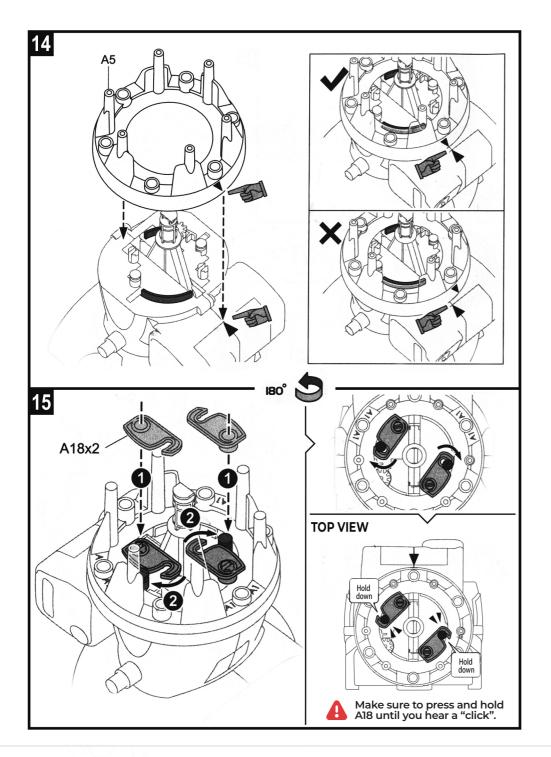
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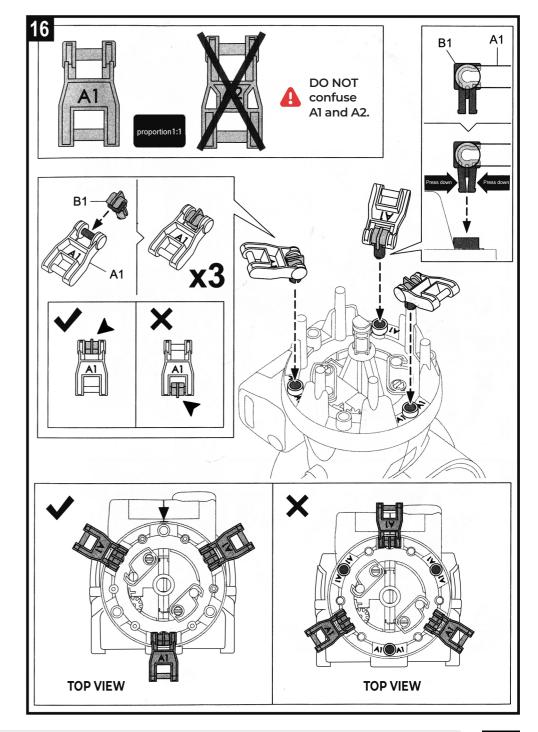


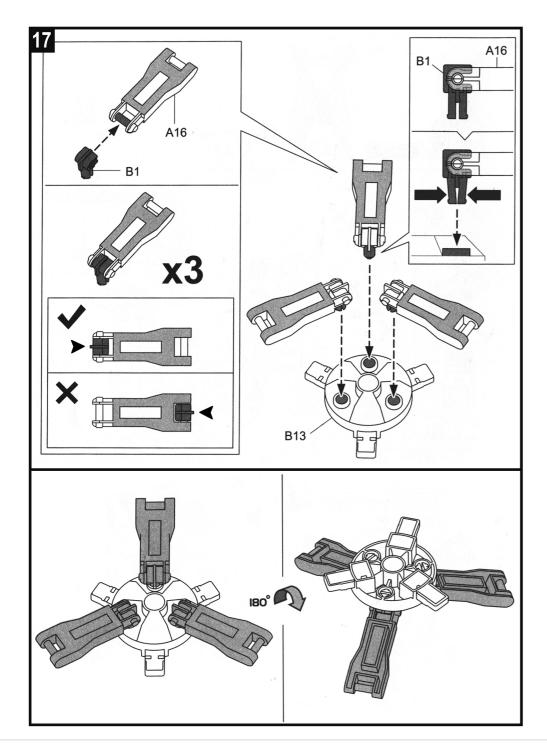


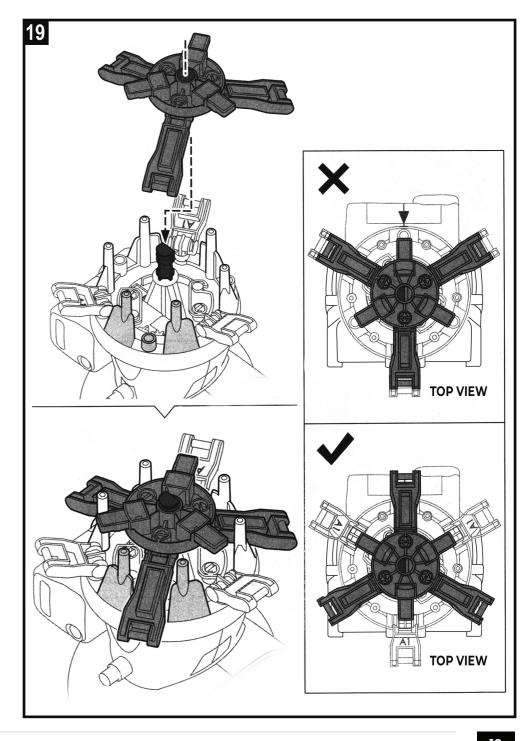


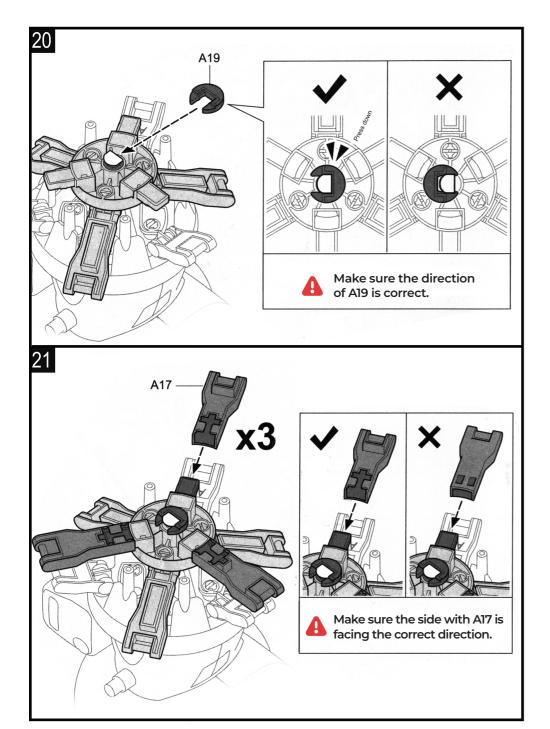


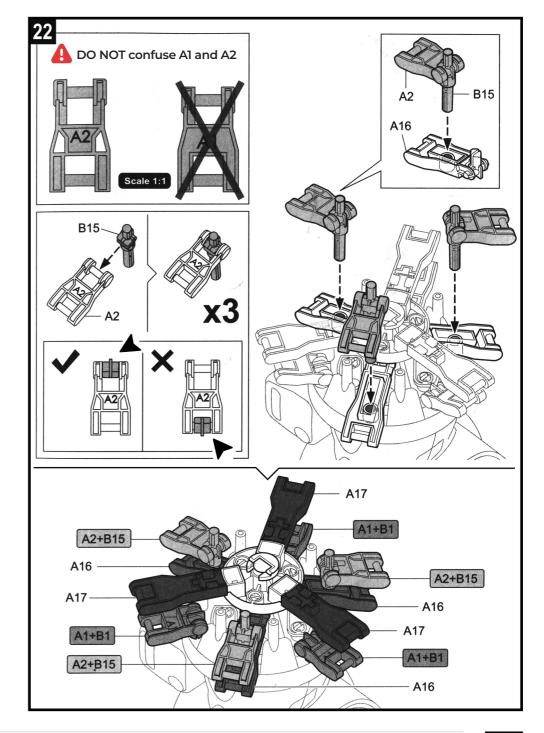








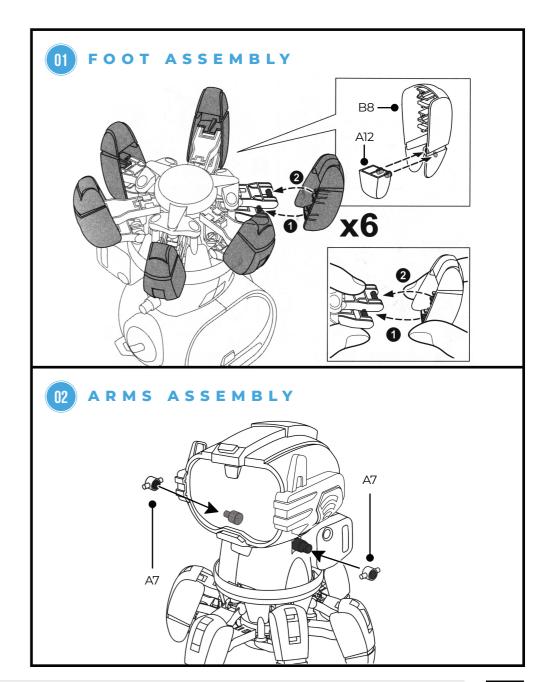




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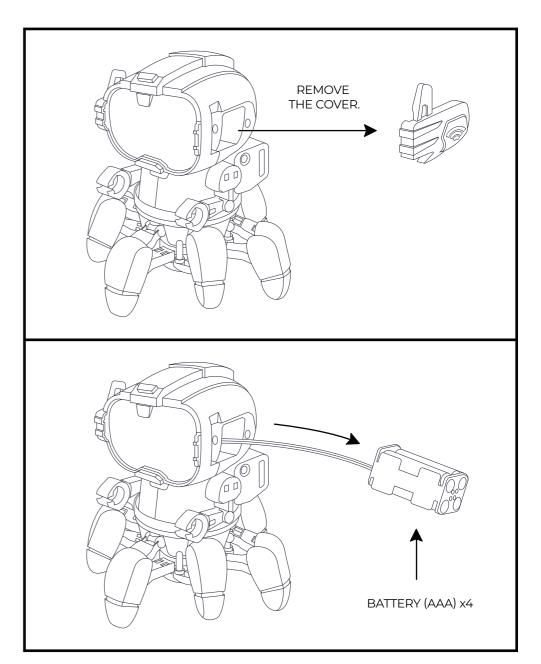
23 A11 - P9x2 P9x2 P9x2

FOOT AND ARM MODULE ASSEMBLY



RIGHT ARM LEFT ARM B12 B14 **A8 A8** B14 B11 CUT OFF THE BURRS BEFORE ASSEMBLY. \equiv GLITCH $\dot{}$ B7 -**RIGHT ARM** LEFT ARM

HOW TO REPLACE BATTERY



SCAN TO DOWNLOAD APP





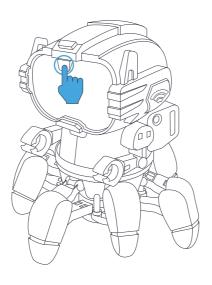
HOW TO PLAY

POWER (ON/OFF)

• Short-press the switch to **POWER ON**. The robot's eyes (LED area) will light up, and the robot will emit sound effects. The robot is in standby mode if the eyes (LED area) start flashing.

NOTE: If you leave the robot in the "standby" mode, after 5 minutes, if no mode is selected, the robot will turn off automatically.

 Short press the switch to POWER OFF. The LED light will disappear.



THREE MODES

O1. App Remote Control Mode (illustration 1)

Allows movement control, steering, lighting, music, and other commands through the mobile phone.

02. Bluetooth mode (illustration 2)

Allows for control of the Bluetooth speaker.

03. Autonomous programming control (illustration 3)

- Program a variety of controls for the robot.
- You can program the robot to steer, light displays, and play music, among other functions.





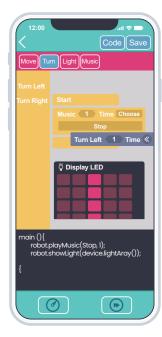


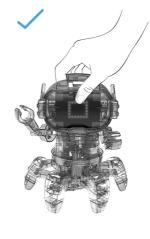
illustration 1

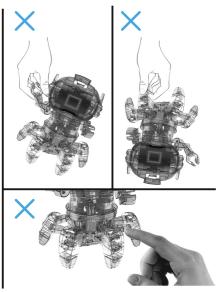
illustration 2

illustration 3



Use caution when handling the robot's head. Any incorrect movement (as shown in the picture on the right) may cause malfunction.





4

INSTRUCTIONS FOR USE THE MOBILE APP WITH DIY ROBOT

SCAN THE QR FOR THE CORRECT MOBILE APP

- The mobile device will take you to the app store and download the "stem" mobile application.
- Follow the provided instructions to set up the application and connect it to the DIY Robot.



PERMISSIONS

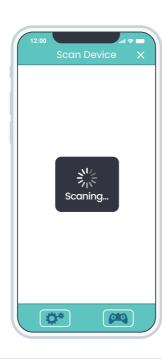
 Bluetooth permission needs to be activated and kept on for smooth communication between the mobile app and the DIY Robot.





CONNECT

- Upon launching the application, tap on the "Program Robot" icon
- Once in the "Program Robot" interface, the user will be prompted to activate their Bluetooth if it is not turned on already.
- The mobile application will start searching for the DIY Robot and attempting to establish a connection.
- Once a successful connection has been established, the connection interface will close automatically.



03 PROGRAMING

3.1 CREATING A



- By tapping the Gears icon in the bottom left corner, the user is transferred to the PROGRAM section.
- By default, the application does not come with a program for the DIY

 Robot to follow
- The user must create a program. This is done by tapping the "+" button in the top-right section of the mobile application.
- To start programming, tap and hold one of the four options presented: Move, Turn, Light, Music.
- Once an option is added to the program, the user can adjust the details of each step.



The Move action establishes the DIY Robot's forward and backward movement.

• Turn

The Turn action directs the DIY Robot's right or left movement.

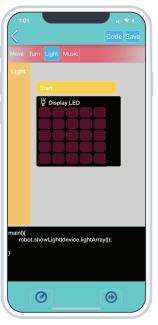
• Light

The Light action provides the ability to light up pixels on the DIY Robot's helmet.











The Music action allows the user to select between 21 different sounds.

To remove or erase any created step, simply hold and drag the step downwards until it disappears.



The Code screen displays what the program looks like when processed by the DIY Robot.



The Save button saves and stores the program.

3.2 EDITING & DEBUGGING

Users can edit or delete existing programs from the DIY Robot's Program screen.

 To EDIT a program, tap on the program name, and the specific program details will display for the user.

Once inside the program, the user can edit the previous steps and troubleshoot bugs by utilizing the **code box** located at the bottom of the screen



Allows users to test a specific step or function.



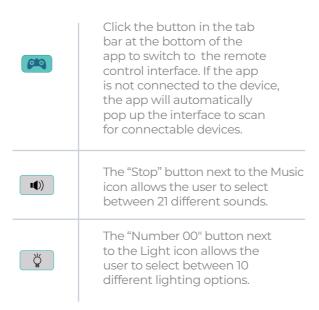
Allows users to test the entire program sequence.

 To DELETE THE PROGRAM from the DIY Robot's Program screen, tap on the trash icon.



04 REMOTE CONTROL

The remote control interface can be accessed by tapping the remote control icon in the bottom right corner.





- The virtual joystick enables the user to control the DIY Robot without writing up a program. Instead, the DIY Robot's actions will correspond to the actions performed on the mobile device.
- Tapping the "Gravity Induction" button in the top right corner enables the user to control the DIY Robot by angling the mobile device in different directions.