Thank you for purchasing RoboMe™ from WowWee™!

The latest fusion of personality and technology, RoboMe™ is a customizable robotic buddy. Use the power of your smart device to unleash his character or to create your own RoboMe™ look and reactions. Packed with advanced technology, RoboMe™ can also act as a mobile camera, understand vocal commands and more!

Take a few minutes to look through this user manual to get RoboMe™ working.

**Package Contents:**
1 x RoboMe™
1 x Remote Controller
1 x User Manual

**Remote Controller**

**Battery Requirements:**
Your robot is powered by 4 x “C” size Alkaline batteries (not included).
Your remote controller is powered by 3 x “AAA” batteries (not included).

**Battery Installation:**
- Be sure the robot power button is in the OFF position before installing or changing batteries.
- Remove the battery covers with a Phillips/crosshead screwdriver as shown (not included).
- Install recommended batteries as shown, making sure battery polarity is correct (batteries not included).
- Replace battery doors and carefully tighten all screws.

**Important Battery Information:**
- Use only fresh batteries of the required size and recommended type
- Do not mix old and new batteries, different types of batteries (standard (Carbon-Zinc), Alkaline or rechargeable) or rechargeable batteries of different capacities
- Remove rechargeable batteries from the toy before recharging them
- Rechargeable batteries are only to be charged under adult supervision
- Please respect the correct polarity, (+) and (-)
- Do not try to recharge non-rechargeable batteries
- Do not throw batteries into fire
- Replace all batteries of the same type/brand at the same time
- The supply terminals are not to be short-circuited
- Remove exhausted batteries from the toy
- Batteries should be replaced by adults
- Remove batteries if the toy is not going to be played with for some time

**Low Battery Indicators:**
- When RoboMe™'s batteries grow weak, your RoboMe™ will move very slowly. When this occurs, power robot OFF and replace all batteries.
- When the remote controller’s batteries grow weak, you may not be able to send commands to the robot, and it will be unresponsive. When this occurs, replace all batteries.

**Application Minimum System Requirements**
- iPhone® 4; iPod Touch® 4th Generation
- iOS 6
For iPhone®, iPod Touch® (not included)

- When using RoboMe™, adult supervision is required, especially when changing the batteries.
- Do not immerse RoboMe™ or any parts in water or any other form of liquid.
- Do not drop, throw, or kick RoboMe™ as this might damage mechanical functions.

**Note:**
- Robot will just stop when battery power gets VERY low. Power off and replace all batteries.
- Some lighting or sunlight can interfere with infra-red signals.
Getting Started
After you have inserted batteries in RoboMe™ and the remote controller, you can get started. To turn the robot on, push the power switch located on the underside to ON. Then, place it upright on a large, smooth, flat surface, away from edges and obstacles. RoboMe™ will greet you with a comment and wait for instructions.

Basic Functions (without a Smart Device)
RoboMe™ is a robotic friend with things to say and games to play, even without a smart device and app connected.

Controlling RoboMe™
RoboMe™ has some fun basic functions from a moveable head and poseable arms to driving control and interactive games, without a smart device and app connected.

Head Tilt
To manually move the head, gently tilt up or down, holding the top of the robot’s head. To move the head remotely, press on the TILT HEAD UP or TILT HEAD DOWN button accordingly.

Poseable Arms
RoboMe™ has poseable arms. If you shake the robot’s right arm, it will detect the movement and make a comment. Using the app, you can customize his comments, among other functions. To learn how, see page 9.

Note: RoboMe™ does not detect movement in its left arm.

Driving Control
RoboMe™ has two wheels and can turn on the spot. The robot detects signals from the remote controller regardless of the direction it is facing.

To control RoboMe™, use the four-way direction buttons on the remote controller. To make RoboMe™ move forward, in the direction it is facing, press the FORWARD button at the top of the four-way pad. To have the robot reverse backward, press the BACKWARD button at the bottom.
To turn, the robot will spin on the spot until the button is released. Therefore, the LEFT arrow button will make it move counter-clockwise and the RIGHT button will make it move clockwise, regardless of the direction the robot faces.

Obstacle and Edge Detection
As RoboMe™ moves around, it will detect obstacles in range directly in front of it. Upon detection, it will stop and make a sound. It will do the same when it detects an edge. The robot can see highly reflective surfaces, such as white walls and floors or mirrors and might perceive them to be an edge from which it can fall.

NOTE: The robot cannot detect obstacles or edges to the side or behind it.

Modes
RoboMe™ comes with a few modes that do not require connection to a smart device and app.

Demo Mode
RoboMe™ has two demo routines. To activate a demo, point the remote controller at the robot and press the DEMO button. To stop, press any button on the remote controller.

NOTE: RoboMe™ moves around during demo routines. Ensure the surrounding area is free from obstacles and edges.

Guard Mode
In Guard Mode, RoboMe™ will scan the environment directly in front of it, up to about 3 feet (1 meter) away. The robot will sound an alarm if it detects movement of a large person or object within that range.

NOTE: If you give RoboMe™ other commands while in Guard Mode, the robot will exit Guard Mode.

To activate Guard Mode:
1. Press the GUARD button on the remote controller.
2. The robot will perform a scan of the immediate environment about 3 feet (1 meter) in front of it.
3. RoboMe™ will make different comments to show it is scanning the area. If RoboMe™ detects any movements, it will sound an alarm.
4. After about 30 minutes the robot will exit Guard Mode and wait for a command. If you do not enter a command within about five minutes, it will enter Standby Mode.
5. To exit Guard Mode, press the GUARD button on the remote controller or give another command.

Roam Mode
In Roam Mode, RoboMe™ explores the environment without your commands, commentating and detecting obstacles and edges along the way. To enter Roam Mode, press the ROAM button on the remote controller.

After approximately ten minutes, RoboMe™ will exit Roam Mode. If you do not enter a command within about five minutes, it will enter Standby Mode. To exit Roam Mode before this, give another command.

Standby Mode
RoboMe™ is equipped with a Standby Mode. If you do not interact with it for approximately 5 minutes, the robot will make a comment and enter Standby Mode.

During Standby Mode both object and edge detection will function but the robot’s eye and mouth LEDs switch off. The mood indicator LED fades to white and pulses more slowly.

To wake RoboMe™ from Standby Mode, press any button on the Remote Controller or activate any of its sensors.

Sleep Mode
If RoboMe™ is left for approximately 35 minutes more (approximately 40 minutes altogether) it will enter Sleep Mode after making a comment. The mood indicator LED will turn off along with the object and edge sensors. To wake RoboMe™ from Sleep Mode, turn it OFF and then ON again using the power switch located on the underside.

NOTE: If you are done playing with RoboMe™, turn it off using the power switch located on the underside.
Games
RoboMe™ has three games that you can play without a smart device connected.

To activate Game Mode:
1. Press the GAME button on the remote controller.
2. RoboMe™ will say the name of a game. To select the game, press the YES button.
   NOTE: If you press NO or do not respond within a few seconds, a beep sound will indicate that the robot has exited Game Mode. To have the robot suggest another game, press the GAME button again.
3. After you press YES, RoboMe™ will give verbal instructions on how to play. Use the remote controller to interact with him. When playing, follow his instructions.
   NOTE: If you do not respond quickly enough, the game will not start and a beep sound will indicate that the robot has exited Game Mode. To have the robot suggest another game, press the GAME button again.
4. To stop the game, either press NO or wait for a minute.

Follow The Leader
In Follow The Leader, RoboMe™ will give verbal instructions for you to perform using the drive control buttons on the remote controller to move him about. Do as you are instructed and RoboMe™ will be happy.

Shake My Hand
RoboMe™ will ask if you want to shake his hand. If you want to play, just shake his hand. You do not have to press YES on the remote controller. If you do press YES, he will exit the game.

Magic 8 Ball
RoboMe™ can act as a Magic 8 Ball. Select the game and the robot will tell you when to ask your question.

Moods
Along with a strong character, RoboMe™ also has several different moods. If you interact with RoboMe™ a lot, it will be happier than if it is waiting for instructions. After about ten minutes of no play, RoboMe™ will be sad.

To know what mood RoboMe™ is in, check the LED Mood Indicator located in the center of the robot’s body. RoboMe™ has four main moods and will make comments as it changes moods. Once you get to know RoboMe™, you will be able to tell what mood it is moving into.

<table>
<thead>
<tr>
<th>Mood</th>
<th>LED Indicator</th>
</tr>
</thead>
<tbody>
<tr>
<td>Happy</td>
<td>Green</td>
</tr>
<tr>
<td>Normal</td>
<td>Yellow</td>
</tr>
<tr>
<td>Bored</td>
<td>Red</td>
</tr>
<tr>
<td>Sad</td>
<td>Blue</td>
</tr>
</tbody>
</table>

Note: RoboMe™ will give you a verbal indicator when he changes his mood.

Using a smart device and app with RoboMe™
RoboMe™ is lots of fun, but connecting a smart device and downloading the app will widen the number of functions and features, creating a more personalized robot experience. RoboMe™ is compatible with iPod Touch 4th generation and above and iPhone 4 and above, running a minimum of iOS 6 and above.

To connect RoboMe™ to a smart device:
1. Switch RoboMe™ off, then gently remove the panel on the back of the robot by pushing down on the latch located directly below the WowWee logo. The panel will come away from the back.
2. Next, open and extend the head smart device holder by pressing on the button on the back of RoboMe™’s built-in face, near the chin.
3. To connect your smart device, unwind the cable and place the cable jack into the headphone jack socket on your smart device.
4. Then, carefully place your smart device into RoboMe™’s smart device holder, squeezing the ears closed until the smart device rests snugly inside the head vice.
3. Squeeze the robot’s ears closed until the smart device holder is collapsed.

4. Wind back the cable, carefully placing the jack in its moulded socket on the back of the robot. Replace the panel, inserting the bottom lip first.

Downloading the RoboMe™ app
To download the RoboMe™ app, visit the App Store on your device and search for “RoboMe”, or use the following link: www.appstore.com/robome. Click on install, and then start the application.

To use the app, open the app once the smart device has been connected. Then, follow the instructions provided within the app.

FAQs
Q. My RoboMe™ is not responding to commands from the remote controller…
A. Make sure you point the remote controller directly at RoboMe™’s IR sensor. One is located on the top of his head. Another is located in the middle of his body, at the front. If there is still no response, try changing the 3 x “AAA” size alkaline batteries in the remote controller.

Q. My RoboMe™ has trouble performing turns and is moving too slowly…
A. Make sure there are neither dirt nor fibers trapped around the wheels. If there are, remove carefully, with adult supervision if required. If RoboMe™ still moves slowly, try replacing the 4 x “C” size alkaline batteries in RoboMe™.

Q. My RoboMe™ cannot avoid obstacles…
A. Try resetting RoboMe™ by turning it Off for a few seconds and then On again using the power switch located on the underside. Note that RoboMe™’s IR sensors are based on reflection. The robot can see highly reflective surfaces, such as white walls or mirrors more easily and from greater distances than matte or black surfaces. A well-lit environment will enable RoboMe™ to see more clearly.

To disconnect and remove a smart device from RoboMe™:
1. Switch RoboMe™ off, then quit the app. Then remove the cable from the headphone jack.
2. Next, open the smart device holder by pressing on the button on the back of RoboMe™’s built-in face, near the chin. Be sure to catch your smart device if it might fall.
3. Squeeze the robot’s ears closed until the smart device holder is collapsed.
4. Wind back the cable, carefully placing the jack in its moulded socket on the back of the robot. Replace the panel, inserting the bottom lip first.

Downloading the RoboMe™ Controller app - Remote Visual Telepresence (RVT)
To download the RoboMe™ Controller app, visit the App Store on your device and search for “RoboMe Controller”, or use the following link: www.appstore.com/robomecontroller. Click on install, and then start the application.

To disconnect and remove a smart device from RoboMe™:
1. Switch RoboMe™ off, then quit the app. Then remove the cable from the headphone jack.
2. Next, open the smart device holder by pressing on the button on the back of RoboMe™’s built-in face, near the chin. Be sure to catch your smart device if it might fall.
3. Squeeze the robot’s ears closed until the smart device holder is collapsed.
4. Wind back the cable, carefully placing the jack in its moulded socket on the back of the robot. Replace the panel, inserting the bottom lip first.

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To download the RoboMe™ Controller app, visit the App Store on your device and search for “RoboMe Controller”, or use the following link: www.appstore.com/robomecontroller. Click on install, and then start the application.

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To use the app, open the app once the smart device has been connected. Then, follow the instructions provided within the app.

To disconnect and remove a smart device from RoboMe™:
1. Switch RoboMe™ off, then quit the app. Then remove the cable from the headphone jack.
2. Next, open the smart device holder by pressing on the button on the back of RoboMe™’s built-in face, near the chin. Be sure to catch your smart device if it might fall.
3. Squeeze the robot’s ears closed until the smart device holder is collapsed.
4. Wind back the cable, carefully placing the jack in its moulded socket on the back of the robot. Replace the panel, inserting the bottom lip first.

FAQs
Q. My RoboMe™ is not responding to commands from the remote controller…
A. Make sure you point the remote controller directly at RoboMe™’s IR sensor. One is located on the top of his head. Another is located in the middle of his body, at the front. If there is still no response, try changing the 3 x “AAA” size alkaline batteries in the remote controller.

Q. My RoboMe™ has trouble performing turns and is moving too slowly…
A. Make sure there are neither dirt nor fibers trapped around the wheels. If there are, remove carefully, with adult supervision if required. If RoboMe™ still moves slowly, try replacing the 4 x “C” size alkaline batteries in RoboMe™.

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To disconnect and remove a smart device from RoboMe™:
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4. Wind back the cable, carefully placing the jack in its moulded socket on the back of the robot. Replace the panel, inserting the bottom lip first.

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Q. My RoboMe™ has trouble performing turns and is moving too slowly…
A. Make sure there are neither dirt nor fibers trapped around the wheels. If there are, remove carefully, with adult supervision if required. If RoboMe™ still moves slowly, try replacing the 4 x “C” size alkaline batteries in RoboMe™.

Q. My RoboMe™ cannot avoid obstacles…
A. Try resetting RoboMe™ by turning it Off for a few seconds and then On again using the power switch located on the underside. Note that RoboMe™’s IR sensors are based on reflection. The robot can see highly reflective surfaces, such as white walls or mirrors more easily and from greater distances than matte or black surfaces. A well-lit environment will enable RoboMe™ to see more clearly.

To disconnect and remove a smart device from RoboMe™:
1. Switch RoboMe™ off, then quit the app. Then remove the cable from the headphone jack.
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Q. My RoboMe™ has trouble performing turns and is moving too slowly…
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Q. My RoboMe™ cannot avoid obstacles…
A. Try resetting RoboMe™ by turning it Off for a few seconds and then On again using the power switch located on the underside. Note that RoboMe™’s IR sensors are based on reflection. The robot can see highly reflective surfaces, such as white walls or mirrors more easily and from greater distances than matte or black surfaces. A well-lit environment will enable RoboMe™ to see more clearly.