



# ROBOBOA™

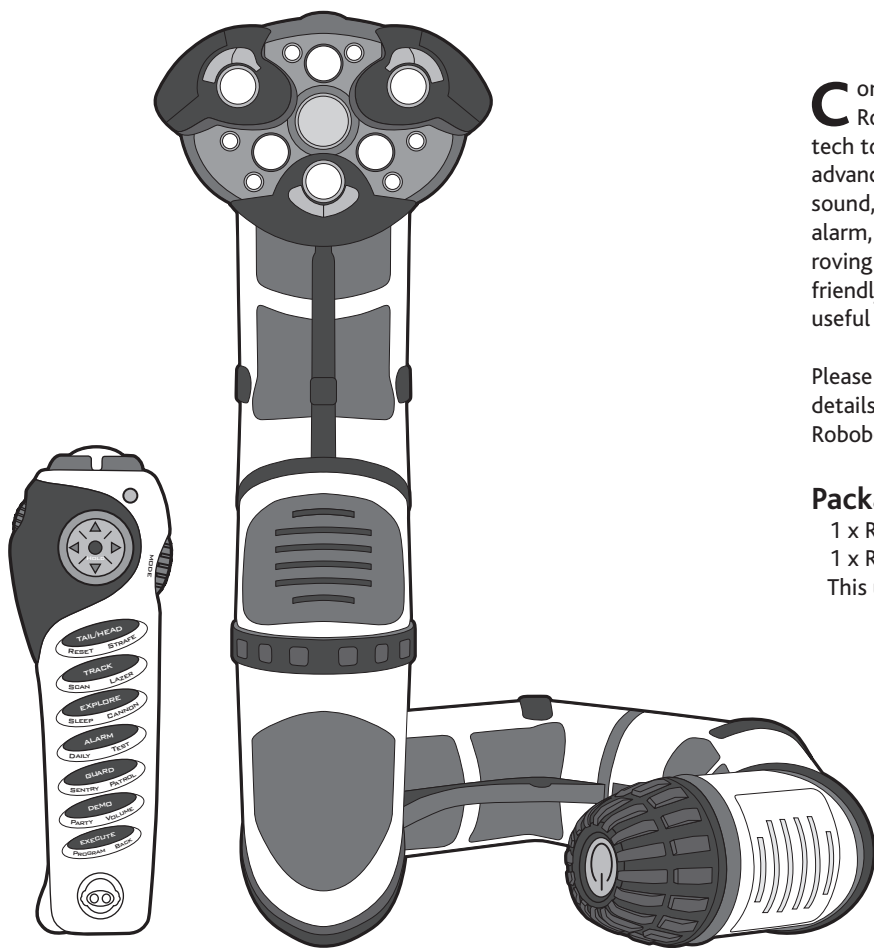
A FUSION OF TECHNOLOGY AND PERSONALITY



## User Manual

Item No. 8032 | Ages 8+





**C**ongratulations on purchasing your new RoboBoa™ from Wowwee, a cool sci-fi tech toy with mood and mobility. Combining advanced A.I. animations with lights, vision, and sound, RoboBoa is a smart desk light, wake-up alarm, scanning room guard, disco marquee, roving tank, safety light, playful cannon, and friendly and attentive “alien” robot. Fun and useful for the whole family!

Please read these instructions carefully for details on how to get the most out of your RoboBoa.

### Package contents

- 1 x RoboBoa
- 1 x Remote controller
- This user manual

Welcome	p.1	Remote controller quick reference	p.9
Contents	p.2-3	Remote controller directional pad	p.10
Getting started	p.4	Miscellaneous directional pad functions	p.11
Battery details	p.4	<i>Stop function</i>	
<i>Roboboa</i>		<i>Hold function</i>	
<i>Remote controller</i>		<i>Shutdown function</i>	p.12
<i>Low Power</i>		<i>Mode light function</i>	
Roboboa overview	p.5	Safety light mode	p.13
Controller overview	p.6	Remote flashlight mode	p.13
Power on / off	p.7	Mode functions	p.13
Stop and reset	p.7	Tail / Head function	p.14
<i>Stopping Roboboa</i>		Reset function	p.14
<i>Resetting Roboboa</i>		Strafing	p.14
Aware mode	p.7	Track mode	p.15
Mode Light button	p.8	Scan mode	p.15
Remote controller functions overview	p.8	Explore mode	p.15

Alarm modes	p.15
Sleep mode	p.16
Guard modes	p.16
Demo mode	p.17
Party mode	p.17
Volume control	p.17
Program function	p.17
Programming Roboboa	p.17
<i>Program Mode</i>	
Back function	p.18
Program play function	p.18
Troubleshooting guide	p.19
Support	p.19
Notes	p.20

## Getting started

To use your Roboboa, insert batteries (see below), place him on a large level surface with his battery compartments facing downwards, turn him on, and explore some of his functions from the Button overview table (see page 6). Read on for full details about your grooving, roving, attentive robot friend.

## Battery details

This section deals with battery information for your Roboboa and his remote controller.

### Roboboa battery requirements

Your Roboboa is powered by 4 x "D" size batteries (not included).

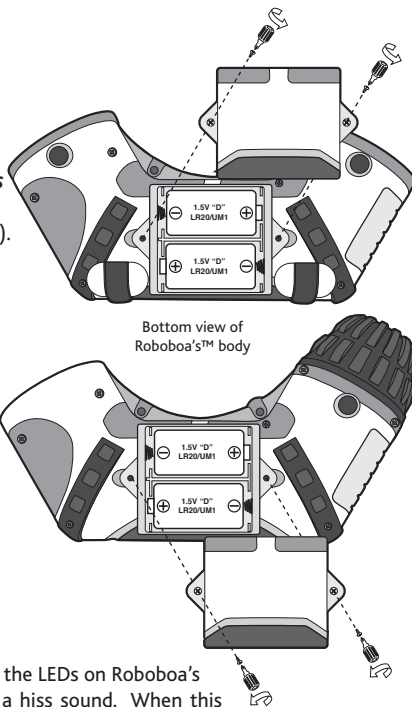
### Battery installation

Before installing or changing batteries, be sure the power button located on the robot's tail is in the OFF position (see page 7).

1. Remove the battery compartment covers using a Phillips screwdriver (not included).
2. Insert batteries into Roboboa as illustrated in the diagram.
3. Replace the battery covers and all screws.

### Low power

When Roboboa's batteries are low, the LEDs on Roboboa's face will continuously pulse with a hiss sound. When this happens, you need to replace all robot batteries.



Bottom view of Roboboa's™ body

### Remote controller battery requirements

Roboboa's remote controller is powered by 4 x "AAA" size batteries (not included).

### Battery installation

To install the batteries in Roboboa's remote controller:

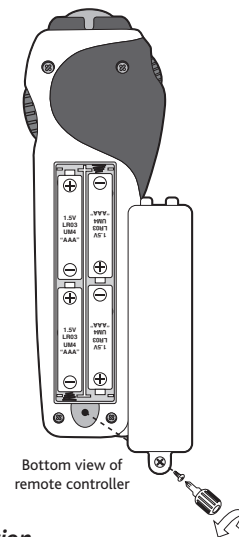
1. Remove the battery compartment cover using a Phillips screwdriver (not included).
2. Insert batteries into the controller as illustrated in the diagram.
3. Replace the battery cover and lightly tighten the holding screw.

### Low power

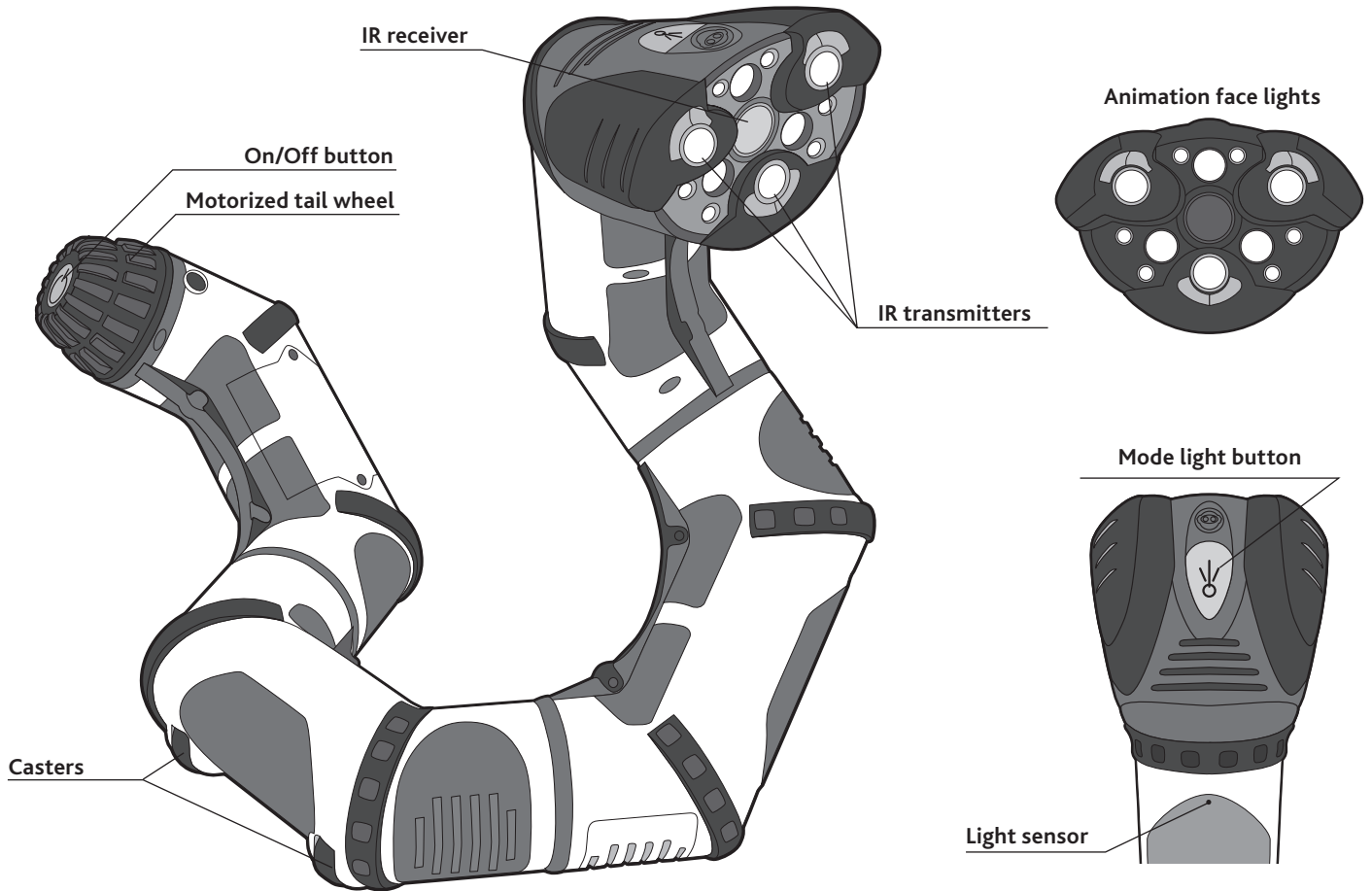
If Roboboa is not responding well to controller commands, you might need to replace the controller batteries.

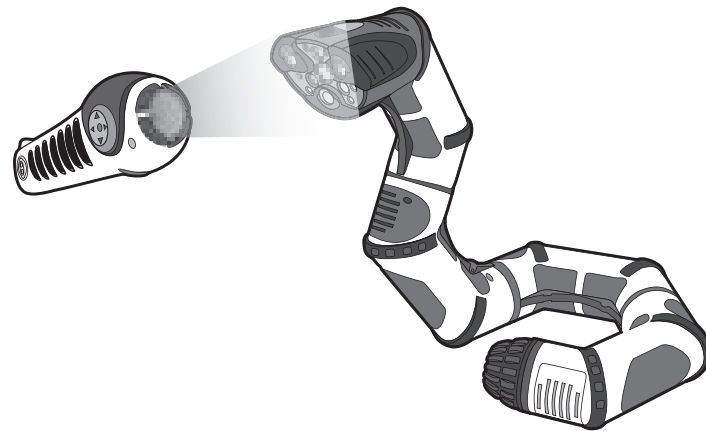
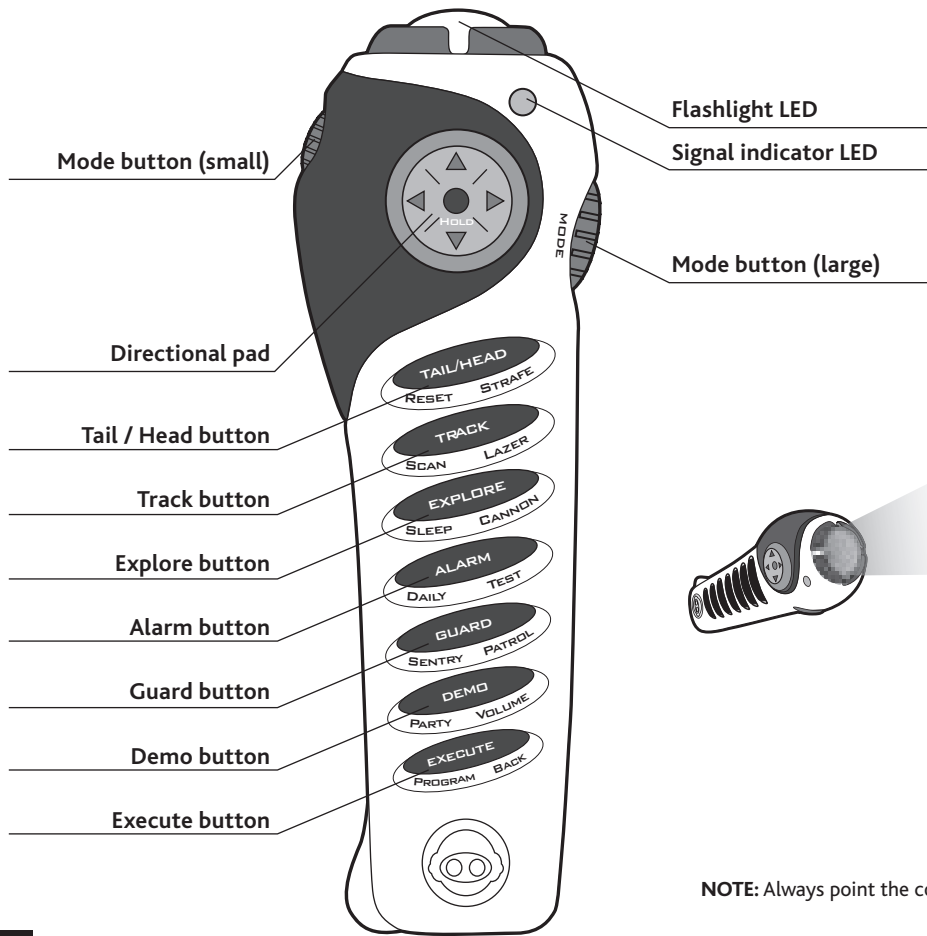
### ATTENTION: Important battery information

- Replace all batteries at the same time with new batteries of the same type, size, and brand.
- Use only fresh batteries of required size and recommended type.
- Do not mix old and new batteries, different brands of batteries (standard Carbon-Zinc, Alkaline or rechargeable), or rechargeable batteries of different capacities.
- Respect the correct contact and battery polarities, (+) and (-).
- Rechargeable batteries must be charged under adult supervision.
- Do not attempt to recharge non-rechargeable batteries.
- Do not burn or incinerate used batteries.
- Do not short-circuit battery terminals.
- Remove exhausted batteries from Roboboa to avoid leakage damage.
- Batteries should be replaced under adult supervision.
- Remove batteries if the toy is not going to be played with for some time.
- Rechargeable batteries must be removed from the toy before being charged.



Bottom view of remote controller

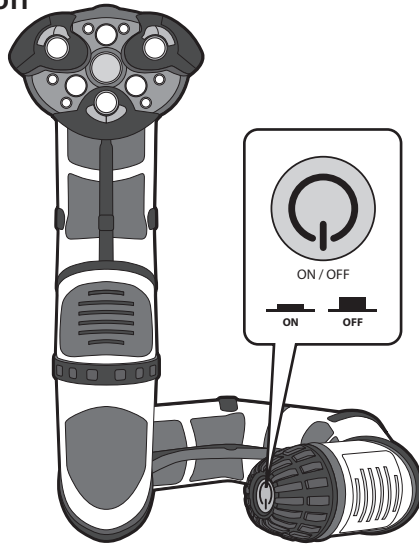




**NOTE:** Always point the controller at the RoboBoa's face when controlling him.



## Power on / off



RoboBoa's power button is located in the center of his tail wheel. To turn him on or off, toggle the power button by pressing it. RoboBoa will reset himself and automatically enter Aware mode.

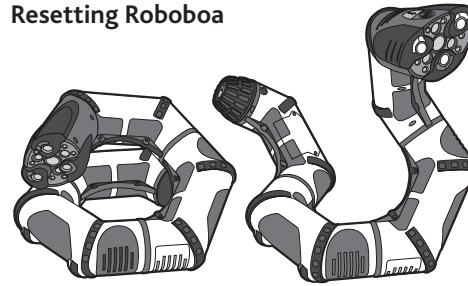
## Stop and reset

This section describes how to use the stop and reset functions (including the Mode Light button functions) on RoboBoa.

### Stopping RoboBoa

To freeze RoboBoa in place, press the entire remote-control directional pad inwards for Stop. He will remain still for about 2 minutes, and then re-enter Aware mode.

## Resetting RoboBoa



You can reset RoboBoa to Aware mode by pressing the Stop button again. RoboBoa will return to the default (start-up) position no matter what position he was in. While resetting, his eyes will only show a steady orange color, and then enter the yellow-eyed Aware mode when he's ready.

## Aware mode

In Aware mode, RoboBoa will pay attention to objects in front of him up to several feet away. He might react to these objects in one of the following ways:

**Flinch response:** If RoboBoa sees an object pass by his face quickly, he will emit a surprised sound.

**Follow response:** If an object stays within view for a second or more, he will emit a recognizing sound and then track it as it moves.

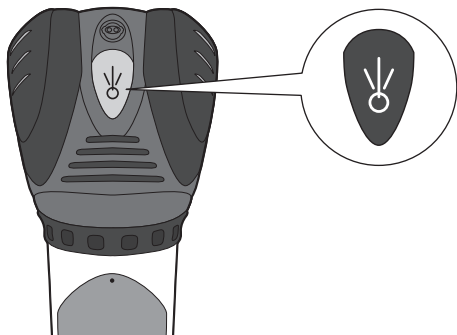
**Frustration response:** If an object stays too close to his face for too long, then RoboBoa will turn away.

**Scanning response:** When left alone, RoboBoa will scan around for something interesting to look at.

**Timeout response:** If RoboBoa is not disturbed for about 2 hours, he will fold up and go to sleep (see page 16).

## Mode Light button

You can press the Mode Light button on top of the RoboBoa's head to stop him in place, and then enter one of three different Lighting modes: Spotlight, Wide, and Full.

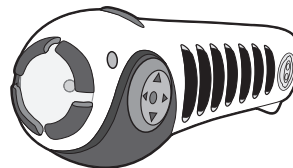


When RoboBoa is in these Lighting modes, he cannot see or move by himself. However, he will revert back to Aware mode after about 1 hour if he does not receive a signal or any other input.

**NOTE:** If you hold this button down for more than 2 seconds, RoboBoa will enter Safety Light mode where he will turn his lights on anything shown in front of him. (For more details, see page 13).

## Remote controller functions overview

Most of the RoboBoa functions can be controlled from his multi-function remote controller.



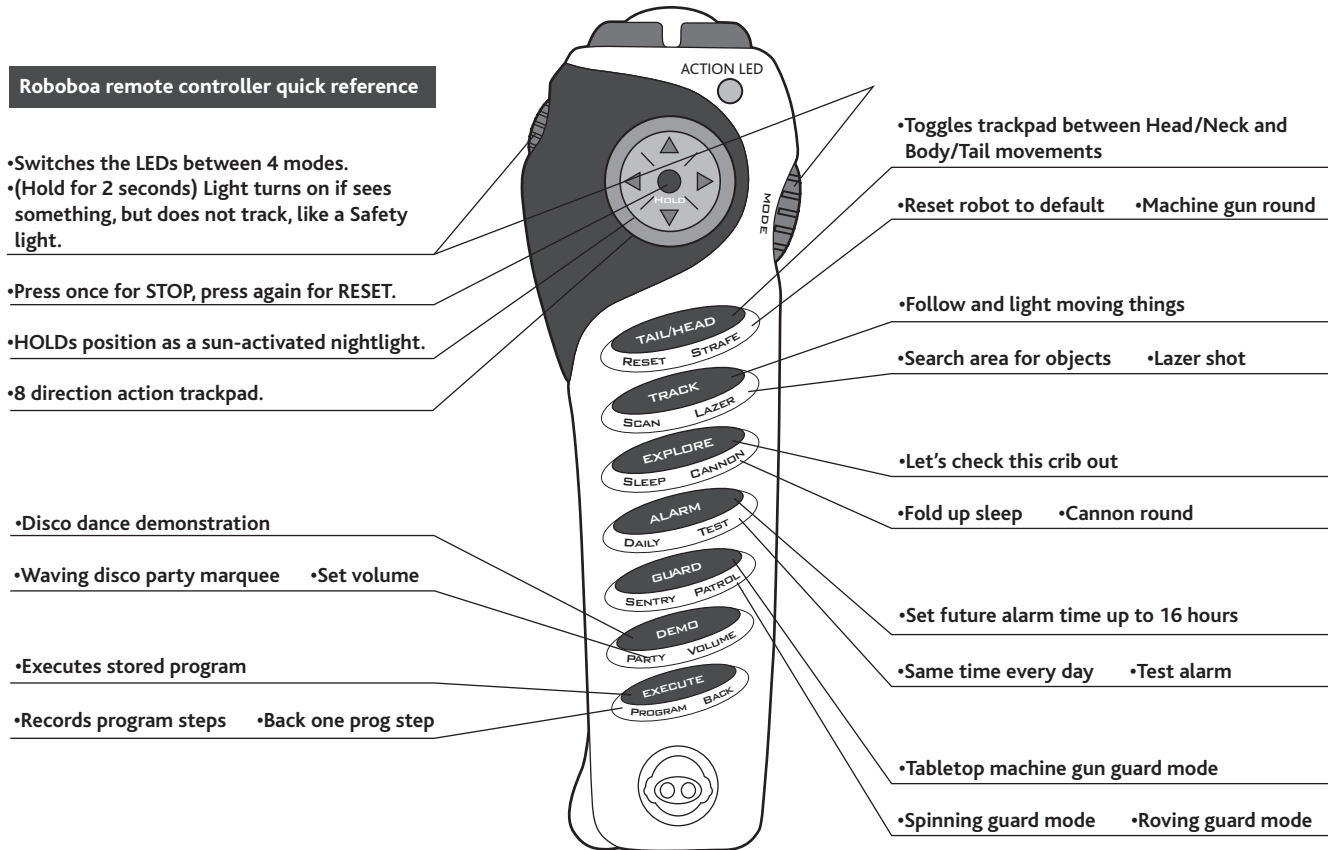
RoboBoa's remote controller can be used by right or left handed users. You can lay it flat, on its side, or even use it as a smart flashlight. Each of the buttons on the remote controller can be used for more than one function:

**Note:** Both the small Mode button and the large Mode button on the remote controller have the same function for left or right hand use.

<i>Command</i>	<i>Description</i>
Instant commands	Press any action button quickly once. <b>Example:</b> press the Demo button.
Held commands	Press and hold any action button for more than 2 seconds. <b>Example:</b> press and hold the Demo button to get Party mode.
Mode commands	Press and hold the Mode button, then press any action button within 2 seconds.  <b>Example:</b> Hold the Mode button down then press the Demo button to change the volume.

## Remote controller quick reference

The following is a quick reference guide to remote controller functions:

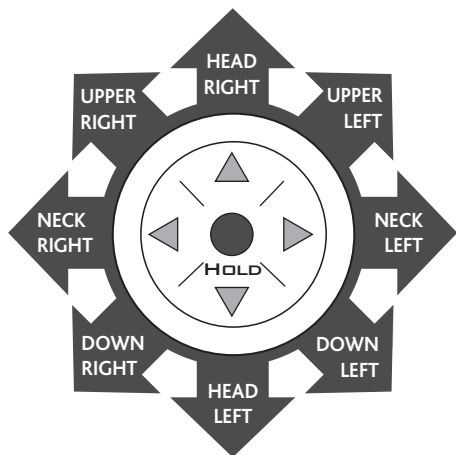


## Remote controller directional pad

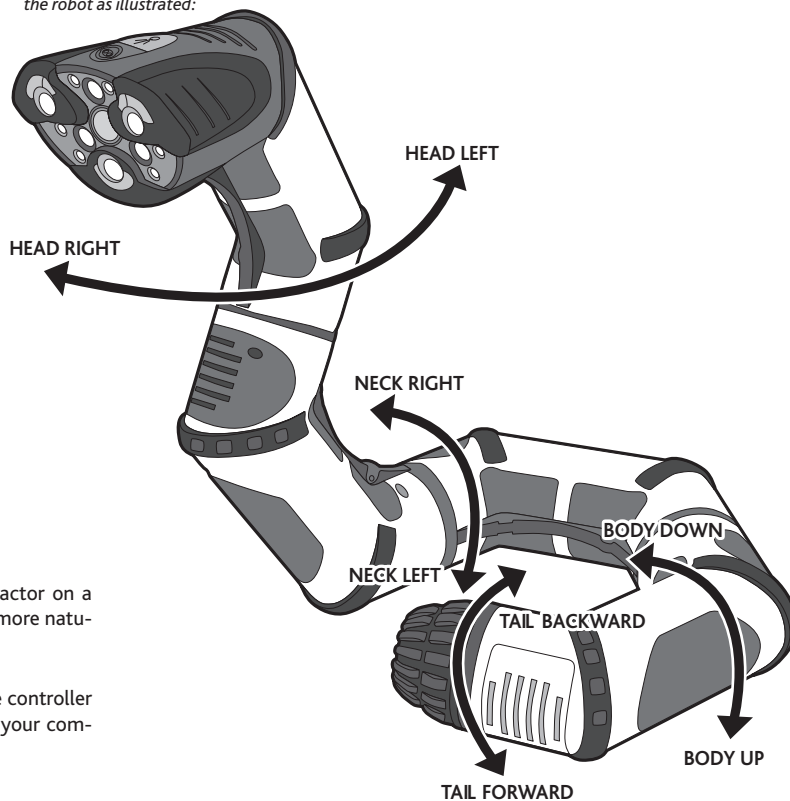
By default the remote controller's directional pad provides eight control directions for your robot's head and neck.

The directional pad also controls the body and tail movements using the Tail / Head button (See page 14).

The directional pad also provides 4 roving & 4 lighting actions using the Mode button (See page 13).



*The directional pad moves the robot as illustrated:*



**NOTE:** Moving the RoboBoa with the remote is like directing an actor on a stage: actions are opposite to the robot's left and right, making him more natural for you to control from the front

**HINT:** As your RoboBoa twists in any direction, rotating the remote controller along with his movements is a good way to keep him in sync with your commands.



## Miscellaneous directional pad functions

This section describes miscellaneous functions of the directional pad on the RoboBoa remote controller.

### Stop function

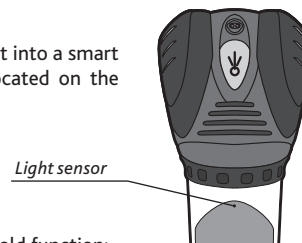
Press the red dot on the directional pad all the way inwards to activate the Stop function.

The following table lists more Stop functions:



Function	Description	Indicators
First Stop	Press the Stop button once to halt the robot in his tracks. He will not move or see but you'll be able to move him from the remote. If he receives no more signals from the remote controller, he resets to Aware mode after about 2 minutes.	
Second Stop	Press the Stop button to Reset him to his default position and enter Aware mode. While he is resetting to his default position, his eyes glow orange. During a reset, he will unfold from any position he was in previously to the default position (see page 7). When you press the stop command, RoboBoa will exit from any action except Program. (In Program, the Stop command acts as a half-second delay in the program sequence see page 17.)	

### Hold function

The Hold function turns your robot into a smart night light. The light sensor is located on the back of the robot's neck.



The following table outlines the Hold function:

Function	Description	Indicators
Hold	Press and hold the directional pad inwards completely for more than 2 seconds to activate the Hold function. Doing this turns RoboBoa into a darkness-activated desk lamp, turning up his lights in the dark and lowering them in the light.	
	If the room is bright, his face flashes as above, but when the room goes dark his entire face lights up, as shown, for about 6 hours.	

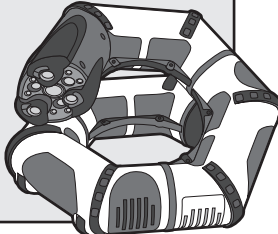
When in Hold mode, your robot stops moving and turns off all his face lights to save power. You can tell your robot is in Hold mode because his smile flashes every few seconds .

**IMPORTANT:** When RoboBoa is in Hold mode, he will not power down on his own. RoboBoa can last for many days in Hold mode on fresh batteries, but make sure to turn him off when not in use.

## Shutdown function

Turn your robot completely off from the remote control.

The following table describes the Shutdown function.

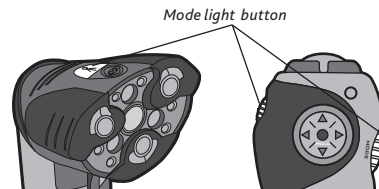
Function	Description	Indicator
Shutdown	Hold Mode then press the Stop button within 2 seconds. This causes your robot to completely power down.	

RoboBoa will emit a Shutdown sound to confirm that he is completely shut down. You can only wake him up by toggling the power button on the robot's tail OFF then back ON.

## Mode light function:


This mode turns your robot into a remote-controlled spotlight with three-brightness levels. This section describes Mode light function available on the remote controller.

You can enable the Light mode by pressing the Mode button on the remote controller, or the Mode light button on the RoboBoa's head.



When you press any of these buttons, all motors, sensors, and awareness on RoboBoa stop, and he stays where you point him from the remote.

The following table describes the Mode light function:

Function	Description	Indicators
Mode light	Firmly press the Mode button on the remote controller once. Mode lighting function turns your robot into a remote-controlled spotlight. The Mode button freezes your robot in place and cycles lights through four brightness modes: Spotlight, Wide, Full and Off (Aware mode). Each time you press the Light mode button you can press on the directional pad to point him anywhere.	

Mode lighting stays on for about 1 hour after you press any Mode button or change brightness. After that, the robot defaults to Aware mode.

## Safety light mode

Press and hold the Mode button on the remote controller or on top of the RoboBoa's head for more than 2 seconds. RoboBoa can act like a stationary back yard safety light, turning on his lights when anything disturbs his focused forward beam.

RoboBoa indicates that he is in Safety mode when his mouth flashes red every few seconds as shown.



When RoboBoa detects an object in front of his face, he powers on his face lights as shown.

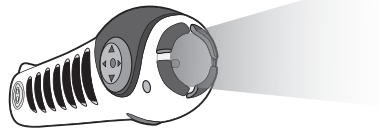


When RoboBoa is in Safety mode, he will "autorange" his vision beam to the nearest object about 5 feet (1.5 meters) away, counting in 6 equal beats. This means if you point him at a near wall or object, he'll automatically figure out the distance and trigger on anything that gets closer than that.

**CAUTION:** Safety mode never times out as long as the robot has power. Your robot will remain functional for many days in SAFETY mode on fresh batteries, but remember to turn him OFF if he is not used for extended periods.

## Remote flashlight mode

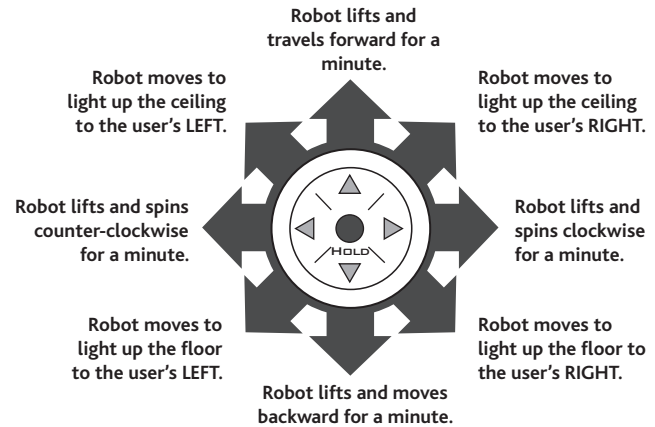
Press the Mode button on the remote controller twice quickly. The remote controller turns into a flashlight useful for finding your RoboBoa in the dark. Press either the Mode button twice quickly to turn the light on, and twice again to turn off, or press Stop. The light will also fade off by itself about 5 minutes.



## Mode functions

You can also use the 8 Mode actions on the remote controller as shortcuts to roving and lighting actions:

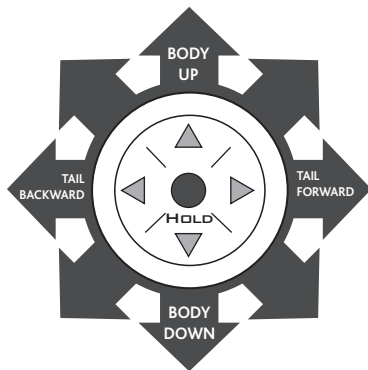
To access any of the Mode functions, press and hold the Mode button, and then press any direction on the directional pad, as follows:



**NOTE:** If he sees something in front of him when travelling forward, he will stop to avoid hitting it.

## Tail / Head function

Control the upper and lower parts of your Roboboa from the same trackpad. This section describes the Tail / Head button function and is as follows:



Note: During Tail Mode the red LED lights up on the remote control.

## Reset function

This section describes the Reset function and is outlined in the following table:

Function	Button combination	Description
Reset	Press and hold the Tail / Head button for more than 2 seconds	Resets your Roboboa to default position, clearing all alarms, volume settings, and program memories to their power-on defaults.



## Strafing

This function fires off a short 'machine-gun' round at whatever is directly in front of the Roboboa's face. Shoot light and sound at friends, toys, pets, or other Wowwee robots and watch them react! Secret codes embedded in the animations directly activate functions in prior Wowwee technology.

- **Strafe.** Used for stimulating Robopet™, Roboquad™, and other Roboboas.
- **"Lazer"** Used for stimulating Roboraptor™ and Roboreptile™,
- **Cannon.** Used for stimulating bigger game like Robosapien™ and Robosapien™ V2.

Function	Button combination	Description
Strafe	Hold Mode, then press the Tail / Head button within 2 seconds	Roboboa shoots lights over a wide area.
Lazer	Hold Mode, then press the Track button within 2 seconds	A few animated lazer shots at whatever's in front of the robot's face. Good for interacting with Roboraptor and Roboreptile.
Cannon	Hold Mode, then press the Explore button within 2 seconds	"Ka-Boom" at the press of a button. Useful for activating Wowwee humanoids like the Robosapien, and the Robosapien V2.



## Track mode

Ever needed someone to “move that light here”? In Track mode, RoboBoa searches for objects with his lights on full, then follows them as they move (like your hands while fixing a flat tire in the dark).

If your RoboBoa finds nothing in view, then he will continue to look around with his lights on until he does find something to look at. He will do this for about 10 minutes before returning back to aware mode.

## Scan mode

In Scan mode, RoboBoa searches an entire room for something else to look at other than what he is currently staring at.

<i>Function</i>	<i>Button combination</i>	<i>Description</i>
Scan	Press and hold the Track button for more than 2 seconds	Your RoboBoa scans the whole room for nearby objects from left to right, and takes an interest in what he finds. Useful for getting the robot to look elsewhere when he gets fixated on just one thing. If he sees nothing, then he shows his confusion.

## Explore mode

RoboBoa roves around to have a look around, genuinely curious about what you’re doing and where he lives. He’ll explore for about 10 minutes looking for near things (with a ping noise), and far things (with a bump noise).

When entering explore, the first thing he does is check twice if there is floor in front of him. If he sees nothing, he’ll refuse to wander for fear of hurting himself.

Before you put him in Explore mode ensure that he is on a smooth and flat floor surface clear of walls or obstacles.

## Alarm modes

This section describes the alarm modes you can set on RoboBoa from the remote controller. You can set RoboBoa in one of three Alarm modes: Alarm Set, Daily alarm and Test alarm.

The following table describes the different functions of the Alarm modes:

<i>Function</i>	<i>Button combination</i>	<i>Description</i>
Alarm Set function	Press the Alarm button for each hour you want to “timeshift” the alarm, that is, to set the alarm.	RoboBoa will confirm each press of the button with a ding noise. Press the Alarm button as many hours as you need to (up to about 16 hours), then wait for about 5 seconds and he’ll put himself to sleep. After the passing of hours equal to the number of “dings”, your RoboBoa will wake up with a loud, compelling alarm.
Daily alarm function	Press and hold the Alarm button for more than 2 seconds	Want your RoboBoa to wake you up at the same time every day? Set the timeshift alarm as above and press this button for four rapid pings. As long as he’s got power, he’ll wake up with an alarm at the same time every day (plus or minus a few minutes). If you have not set an alarm when you press Daily, then the robot will get confused.
Test alarm function	Hold MODE then press the Alarm button for more than 2 seconds	See and hear your RoboBoa’s waking alarm.

Even if you interact with your Roboboa once the alarm is set, he'll interrupt whatever he's doing to play the alarm. If you need your robot to remind you to go somewhere in two hours (for example), you can still use him as a light or for fun and he'll remember to activate his alarm.

**Note:** To clear your alarm, wake up your Roboboa by pressing Stop, then press Reset (hold the Tail / Head button for more than 2 seconds), or execute a Shutdown command (hold the Mode button then press Stop within 2 seconds), or power your robot Off from the power button in his tail.

When his alarm goes off, you can turn him off or Stop by pressing any Mode button.

## Sleep mode

Put Roboboa to sleep so you can carry him around and all his programs and alarm settings will be remembered.

<i>Function</i>	<i>Button combination</i>	<i>Description</i>
Sleep	Press and hold the Explore button for more than 2 seconds	Roboboa yawns and then folds himself into his sleep position.

**CAUTION:** If you have set an alarm, he will wake up on his own, so do not position him where he will hit things upon waking.

**NOTE:** If left asleep for more than 24 hours, he will enter Shutdown mode and all programs and settings will be lost unless you have pressed Daily. (See page 15)

## Guard modes

Roboboa can be used as a vigilant guard that can "protect" your desk, shelf, or doorway. Guard mode scans a room from left to right at about 45 degrees on each side, and to a range of several feet.

**NOTE:** Before activating any guard mode, be sure to place him on an open surface or floor.

To activate the Guard mode, press the Guard button. When your Roboboa enters guard mode, he first "loads" himself up, then starts to scan the room for objects.

The following table outlines the Guard mode functions from the remote controller:

<i>Function</i>	<i>Button combination</i>	<i>Description</i>
Guard	Press the Guard button	<b>NOTE:</b> This function times out after about 2 hours, then re-enters Aware mode.
Sentry	Press and hold the Guard button for more than 2 seconds	A spin-in-place-shooting mode, your robot scans the nearby area for intruders and objects. Anything that falls within several feet of his face gets ray-beamed. After 12 shots, he reloads himself and will start to spin the other way <b>NOTE:</b> Sentry mode times out after about 20 minutes, then re-enters Aware mode.
Patrol	Hold the Mode button then press the Guard button within 2 seconds	A roving patrol robot that cannon- rounds anything that comes within several feet as he moves around. After 4 shots, he'll turn around and rove in another direction. <b>NOTE:</b> Patrol stops after about 10 minutes, then re-enters Aware mode.

## Demo mode

The following outlines the Demo function from the remote controller:

Function	Button combination	Description
Demo function	Press the Demo button.	Roboboa will perform a demonstration showing his party animal side! Be sure to put on large, smooth, open surface for best performance.

## Party mode

The following outlines the Party function from the remote controller:

Function	Button combination	Description
Party button	Press and hold the Demo button for more than 2 seconds.	Turns Roboboa into your very own Disco Marquee Light suitable for parties or just attracting attention. Times out after about 20 minutes and re-enters Aware mode.

## Volume control

The following outlines the Volume control function from the remote controller:

Function	Button combination	Description
Volume control button	Hold Mode then press the Demo button within 2 seconds.	Cycles the Roboboa master volume from Loud, to Medium, to Soft, to Off with every button press. Can be cleared to Loud by powering your robot off/on or with the remote control Reset function (see page 14).

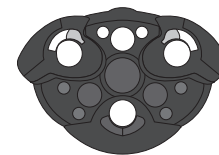
## Program function

The following outlines the Program function on the remote controller:

Function	Button combination	Description
Program function	Press and hold the Execute button for more than 2 seconds.	Enters program mode

## Programming Roboboa

You can program your Roboboa with a sequence of up to 40 steps. He'll remember exactly what you program him to do, and afterwards, he'll repeat the same thing back to you.



## Program mode

While programming your robot, be sure you are pointing the remote directly at the robot's face for each step. This will ensure that your program steps are properly recorded as he moves around.

As you enter functions, the robot will execute that function and play a 'beep' at the end to confirm that it has been stored. You cannot move on to program the next step until the "beep" sound completes.

The maximum number of program steps is 40. If you fill up the program memory, Roboboa makes a sound, automatically saves your program, and executes it.

**NOTE:** Every time you enter Program mode, the Roboboa puts you at the end of the last program entered. This allows you to fine-tune long programs easily using the Back function (see next page) or add new commands to your previous program.

During Program mode, press the Execute button at any time to store your program and auto-execute your routine. Do not press Stop to end programming: Stop is just stored as a half-second delay in your program sequence.

You can clear your program from Aware mode by pressing the Reset button, or powering your robot Off then back On. He will not remember his program if powered off.

Functions like Forward, Backward, Left turn, Right turn, Track, Explore, Guard, Sentry, Patrol, Party, and Safety only save and execute for about 10 seconds in Program Mode.

Functions like Reset, Alarm, Sleep and Test only execute their animations. They do not change any of the robot's Aware mode functions. (The Daily function is a good command for quickly resetting the robot to default position during program, but it is not stored as a program step.)

## Conditional programming:

There are two special functions - **Hold** and **Safety** that are reserved as "conditional" program commands.

- 1 - When a Safety mode Program Step is reached in the sequence: Program execution waits until an object passes in front of his face, triggering the Safety Light on, then the program moves on to the next program step.
- 2 - When a Hold mode Program Step is reached: Program execution waits until there is a light level change on the light sensor at the back of the Robooba's neck.
  - If it's light when this step is reached, then the program moves on to the next step when it gets dark on the sensor.
  - If it's dark when this step is reached, then the program moves on to the next step when it gets light on the sensor.

This allows you to set up programmed games with your robot so he won't activate until you shine a flashlight on him, or until the sun goes down, or a roomlight comes on, or someone walks in front of his face.

## Example of a program

- Hold the Execute button for more than 2 seconds to enter Program Mode (his forehead brain light starts flashing).
- Press the directional pad upwards to move the head left.
- Press and hold the Mode button for more than 2 seconds for Safety mode.
- Press Mode + Tail / Head (Strafe).
- Press the directional pad downwards to move the head right.

- Press and hold the Mode button for more than 2 seconds for Safety mode.
- Press Mode + Track (Lazer).
- Press the directional pad inward for more than 2 seconds for Hold mode.
- Press Mode + Alarm (Test).
- Press Execute.
- The robot will now shoot something it sees to your left, then to your right, waiting each time for something to pass in front of his face. Then the robot will wait until the room gets dark (or something covers the back of his neck) and play his alarm.

## Back function

In a programming sequence, you can clear the last step in your program using the Back function on the remote controller:

Function	Button combination	Description
Back	Hold Mode then press the Execute button within 2 seconds	Clears the last step in your program with a slice noise. Your robot will return to the last physical position he was in before the cleared step was entered. You can use this button to remove as many program steps as you want. NOTE: If you are at program step one, you'll hear an error noise.

## Program play function

The following outlines the Program Play function on the remote controller:

Function	Button combination	Description
Program play function	Press the Execute button	Executes your stored program, or, if no program has been entered, Robooba will show his confusion.

## Troubleshooting guide

Q: Where is the best place to use my Roboboa?

A: In Aware, Guard, Alarm, Track, Scan, Hold, or Party mode your robot is safe to put on a table or shelf. However, be careful with commands like Explore, Sentry, Program, Demo, or Patrol as he won't be able to always detect table edges before he falls off.

He is best used on large, open, smooth surfaces or short carpets. He has trouble keeping his balance on thick carpets, beds, or grass.

**WARNING:** Do not use Roboboa outside as dirt or sand can clog his mechanisms.

Q: When I carry my Roboboa, why does he sometimes fight against me?

A: In some modes like Aware, Explore, Sentry, or Patrol, your Roboboa needs to be in the default position to work, and he's just trying to align himself upright. Just press the mode button on his head and he'll stop struggling.

Q: How can I use him as a regular desk light?

A: Reset your robot to default position, then place him so his wheels touch the back wall or edge of a desk or table, then press and hold his forehead Mode light button.

Q: Why does my Roboboa sometimes deliberately look away from me?

A: If there are other objects nearby while he's tracking you (like in small rooms or hallways), Roboboa will tend to favor those instead. Try putting him where he has several feet of open area in front of him to see clearly.

Q: What can Roboboa see?

A: Roboboa's vision is like radar that allows him to recognize average objects several feet away. Some things reflect better than others, while things like glass, black velvet, and thin table legs are very hard for him to see and avoid. He generally likes large wide things like people, walls, furniture, and pets.

Q: What are those holes along his body?

A: For mounting small cameras, ropes, mounting screws, and other items of interest and fun.

Q: Sometimes he can't stay in the positions I move him, what's wrong?

A: Like any snake-like creature, there are some positions where he cannot hold up his whole body length. Experiment with the directional pad and the Tail / Head button to find positions where he's nice and stable.

Q: If my Roboboa performs an unexpected function, what do I do?

A: Reset him by pressing the ON/OFF button to OFF and then back to ON, or press and hold the Tail/Head button for more than 2 seconds (see page 14).

Q: He's weird. Where did the idea for him come from?

A: The alien thought control messages were very specific.

## Support

If you have questions that are not answered in this manual, refer to the Roboboa support site: [www.roboboaonline.com](http://www.roboboaonline.com)

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---



**WowWee**



Manufactured and distributed by  
© 2007 Wowwee Limited.  
Product names, designations, and logos  
are trademarks or registered trademarks  
of Wowwee Limited. All rights reserved.

Wowwee (Asia Office)  
Unit 301A-C, 92 Cranville Road  
T.S.T. East, Hong Kong

Wowwee (North America Office)  
Wowwee Group Company  
6600 Decarie, Suite 200  
Montreal, Quebec  
H3X 2K4, Canada  
Consumer Hotline: 1-800-310-3033  
Customer Service Email: support@wowwee.com  
www.wowwee.com

We recommend that you retain our  
address for future reference.  
Product and colors may vary.  
Packaging printed in China.  
This product is not suitable for children  
under 3 years because of small parts -  
choking hazard.

MADE IN CHINA.

**8032US01FLA**

#### CAUTION

Changes or modifications 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 equipment 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 into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or experienced radio/TV technician for help