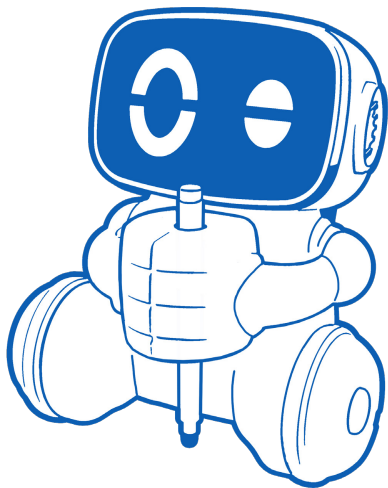


vtech®

# Instruction Manual

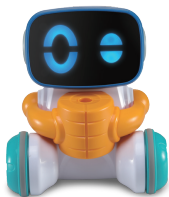
# JETBOT™

THE SMART DRAWING ROBOT



# Included in the Package

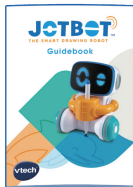
1 Washable Felt-Tip Pen



JotBot™



15 Double-Sided  
Drawing Chips\*



1 Guidebook



1 Storage Box

\*Two of the drawing chips are for saving codes in Code-to-Draw mode.

## WARNING:

All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties, cords and packaging screws are not part of this toy and should be discarded for your child's safety.

## NOTE:

Please save this Instruction Manual as it contains important information.

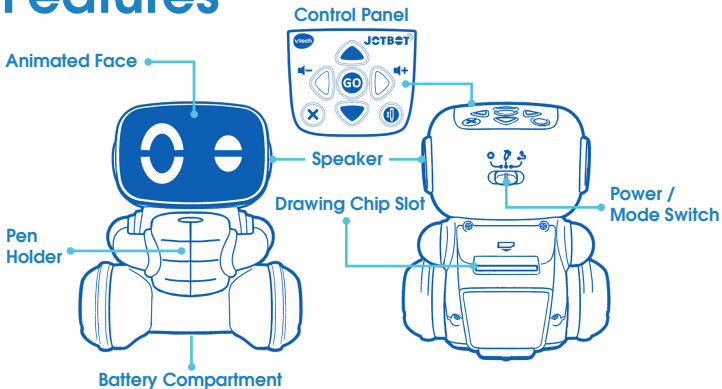
## ATTENTION :

Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes, cordons et vis d'emballage. Ils ne font pas partie du jouet.

## NOTE :

Il est conseillé de sauvegarder ce manuel d'utilisation car il comporte des informations importantes.

# Features



Switch to either  or  to power JotBot™ ON.  
Switch  to power JotBot™ OFF.



Press this to confirm, to start an activity or to start drawing.



Command JotBot™ to move forwards (north) in Code-to-Draw mode.



Command JotBot™ to move backwards (south) in Code-to-Draw mode.



Command JotBot™ to move to your left (west) in Code-to-Draw mode.  
It can also turn the volume down in other modes.



Command JotBot™ to move to your right (east) in Code-to-Draw mode.  
It can also turn the volume up in other modes.



Command to toggle JotBot's pen position up or down in Code-to-Draw mode.

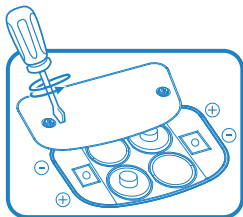


Press this to cancel or to exit an activity.

# INSTRUCTIONS

## BATTERY REMOVAL AND INSTALLATION

1. Make sure the unit is turned Off.
2. Find the battery cover at the bottom of the unit. Use a screwdriver to loosen the screws and then open the battery cover.
3. Remove old batteries by pulling up on one end of each battery.
4. Install 4 new AA (AM-3/LR6) batteries following the diagram inside the battery box. (For best performance, alkaline batteries are recommended. Rechargeable batteries are not guaranteed to work with this product).
5. Replace the battery cover and tighten the screws to secure.



**⚠ WARNING:**

Adult assembly required for battery installation.  
Keep batteries out of reach of children.

**⚠ ATTENTION :**

Les piles ou accumulateurs doivent être installés par un adulte.  
Tenir les piles ou accumulateurs hors de portée des enfants.

## IMPORTANT: BATTERY INFORMATION

- Insert batteries with the correct polarity (+ and -).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not short-circuit the supply terminals.
- Remove batteries during long periods of non-use.
- Remove exhausted batteries from the toy.
- Dispose of batteries safely. Do not dispose of batteries in fire.

## RECHARGEABLE BATTERIES

- Remove rechargeable batteries (if removable) from the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

## CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from any direct heat sources.
3. Remove the batteries if the unit will not be in use for an extended period of time.
4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

# TROUBLESHOOTING

If for some reason the program/activity stops working or malfunctions, please follow these steps:

1. Please turn the unit **OFF**.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit **ON**. The unit should now be ready to play with again.
5. If the product still does not work, install a brand new set of batteries.

## IMPORTANT NOTE:

If the problem persists, please call our **Consumer Services Department** at **1-800-521-2010** in the U.S., **1-877-352-8697** in Canada, or by going to our website **vtechkids.com** and filling out our **Contact Us** form located under the **Customer Support** link. Creating and developing VTech products is accompanied by a responsibility that we take very seriously. We make every effort to ensure the accuracy of the information, which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to contact us with any problems and/or suggestions you might have. A service representative will be happy to help you.

# Getting Started

1

## Insert Batteries

(To be done by an adult)

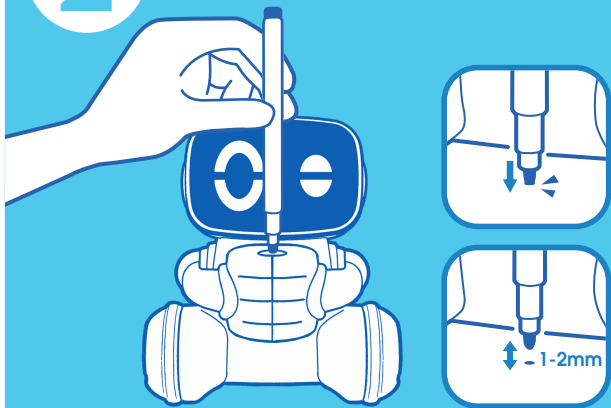


- Locate the battery compartment at the bottom of JoiBot™.
- Loosen the screws of the battery cover using a screwdriver.
- Insert 4 AA alkaline batteries as indicated inside the battery compartment.
- Replace the battery cover and tighten the screws.

See page 4 for more information about battery installation.

# 2

## Install Pen



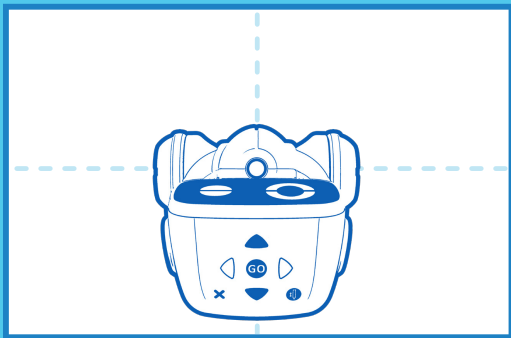
- Place a scrap sheet of paper under JotBot™.
- Turn On JotBot™.
- Remove the cap of the bundled pen and insert it into the pen holder.
- Push the pen gently down until it reaches the paper, and then release the pen. The pen will lift off the paper by about 1-2mm.

**NOTE:** To prevent the pen's ink from drying, please replace the cap of the pen when it is not in use for a long period of time.



## 3

## Setup Paper



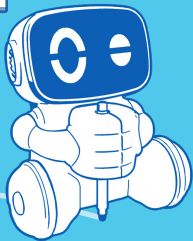
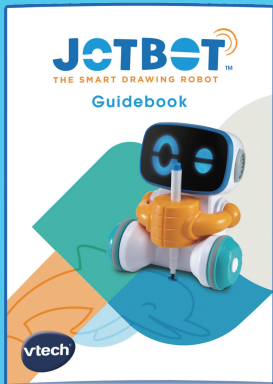
- Prepare an 8x11" or larger sheet of paper.
- Place it on a flat, level surface. Keep the paper at least 5 inches away from the edge of the surface to avoid JotBot™ from falling.
- Clear any obstacles on or near the paper. Then, place JotBot™ in the center of the paper before JotBot™ begins to draw.

**NOTE:** Tape the 4 corners of the paper to the surface for the best drawing performance. Put an extra piece of paper on the surface to protect the surface from staining.

# 4

## Let's Go!

Explore more ways to learn and play with the bundled Guidebook!



# How to Play

## Learning Mode



Switch to Learning mode  to play with the drawing chips or let JotBot™ choose what to play.

## Insert a Drawing Chip for JotBot™ to Draw

- Insert a chip showing the side of the object you'd like JotBot™ to draw facing outwards.
- Place JotBot™ in the center of the paper, and then press the Go button to see JotBot™ start drawing.
- Listen to JotBot's voice prompts for inspiration for what to add to the drawing.

**NOTE:** Each side of a drawing chip has several drawings to inspire children to draw, the drawing may look different each time JotBot™ draws it. Some drawings may seem to be partially missing. This is normal because JotBot™ may ask children to complete the drawing.

## Let JotBot™ Choose What to Play

- Remove any chip from the drawing chip slot.
- Press Go to let JotBot™ suggest an activity.
- Place JotBot™ in the center of the paper, and then press the Go button to see JotBot™ start drawing.
- Listen and follow the instructions to play!

## Drawing Activities

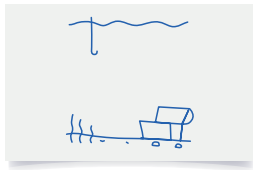
### *Draw Together*

- JotBot™ will draw something first, then children can draw on top of it using their imagination.



### *Draw-a-Story*

- JotBot™ will draw and tell a story, then children can show their creativity by drawing on top to complete the drawing and story.



## ***Connect the Dots***

- JotBot™ will draw a picture, leaving some dotted lines for children to connect to complete the drawing.



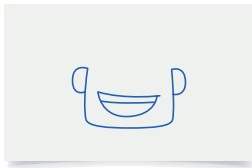
## ***Draw the Other Half***

- JotBot™ will draw half of a picture, children can then mirror the drawing to complete it.




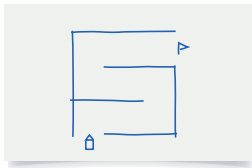
## ***Cartoon Face***

- JotBot™ will draw part of a face, so children can complete it.



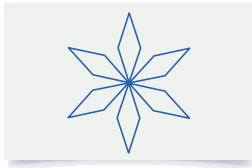
## *Maze*

- JotBot™ will draw a maze. Then, place JotBot™ at the entrance of the maze, with JotBot's pen tip touching the pen symbol . Input the directions that JotBot™ needs to follow to go through the maze using the arrow buttons on his head. Then, press the Go button to see JotBot™ move.



## *Mandala*

- JotBot™ will draw a simple mandala, then children can draw patterns on top of it using their creativity.



# Code-to-Draw




Switch to Code-to-Draw

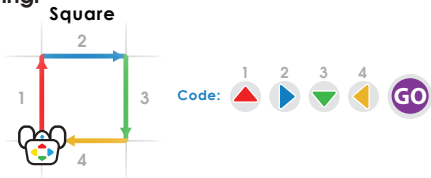
mode to code JotBot™ to draw.

- Turn JotBot™ so that his back is turned to you, and you can see the arrow buttons on this head.
- Input the directions to code JotBot™ to move.
- Press Go to see JotBot™ start drawing the entered code.
- To play again, press Go without any save chip (the drawing chip labelled "Save") inserted. To save the code, insert a save chip.

## Tutorials and Code Examples:

Follow the tutorials and code examples in the Guidebook to have fun learning to code JotBot™ to draw.

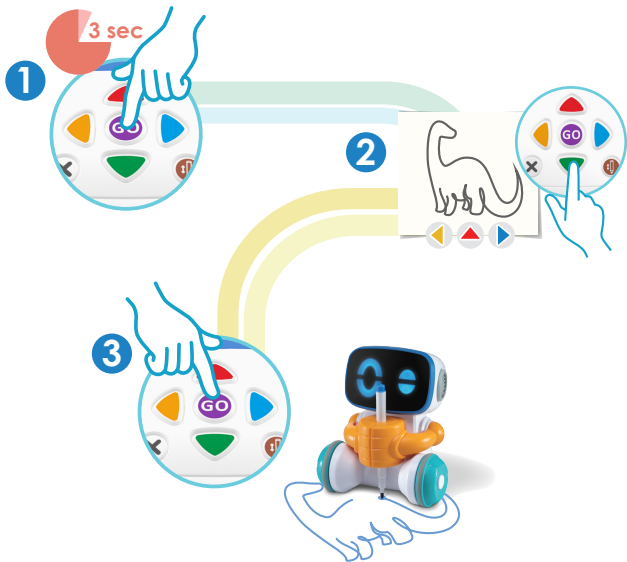
- Starting at the JotBot™ symbol , input the directions in sequence according to the color of the arrows. You can also toggle JotBot™ to raise and lower the pen (this function is only required in Level 4 or above). JotBot™ will draw on the paper when the pen is down; JotBot™ will not draw on the paper when the pen is up.
- After inputting the last command, press Go to see JotBot™ start drawing.



# Fun Draw Codes

JotBot™ is able to draw various interesting drawings. Look up the Fun Draw Code section of the Guidebook and code JotBot™ to draw one of these drawings.







1. To activate Fun Draw Code mode, press and hold the Go button for 3 seconds.
2. Input a Fun Draw Code of a drawing from the Guidebook.
3. Press the Go button to see JotBot™ start drawing.

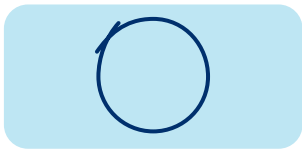
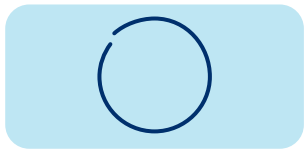






# Calibration

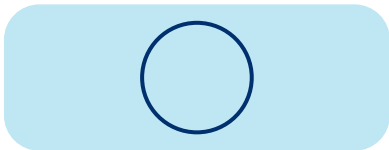
JotBot™ is ready to play out of the box. However, if JotBot™ is not drawing properly after installing new batteries, follow the below procedure to calibrate JotBot™.

1. Hold the ,  and  buttons for 3 seconds until you hear “Calibration”.
2. Press  to start JotBot™ drawing a circle.
3.
  - If the end points are far apart, press  once.
  - If the end points are overlapped, press  once.



**NOTE:** You may have to push the arrow button several times for larger gaps and overlaps.

- Press the  button to draw the circle again.
4. Repeat step 3 until the circle looks perfect, and then Press  without pressing any arrow buttons.



5. Calibration complete.

# Volume Controls

To adjust the sound volume, press  to decrease the volume and  to increase the volume.

**NOTE:** In cases where the arrow buttons are in use, such as when in Code-to-Draw mode, the volume controls will temporarily be unavailable.

## FAQ

**Q:** What type of paper should I use?

**A:** JotBot™ works best on non-gloss paper, no smaller than 8x11" in size. Make sure the paper is placed on a flat and level surface.

**Q:** What should I do if JotBot™ enters sleep mode?

**A:** When not in use for a period of time, JotBot™ will go to sleep to save power. Slide the switch to the Off position, and then slide it to either of the mode positions to wake JotBot™ up.

**Q:** What should I do if JotBot™ draws broken pictures?

**A:** JotBot™ may need new batteries or cleaning. Replace the batteries with new ones. Check and make sure the pen holder is not blocked. Check the wheels are free from obstruction and that the metal ball underneath JotBot™ is not stiff and spins freely. Calibrate JotBot™ if it still does not work.

**Q:** Can I use pens other than the pen bundled with JotBot™?

**A:** Yes. JotBot™ is compatible with washable felt-tip pens between 8 mm to 10 mm diameter of thickness.

**Q:** What should I do if the bundled pen's ink gets on my clothes or furniture?

**A:** The ink of the bundled pen is washable. For clothes, use mild soapy water to soak and rinse them. For other surfaces, use a damp cloth to wipe and clean them.

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

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

### Supplier's Declaration of Conformity 47 CFR § 2.1077 Compliance Information

Trade Name: VTech®  
Model: 5537  
Product Name: JoBo™  
Responsible Party: VTech Electronics North America, L.L.C.  
Address: 1156 W. Shure Drive, Suite 200 Arlington Heights, IL 60004  
Website: vtechkids.com

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 UNDESIRE OPERATION.

CAN ICES-003 (B)/NMB-003(B)

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downloads, resources and more.**

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***vtechkids.ca/warranty***

