



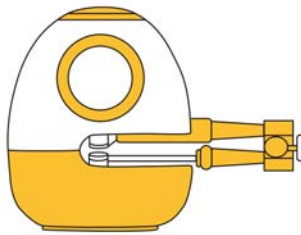
User Guide

Product: WdDraw

Model: WD1C



More information and support at:
www.wedraw.co



WeDraw Eggy robot



10 drawing cards



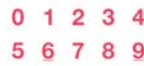
2 pens



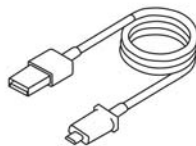
26 English letters



5 English word Challenges



0-9 numbers



USB cable

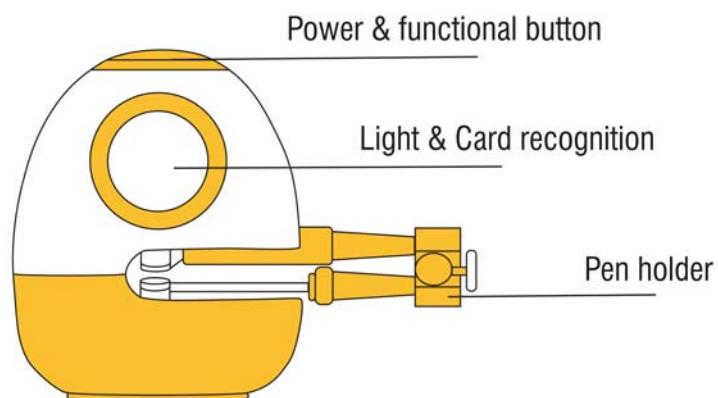


5 math Challenges

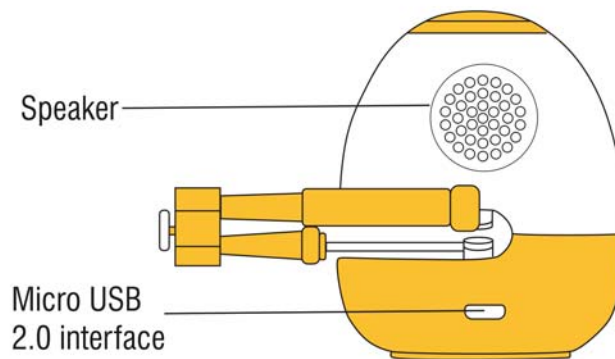


3 instructive books

Eggy robot - front



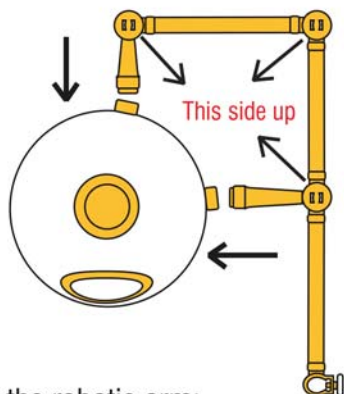
Eggy robot - back



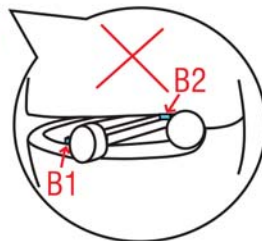
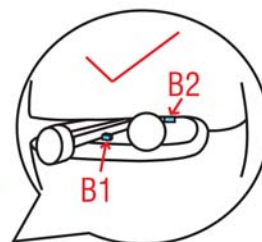
Set up 1

Turn on the robot:

1. Press the button till the light is on;
2. The robot will say: "nice to meet you, let's draw something";
3. The arm will return to the rear.



Attention!
Do not move the arm
over the little block!
B1&B2
(as shown in picture)

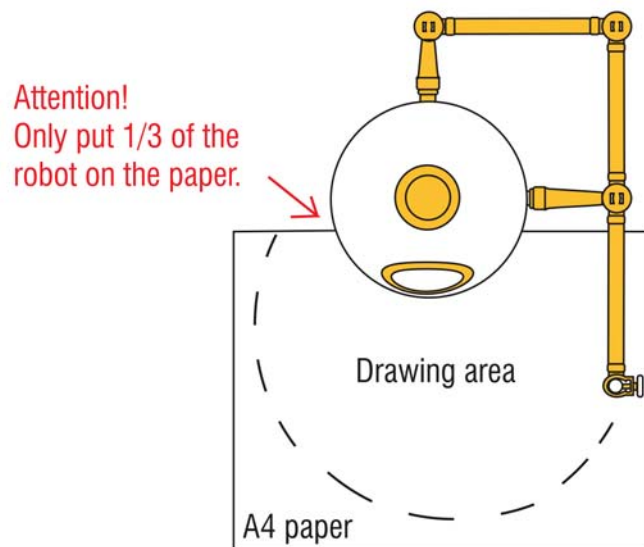


Install the robotic arm:

1. Hold the arm as showed in the picture;
2. The magnets will automatically connect the arm with the body.

Set up 2

Location of the paper



Set up the robot on the middle
and top of the paper.

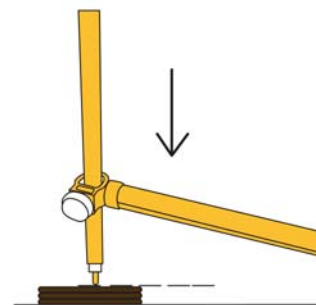
Set up 3 Install the pen



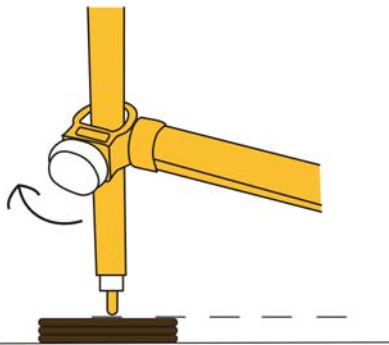
1. Take the supplied pen or any pen that less than 1.0 cm in diameter.



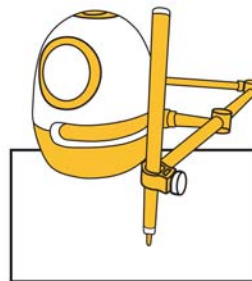
2. Take three drawing cards.



3. Put the pen into the pen holder, and put the three cards beneath.

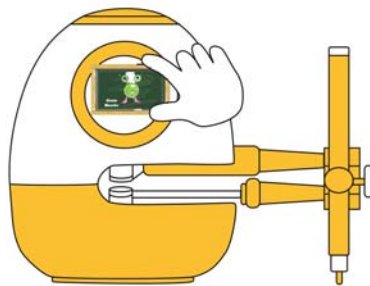


4. Twist the knob clockwise to fix the pen.



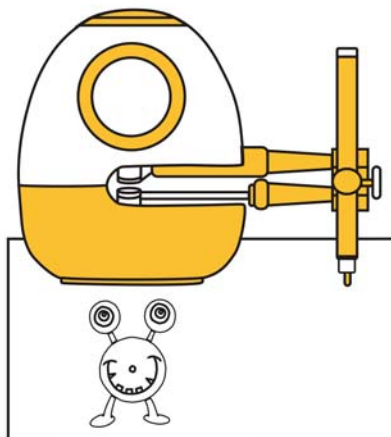
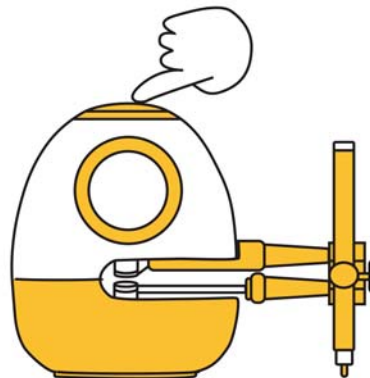
5. Remove the cards. If the pen still touching the paper, add cards to 4 or 5 and try again.

Learn Drawing



1. Prepare your pen and paper.
Start drawing by show the drawing card to Eggy's eye;

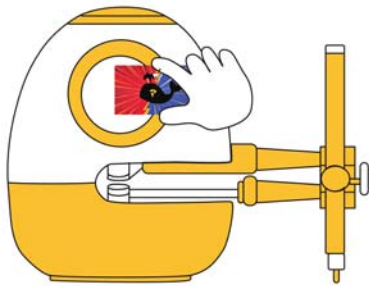
2. When the light is flashing,
press the button for next
step;



3. Draw with Eggy step by step.

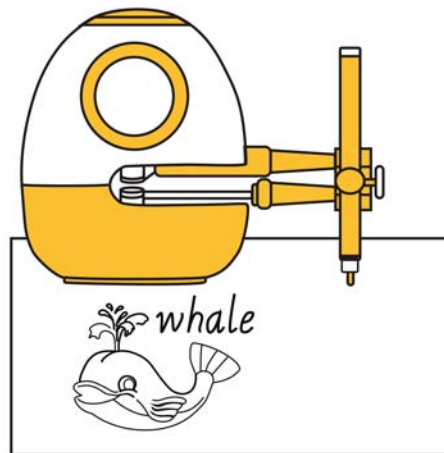
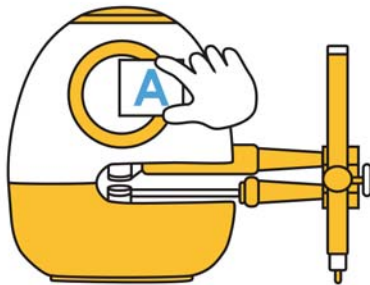
Attention!
To ensure the best drawing
performance, do not move
the robot while it's working!

Learn English



1. Show the English word card to Eggy's eye;

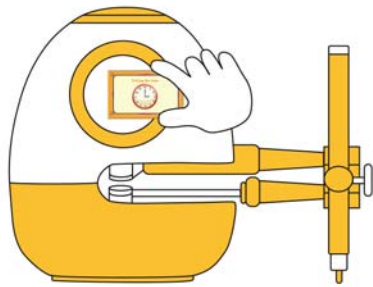
2. Press the button when the light is flashing. Eggy will start to draw the picture and tell the story.



3. When the story end and the light flashing again, use letter cards to spell the word.

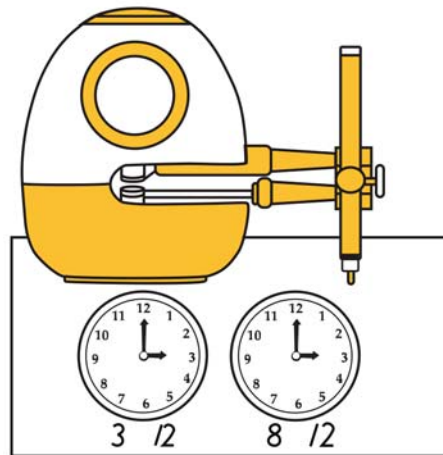
When the light is flashing, you can always press the button, if you do not know what to do.

Learn Math

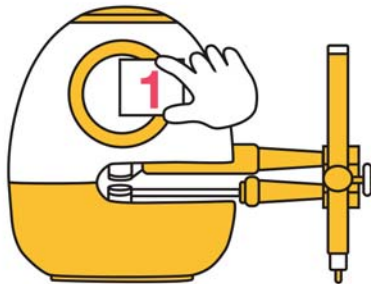


1. Show the Math challenge card to Eggy's eye;

2. Press the button when the light is flashing. Eggy will start to draw the picture and tell the story.

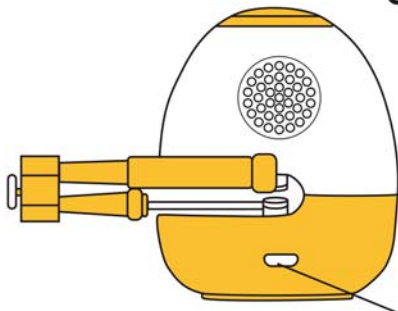


3. Follow the story and use the number cards to answer the question.

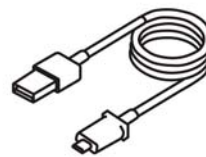


When the light is flashing, you can always press the button, if you do not know what to do.

Charging



Micro USB 2.0 interface



USB cable

Charing the robot with the USB cable provided under adult supervision.

1. Start charging: when cable plugged in, the robot should play the voice tip: "start charging".
2. Charging: during the charging, the front light should keep flash.
3. Charging completed: the robot should play the voice tip: "charging is completed", and the front light should stop flashing and stay on.
4. Charging usually takes 2.5 hours, please unplug the cable when the charging is completed

Warning!

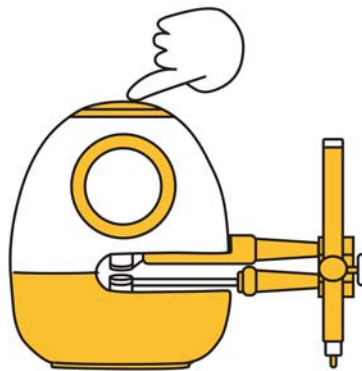
Do not use the robot while it is charging.

Use the supplied USB cable to charge your robot under adult supervision.

Always follow use and charging instructions to avoid injury, fire risk or damage.

Never use a power source that is damaged.

Case of system crash



Cases:

1. Card scanning no response;
2. Button no response;
3. No sound;
4. Any other cases that robot not working properly.

Common solution:

1. Restart the robot;
2. Pull the arm to the frontal direction of the robot, then restart the robot;
3. Unplug the USB cable (if the cable is plugged), then restart the robot.

Support contacts:

Website: www.wedraw.co

Email: hello@wedraw.co

FCC Statement

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

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

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.

Specifications

Name	WdDraw
Weight	1.62 kg
Size	150*125mm
Power	5V2A
Working time	Up to 5 hrs for fully charged
Battery	2500 mAh

Model: WD1C

FCC ID: 2ARTK-WD1C

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.

