

Code-a-pillar Classic

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Getting Started with
Code-a-pillar Classic



Digital Copy of Instruction
Guide for Code-a-pillar
Classic



What is a Code-a-pillar Classic?



- Code-a-pillar is a coding toy for **children aged 3+ with adult help**
- Can be **programmed** by **connecting the 8 different body segments to the motorized head segment**; when the blue start button is pushed, Code-a-pillar will perform the sequence of commands in the order they have been connected
- Children can **arrange and rearrange the body segments for endless coding combinations**

Getting Started

1 Turning on the Code-a-pillar Classic



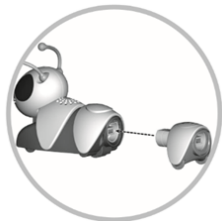
Slide the power switch to ON 



2 Coding the Code-a-pillar Twist



Connect segment pieces to Code-a-pillar in sequential order according to where you want the Code-a-pillar to begin and end.



To attach the segment pieces, you must first attach a body segment to Code-a-pillars head segment. Attach the following body segments to the prior body segment. Watch each piece light up (this may take a few seconds) so you know that each piece is properly connected.

3 Run the Code-a-pillar Classic



Press the GO! button. It will take a few seconds for Code-a-pillar to process your request.
Hint: The GO! button is the only button on Code-a-pillar (head segment). The segment pieces do not have buttons.



The Code-a-pillar's pieces will light up as it maps out the "programmed" mission you coded. Once it knows the mission, off it goes!

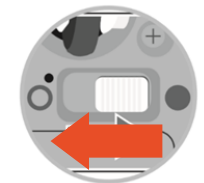
4 Ending a code sequence/program



To end the code sequence you can:

- a)** Press the top of the Code-a-pillar's head and he will respond in his own "code".
- b)** Disconnect and mix up the body segments pieces, then put them back together to send Code-a-pillar on another path.

5 Turning off the Code-a-pillar Twist



Slide the power switch to OFF  when finished playing.

