nenora de la lanchora

Code-a-pillar Twist





Getting Started with Code-a-pillar Twist



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



DUCECDACEMALERS

What is a Code-a-pillar Twist?



- Code-a-pillar Twist is a coding toy for children aged 3+ with adult help
- Can be programmed by twisting the dials on the caterpillar's segments to create a sequence that tells
 Code-a-pillar Twist how to move
- Code-a-pillar Twist has more than 1,000 possible coding combinations for children to explore

DUCDEDACEMALCECI

CROPHUCIIHNERSPH Getting Started

Turning on the Code-a-pillar Twist



Slide the power-volume switch to ON with low volume
or high volume



Coding the Code-a-pillar Twist



Twist each of the five dials to code a mission for the Code-a-pillar. You can choose a direction, music or fun sound effect.



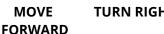
SOUNDS

TURN LEFT









TURN RIGHT





ANIMAL

SOUNDS



SOUNDS



CHAT



1Chornell Hachorh

Run the Code-a-pillar Twist



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. 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



The code sequence has ended when the Code-a-pillar stops and sings its "code" song.

Turning off the Code-a-pillar Twist



Slide the power switch to OFF when finished playing.



OUCDEDACEMALCRE