



Coding Critter (Ranger & Zip)

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"How to Videos"



Getting Started with Coding Critter



Meet the Coding Critters



What is a Coding Critter?

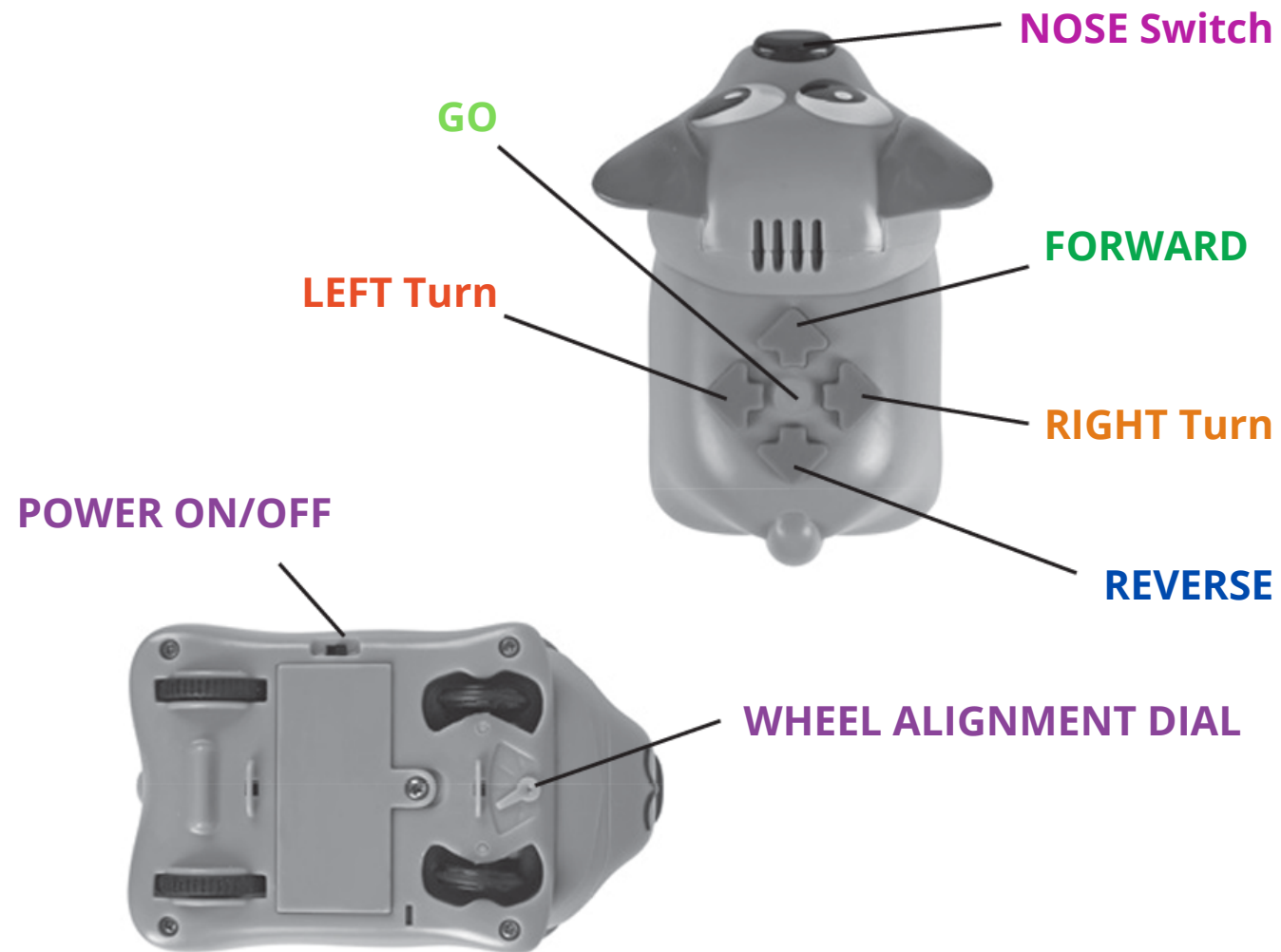


- **Coding Critters** are a simple codable toy that is **screen-free** for **children aged 4+ with adults help**
- Children **push buttons on the critters' back** to input a series of **commands**, then press the grey "go" circle button to activate the code.
- **Code the critter** using their matching **storybook**.
- In addition to following along with the storybook's coding challenges, you can also **use the critter playset to design your own code games and more!**



Get to Know Coding Critter 🐶

You can program Coding Critter by pressing the different buttons on their back. See the image below to learn about Ranger's buttons you can press to enter commands.



Getting Started

1 Turning Coding Critter 'ON' & 'OFF'

Turn Critter **on** by **sliding the power button** on the bottom.



2 Using CODE MODE

Press the **DIRECTION** buttons on Coding Critter's back to begin inputting a coding sequence of **up to 30 steps**.

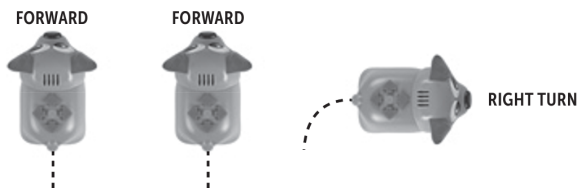
- **GO** – Press GO to execute a programmed sequence. Coding Critter will now move according to the sequence of steps you've entered.
- **CLEAR** – Coding Critter will automatically clear after you press GO and it executes the programmed sequence. If you want to clear a sequence you just inputted, press and hold GO until you hear the "clear" tone.

Build a PROGRAM SEQUENCE by pressing the arrow buttons. Press GO to run your program.

FOR REFERENCE:

- o **FORWARD** – Coding Critter moves 4" (10.2 cm) FORWARD.
- o **REVERSE** – Coding Critter moves 4" (10.2 cm) in REVERSE.
- o **RIGHT** – Coding Critter turns forward to the RIGHT.
- o **LEFT** – Coding Critter turns forward to the LEFT.
- o **NOSE SWITCH** – Coding Critter makes a sound, backs up, and turns.
- o **WHEEL ALIGNMENT DIAL** – Adjust to the left or right if Critter is not moving straight.

For example, a 3-step coding sequence of **FORWARD, FORWARD, RIGHT TURN, GO** would look like this:





3 Using PLAY MODE

Take care of your Coding Critter. **Press and hold** the **NOSE** switch until the **GO button lights up**. Now you can feed and play with the Coding Critter like a real pet!



Press **NOSE** switch for 2 seconds to enter **PLAY** mode

GO button will light up and stay lit in **PLAY** mode



FEED – Give your Coding Critter a tasty snack!

PATROL – Intruders, look out! Coding Critter is on duty.

DANCE – Watch your pet move and groove to the music!

NAP TIME – Your critter is looking sleepy. Time for bed!

PET – Give your critter a pat on the back.

