

# XTREM BOTS

Bluetooth®

STEM

+8



## APP USER MANUAL

**M**  **ZZY**  
BUILD | CODE | PLAY



## DOWNLOAD

Scan the applicable QR code for your operating system, download and install the application, or search the App Store on your device: **Mazzy Smart APP.**

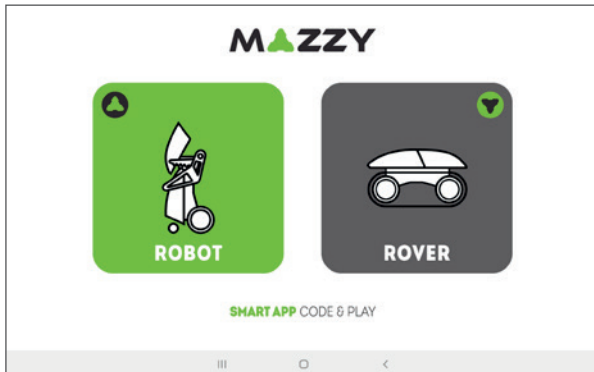


NOTE: APP is compatible from Android 4.0 or iOS 7.0 and up. Requires gyroscope.



## START THE APP

Open Mazzy Smart APP. Select the model that Mazzy is mounted on to continue: robot or vehicle.



If you need to change this option during the game, there is a button in the upper left corner to do so.



Robot

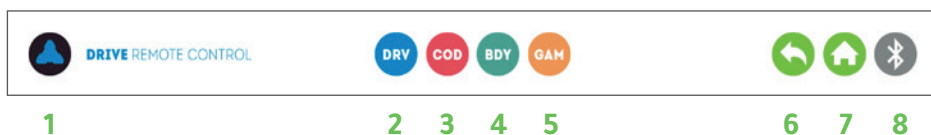




Vehicle



## BASIC ICONS

This basic menu always appears at the top:

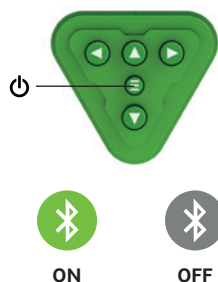


1. Robot  or vehicle  model.
2. Direct access to: DRIVE game mode.
3. Direct access to: CODING game mode.
4. Direct access to: BUDDY game mode.
5. Direct access to: GAME mode.
6. Back.
7. Start.
8. Bluetooth.



## PAIRING ROBOT WITH DEVICE

1. Turn on the robot with the central button.
2. Press the Bluetooth button at the top right of the screen. (Bluetooth icon)
3. Select “Mazzy”.
4. If paired-up correctly, the robot will beep twice and the Bluetooth button will change to green.



### DISACTIVATE

To unpair press the Bluetooth button again. The robot will beep and the button will change to grey.



## SLEEP MODE

When the robot is inactive for 5 minutes, it automatically shuts down. It emits a brief beep every minute for five minutes and changes its facial expression to warn you.

The robot does not enter rest mode when paired.

**LOW BATTERY:** when it has a low battery, the robot changes its facial expression, makes a sound and switches off automatically.



# APP GAME FEATURES



- Remote
- Gyroscope



- Emotions
- Dance



- Visual coding
- Simulator

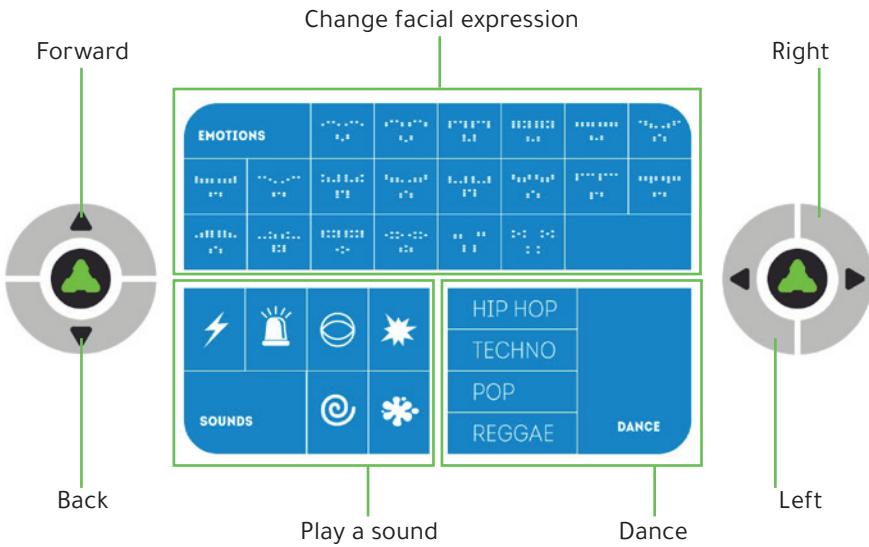


- Game Maze



## DRIVE

### REMOTE



### GYROSCOPE

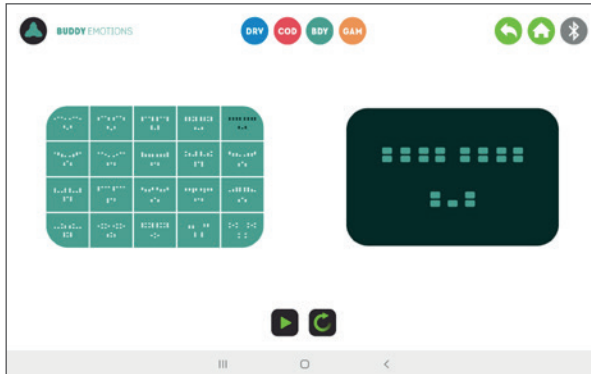


You can steer the robot by tilting the device in the desired direction.

The facial expressions, sounds and dance mode panel work the same as in REMOTE mode.



## EMOTIONS



1. Select the facial expression on the left panel.
2. View it larger on the fictitious screen on the right
3. Send it to the robot with the Play button.
4. Repeat the expression loop by clicking the Loop button.



## DANCE



1. Select the dance style on the left panel.
2. Send it to the robot with the Play button.
3. Pause it with the Pause button.
4. Repeat the dance loop by clicking the Loop button.



## CODING - PROGRAM WITH APP

### VISUAL CODING

This basic menu will always appear at the bottom:



**END OF SEQUENCE:** when you have finished programming the sequence, click this button to end



**PLAY:** play the sequence.

**IMPORTANT:** this option does not work if the end of the sequence has not been clicked



**PAUSE:** while the robot is performing the sequence, you can pause it with this button.



**LOOP:** click this option to repeat the loop sequence.



**MEMORY:** you can save up to three sequences in the memory. Choose where to store it in the drop-down menu (1,2 or 3) and press save or delete.

**NOTE:** to avoid losing the sequences it is advisable to save them before going to the simulator.



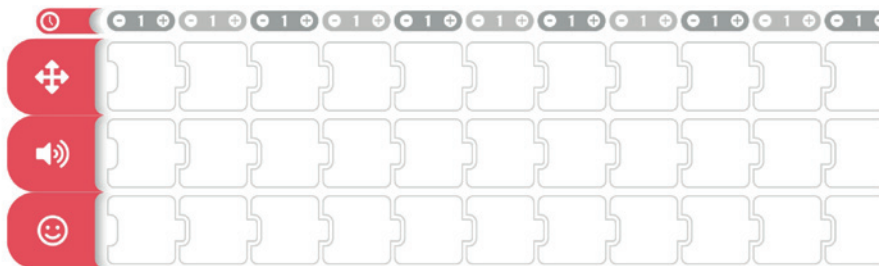
**DELETE:** by selecting a command and then pressing this button, the command is deleted. If you keep it pressed for a few seconds, the whole sequence is removed.



**SIMULATOR:** enter sequence simulation mode.

The grid represents a timeline (left to right). As commands are added, the grid is completed.

Up to 20 actions per line can be programmed, and each action repeated up to a maximum of 8 times.

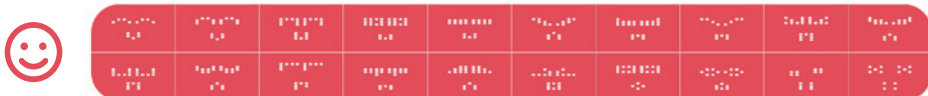


**TO FILL IN THE PROGRAMME GRID:**

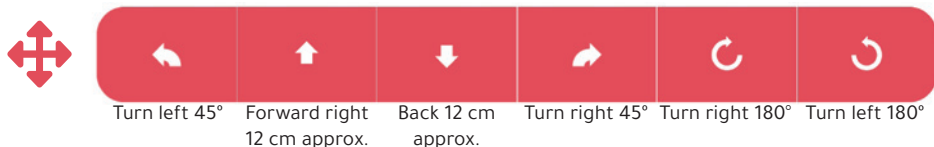
By selecting the box you want to fill in, the possible options panel for that timeline is displayed.

The options are as follows:

**FACIAL EXPRESSIONS:** 20 different facial expressions with animation:



**MOVEMENTS:** 6 different movements:



**SOUNDS:** 6 DIFFERENT SOUNDS:








**REPETITIONS:** with the + and - buttons you can programme the number of times each grid action is repeated. Up to a maximum of 8 repetitions



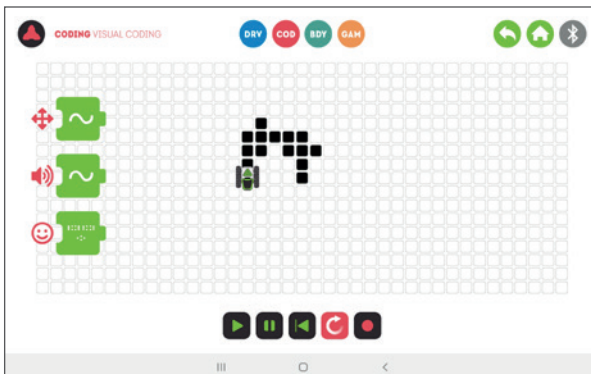
## SIMULATOR

This basic menu will always appear at the bottom:



-  **PLAY:** play the sequence.
-  **PAUSE:** you can pause the simulation with this button.
-  **RESTART:** start the simulation again from the beginning.
-  **LOOP:** click this option to repeat the loop sequence.
-  **MEMORY:** choose which sequence you want to simulate in the dropdown menu.

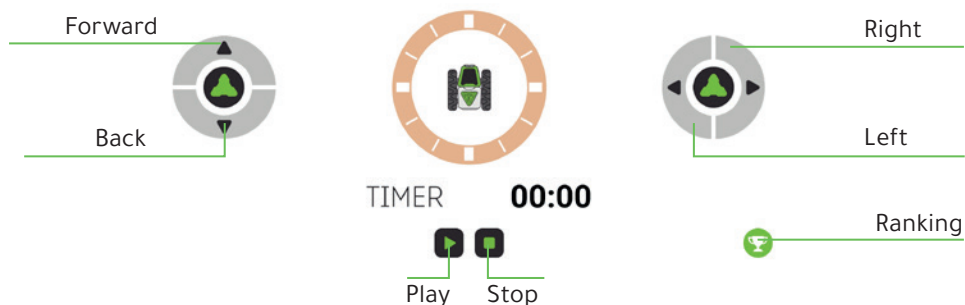
1. Prepare a sequence in Visual Coding mode.
2. Click “end of sequence” to automatically fill in the blank spaces.
3. Save the sequence in the desired memory (1, 2 or 3).
4. Open the simulator.
5. With the memory button, select the sequence you want to play in the simulator.
6. Press Play.





## GAME

**IMPORTANT:** The sensor must be connected for this play mode. To remove the warning when entering Game Mode, click any part of the screen.



1. Prepare a circuit with the barriers and the START and FINISH.
2. Prepare the robot in the START box.
3. Press Play to start the timer.
4. Complete the circuit as quick as you can.
5. Press STOP when you get to the finish box.

**NOTE:** the obstacle sensor will detect the barriers if you get close. This disables the robot a few seconds; the more times it detects you, the more seconds it will be disabled (5 sec, 7 sec and 10 sec). He'll change his facial expression to angry. After Mazzy stops by fence, it shall be turn 90 degree left or right.

**RANKING:** if your time is among the top 5, you can save it and check out the results later to compete with your friends. To restart the ranking, press the trash button on this screen and confirm the deletion.

**IDEA:** use any everyday object to create your own custom circuits.



## OBSTACLE BUILDING

Mazzy includes some game items: one start square, one finish square and 13 obstacle fences.

You can imagine thousands of tracks and mazes, to play on direct-drive mode or on programming mode. You can play with the buttons on the central unit or with APP in “Game Maze” mode.

### OBSTACLE BUILDING

Bend the die-cutted corners to keep it straight.



NOTE: the obstacle sensor is only available with APP mode.

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PHOTOS AND ILLUSTRATIONS.

**Made in China**

ENZ7022020H3 v2

**MZZY**  
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**WARNING:**

**CHOKING HAZARD - Small Parts.**

**Not for Children under 3 years.**