Qobo User Manual

繁體中文
如果您需要繁體版的“快速入門指南”，可以訪問我們的網站。

日本語
クイックスタートガイドの日本語版が必要な場合は、当社のウェブサイトをご覧ください。

한국어
퀵스타트 가이드의 한국어 버전이 필요하면 당사 웹 사이트를 방문하십시오.

العربية
إذا كنت بحاجة إلى نسخة عربية من دليل البدء السريع ، فيمكنك زيارة موقعنا الإلكتروني.

Français
Si vous avez besoin d'une version française du Guide de démarrage rapide, vvous pouvez visiter notre site Web.

Deutsch
Wenn Sie die deutsche Version der Kurzanleitung benötigen, können Sie unsere Website besuchen.

русский
Если вам нужна русская версия Краткое руководство, вы можете посетить наш веб-сайт.

Español
Si necesita la Guía de inicio rápido en español, puede visitar nuestro sitio web.

Nederlands
Als u een Nederlandse versie van de snelstartgids nodig hebt, kunt u onze website bezoeken.

http://www.robobloq.com/qobo/um

Catalog

1、Parts List ---- 02

2、About the Product

- 2.1 Product Introduction ---- 05
- 2.2 Product Overview ---- 06
- 2.3 Specifications ---- 07
- 2.4 About the battery ---- 07
- 2.5 About the programming cards ---- 08

3、How to use

- 3.1 Game Mode (14 Lessons) ---- 14
- 3.1 Free Mode (2 Lessons) ---- 43

4、FAQs ---- 48

5、Product Warranty ---- 49

6、After-sales Contact Method ---- 53

Parts List

Qobo X 1

USB Charging Cable X 1

Map X 1

Programming Card X 30

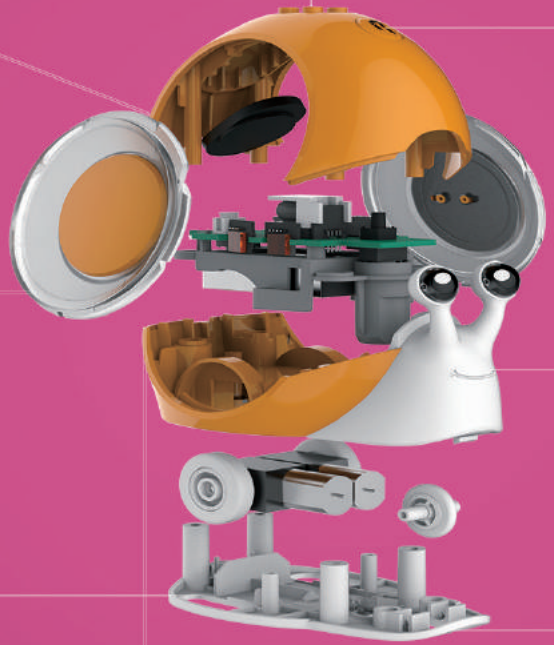
About the Product

QOBO
Product Introduction
Qobo is an STEM educational programming and interactive entertainment robot for children between three to eight years old. Its card-based programming architecture and gamified tutorial not only enlighten children but also exercise their logical thinking and hands-on abilities. Meanwhile, Qobo is easy to use ,intuitive and screen-free.

Compatible with major building block Toys

Speaker

The Start Button, when you press it, the robot starts reading card instructions.



Color-flashing Shell

Interactive Touch-Mouth, touching it will make it laugh.

The Power Button, when you press it, you can power on or off the robot.

USB Port, for charging or updating firmware.

Puzzle Card Recognition Function

Tip: What happens when you shake the robot? (The robot is equipped with a built-in gyro position sensor.

Specifications

Product Dimensions	94.6 x 61.5 x 75 mm
Battery	1,100 mAh
Operating Environment	-10℃ to +40℃
USB Port	Micro USB port
Operating Voltage	3V to 4.1V
Operating Current	300 mA
Weight	160g

About The Battery

The robot can run for up to three hours when fully charged.

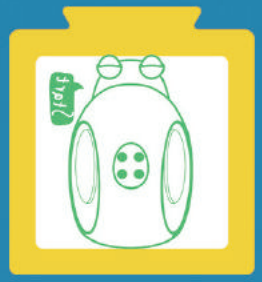
There are two charging methods. The first method is to connect the robot to a computer through the USB charging cable and charge it for about two hours.
The other method is to connect the robot to a mobile phone adapter through the USB charging cable and charge it for about two hours.

When the battery is low, the robot automatically prompts you to charge it in a timely manner.
Charging indicator: The red light flashes during charging and the green light is always on after charging is completed.

About the Programming Cards

Free Mode Card

The robot enables Free mode and begins to store further card instructions.



Game Mode Card

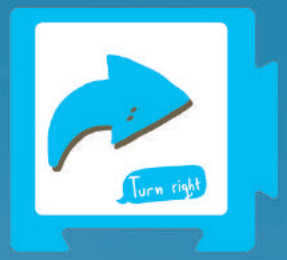
The robot enables Game mode and moves one step forward.

Destination Card

The robot stops, and the program ends.

Forward Card

The robot moves one step forward in the current direction.



Right Turn Card

The robot turns right 90 degrees clockwise and then moves one step forward.

Left Turn Card

The robot turns right 90 degrees counterclockwise and then moves one step forward.

Police Car Card

The robot repeatedly sounds a siren and then moves one step forward.

Train Card

The robot repeatedly sounds a train whistle and then moves one step forward.

Dancing Card A

The robot sings while dancing and moves one step forward after dancing.

Dancing Card B

The robot sings while dancing and moves one step forward after dancing.

Red Light Card

The robot sets the lighting effect to red and then moves one step forward.

Yellow Light Card

The robot sets the lighting effect to yellow and then moves one step forward.

Yellow Light Card

The robot sets the lighting effect to yellow and then moves one step forward.

Green Light Card

The robot sets the lighting effect to yellow and then moves one step forward.

Indigo Light Card

The robot sets the lighting effect to indigo and then moves one step forward.

Blue Light Card

The robot sets the lighting effect to blue and then moves one step forward.

Violet Light Card

The robot sets the lighting effect to Violet and then moves one step forward.

River Card

Because the robot is drowned when passing the River Card, the robot has to elude this card.

Apple Card

The robot picks up an apple
and then moves one step forward..
The robot turns right if it recognizes a Condition
Card in the following cards,
and if not, the robot will run normally.

Banana Card

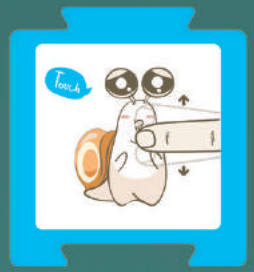
The robot picks up a banana and then moves one
step forward. The robot turns left if it recognizes a
Condition Card in the following cards, and if not,
the robot will run normally.

Condition Card

If the robot has picked up an apple, it turns right
90 degrees and then moves one step forward;
if the robot has picked up a banana,
it turns left 90 degrees and then moves one step forward.

Random Card

The robot randomly picks up a banana or apple
and then moves one step forward (The similar
function as Apple/Banana Card). If the robot get
an apple, it turns right 90 degrees at the Condition
Card ; if the robot get a banana, it turns left 90 de-
grees at the Condition Card.



Touch Card

The robot stops and waits for the user to touch its face.
After the required action is triggered,
it moves one step forward.

Help-to-move Card

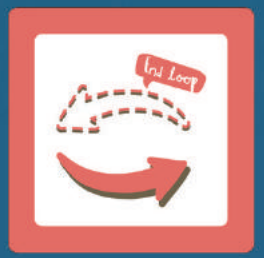
The robot stops and waits for the user to pick it
up and skip one step. After the required action is triggered,
it continues to move one step forward.

Loop 3 Times Card

This card is used in conjunction with the End Loop Card. When this card is used, the code between both cards are repeated three times. This card is only supported in Free mode.

Loop 6 Times Card

This card is used in conjunction with the End Loop Card. When this card is used, the code between both cards are repeated six times. This card is only supported in Free mode.



End Loop Card

This card is used in conjunction with the Loop 3 times and Loop 6 times cards. This card is only supported in Free mode.

HOW TO USE

GAME MODE

Step 1

Long press the button at the bottom of the robot to power it on.

Step 2

Select a lesson and place the cards.

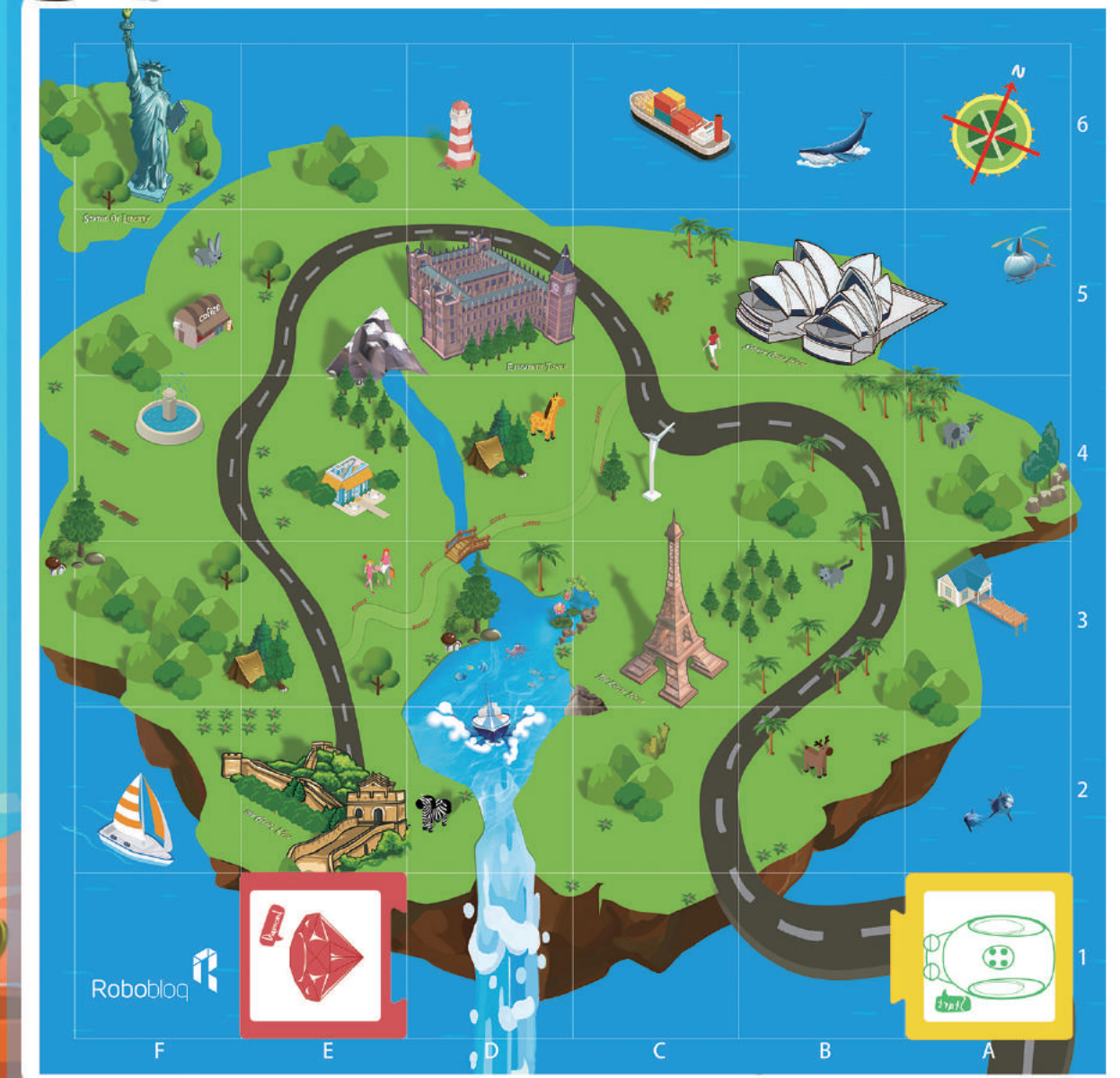
Step 3

Place the robot at the starting position.

Step 4

Press the start button.

There is a ruby hidden at the bottom of the Great Wall. You are required to use only the Forward Card to reach the destination and get the gem.



TIP

Use the forward card to complete this mission

Game Mode Card

Destination Card

Forward Card

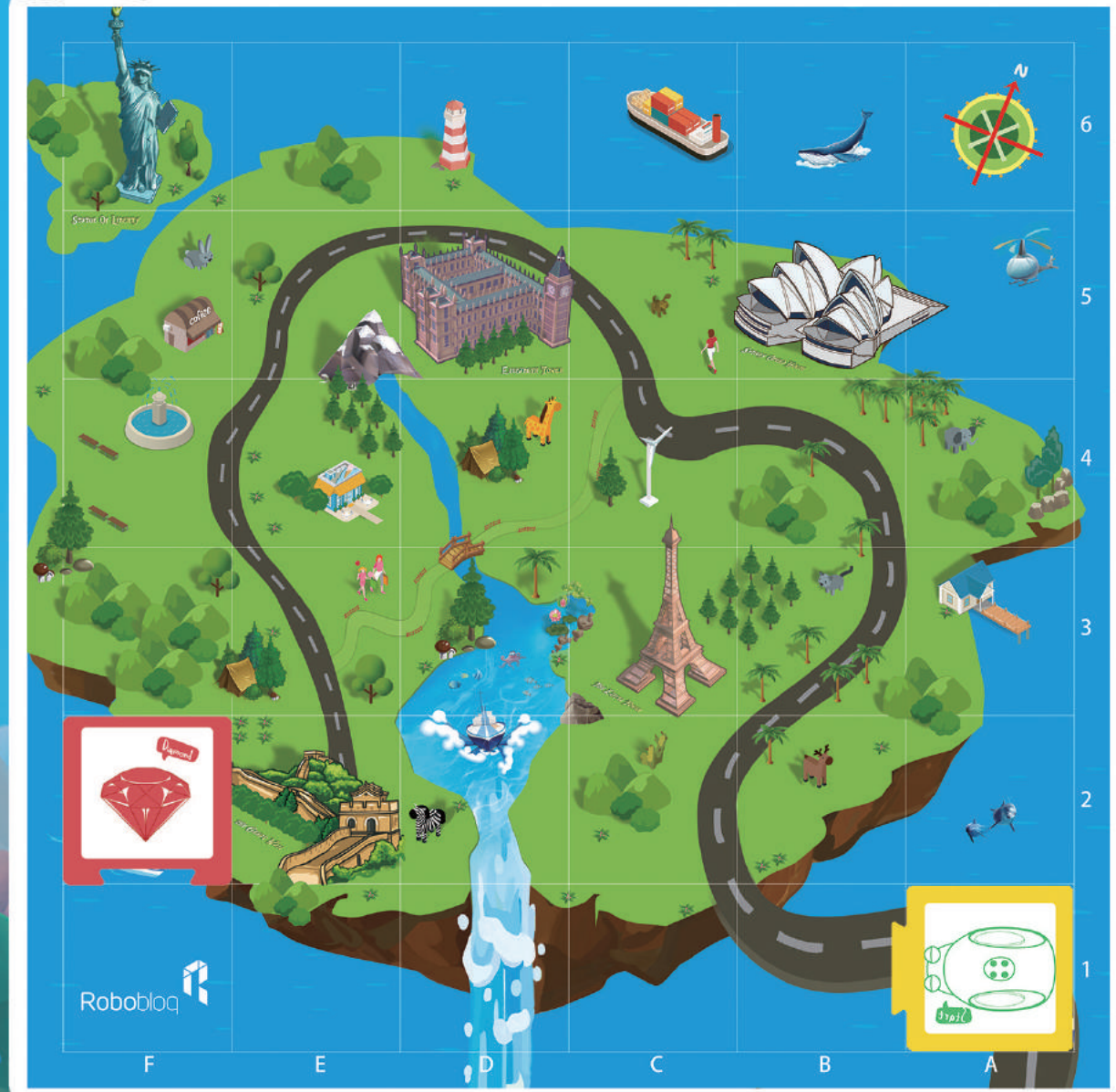
Lesson 1

The answer to Lesson 1. (Only for your reference)

Have a try

Lesson 1

There is a ruby hidden at the left of the Great Wall. You are required to use only the forward and right turn cards to reach the destination and get the gem.



TIP

Please use these cards below to complete the mission.

Forward Card

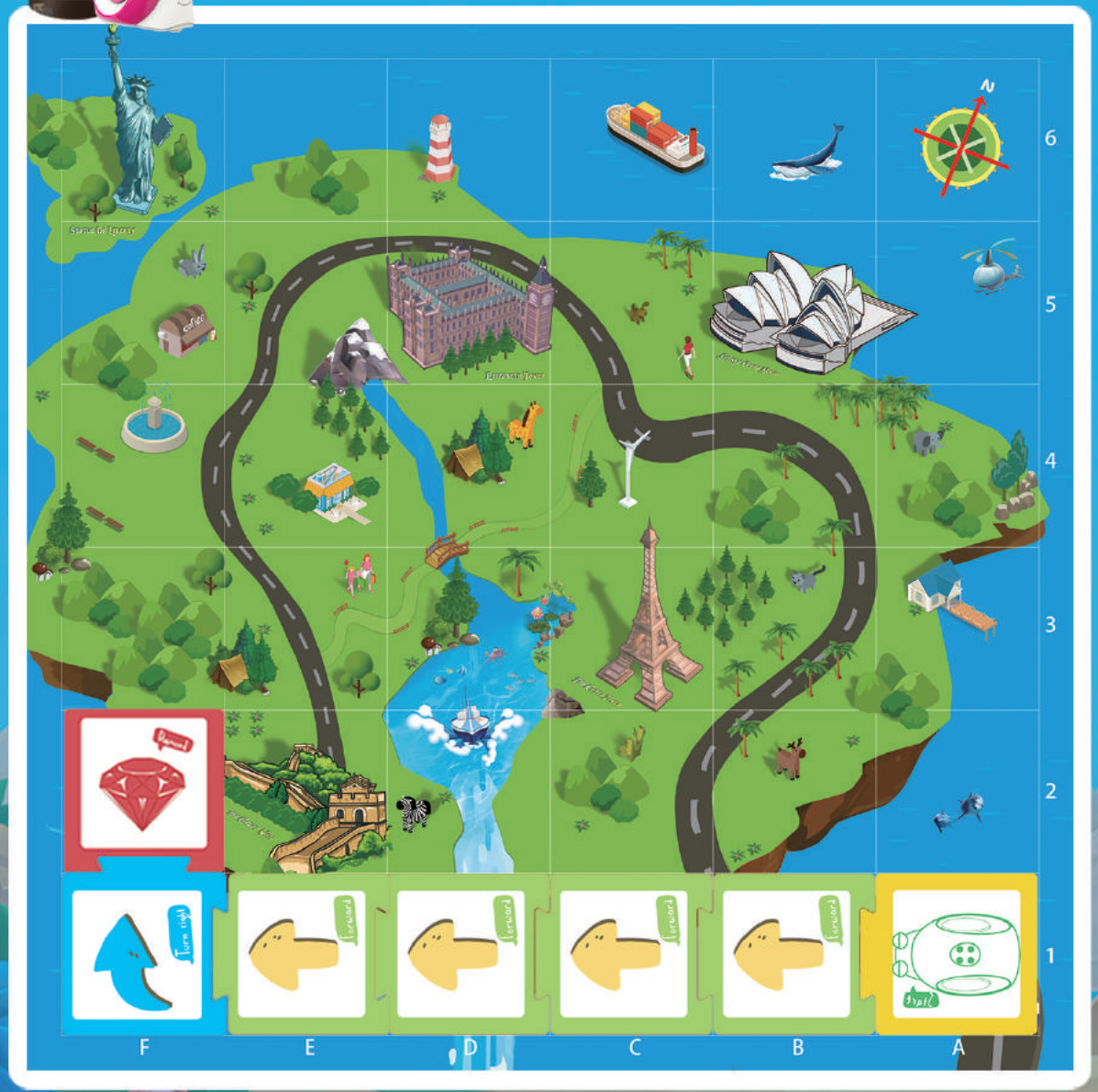
Right Turn Card

Game Mode Card

Destination Card

Lesson 2

The answer to Lesson 2 (Only for your reference)



Have a try

Lesson 2

Good news! There is another ruby hidden on the top of the Great Wall. You are required to use the left turn, right turn, and forward cards to advance and quickly find the gem.

TIP

Please use these cards below to complete the mission.

Forward Card

Right Turn Card

Left Turn Card

Game Mode Card

Destination Card

Lesson 3

The answer to Lesson 3. (Only for your reference)

Have a try

Bad news! The river has submerged the bottom of the Great Wall, but the gem is hidden just to the lower left of the Great Wall.

TIPS

River Card: Because the robot is drowned when passing the river card, the robot has to elude this card.

Please use these cards below to complete the mission.

River card

Forward card

Right turn card

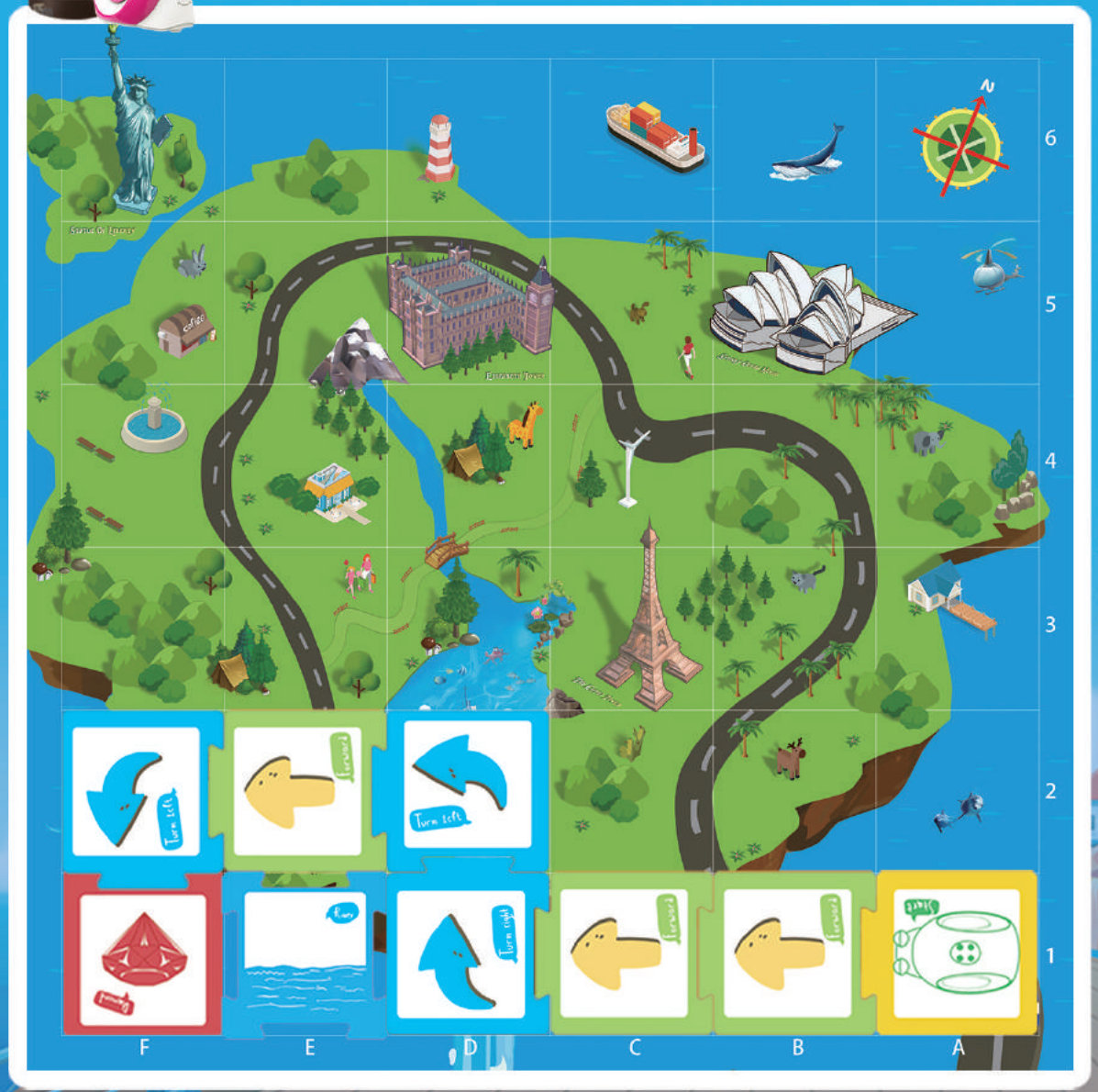
Left turn card

Game mode card

Destination card

Lesson 4

The answer to Lesson 4. (Only for your reference)



Have a try

I received news that a thief has stolen the gem to the left of the Eiffel Tower. The Qobo is required to catch him by taking a police car.

TIPS

The Police Car Card can turn the robot into the police car.

Please use these cards below to complete the mission.

Police Car Card

Forward Card

Right Turn Card

Left Turn Card

Game Mode Card

Destination Card

Lesson 5

The answer to Lesson 5. (Only for your reference)

Have a try

Lesson 5

Hi, good news for you! There is a special gem to the left of the Eiffel Tower. You must perform a dance before you can find the gem.

TIP

Please use these cards below to complete the mission.

Dancing Card A

Forward Card

Right Turn Card

Left Turn Card

Game Mode Card

Destination Card

Lesson 6

The answer to Lesson 6. (Only for your reference)

Have a try

It is said that there is a colorful gem to the right of Sydney Opera House. You must successively light up the red, green, and blue lights before you can open the door and find the gem.

TIPS

The three primary colors of light are red, green, and blue. By using the red, blue, and green cards, you can change the color of the light. When the execution is completed, the robot makes new colors according to the color mixing principle.

Please use these cards below to complete the mission.

Green Light Card

Red Light Card

Blue Light Card

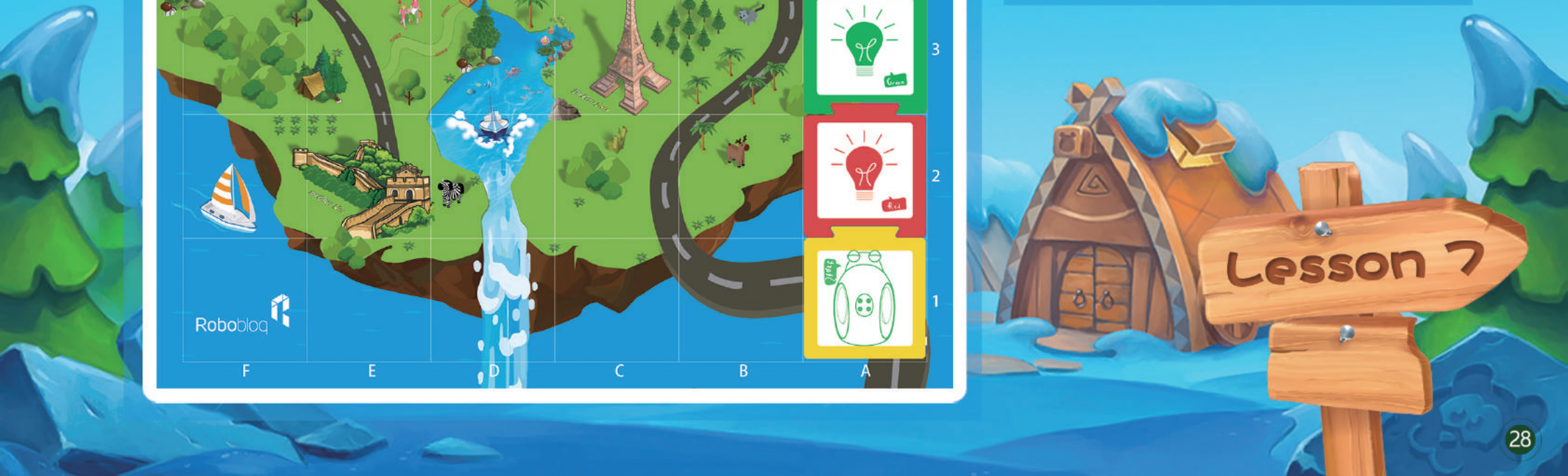
Game Mode Card

Destination Card

Lesson 7

The answer to Lesson 7. (Only for your reference)

Have a try. What color do you get at the destination?



I have a secret for you. To the upper right side of Sydney Opera House, there is a ruby. You must successively light up the red, orange, yellow, green, indigo, blue, and violet colors to make a rainbow before you can open the door and find the gem.

TIPS

A rainbow is normally composed of seven colors. You must use the red, orange, yellow, green, indigo, blue, and violet cards to complete the mission.

Please use these cards below to complete the mission.

Lesson 8

The answer to Lesson 8. (Only for your reference)

Have a try. What color do you get at the destination?

Part of the road to the top of Sydney Opera House is submerged by the river. You must use your wisdom and activate the rainbow light to find the gem.

TIPS

River Card: Because the robot is drowned when passing the river card, the robot has to elude this card.

Please use these cards below to complete the mission.

Green Light Card | Yellow Light Card | Orange Light Card

Violet Light Card | Red Light Card | Indigo Light Card

Blue Light Card | Right Turn Card | Police Car Card

Dancing Card A

Lesson 9

The answer to Lesson 9. (Only for your reference)

Have a try

Good news! There is a choice of doors in front of the Elizabeth Tower. You must make the correct choice before you can find the gem.

TIP

Please use these cards below to complete the mission.

Apple Card

River Card

Condition Card

Forward Card

Right Turn Card

Left Turn Card

Lesson 10

The answer to Lesson 10. (Only for your reference)

What would happen if you were using the Banana Card?

Lesson 10

I will take away your apple and banana cards. Use your luck (i.e. random card) to try to find the gem.

TIPS

The robot randomly picks up a banana or apple and then moves one step forward (The similar function as Apple/Banana Card).

Please use these cards below to complete the mission.

Random Card

Right Turn Card

Condition Card

Left Turn Card

Forward Card

Lesson 11

The answer to Lesson 11. (Only for your reference)

Have a try

Lesson 11

The next stop, the Statue Of Liberty, is surrounded by rivers and you would be drowned by directly crossing the river. Therefore, use the special skill card "Help-to-move" for help.

TIPS

The robot has a built-in position sensor, which can sense changes to its position.

Please use these cards below to complete the mission.

Help-to-move Card

Right Turn Card

Forward Card

Left Turn Card

Lesson 12

The answer to Lesson 12. (Only for your reference)

Have a try

Lesson 12

Come and challenge yourself to visit five global attractions at one time and reach the final destination Statue Of Liberty. (You are required to use the touch card midway.)

TIPS

Touch Card: Touch the face of the robot after this card is recognized. Principle analysis: The robot has a built-in touch sensor, which can sense human touches.

Please use these cards below to complete the mission.

Touch Card

Right Turn Card

Forward Card

Left Turn Card

Lesson 13

The answer to Lesson 13. (Only for your reference)

Have a try

Lesson 13

Use your luck (i.e. Random Card) to try to find the gem.

TIP

Please use these cards below to complete the mission.

Condition Card

Right Turn Card

Forward Card

Left Turn Card

Random Card

The answer to Lesson 14. (Only for your reference)

Have a try

FREE MODE

Step1

Long press the button at the bottom of the robot to power it on.

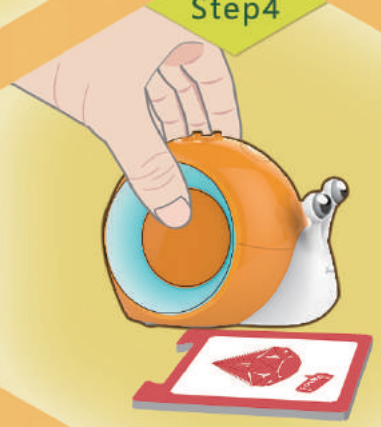
Step2

Scan the Free Mode Card.

Step3

Scan other cards.

Step4



Scan the Destination Card.

Step5

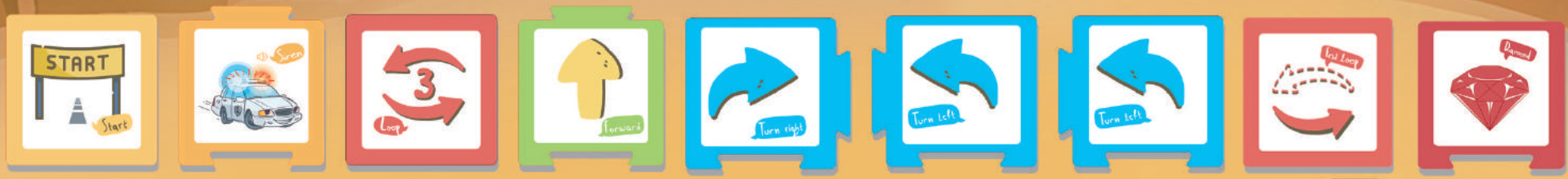
Press the Start button.

Now, I will show you how to move without the cards. This is called Free mode, in which you can move freely without cards.

TIP

Loop 3 Times Card

This card is used in conjunction with the End Loop Card. When this card is used, the code between both cards are repeated three times. This card is only supported in Free mode.



Scan these cards in turn with your robot

Lesson 15

Come and challenge yourself with a more difficult program in Free mode.

TIP

Loop 6 Times Card

This card is used in conjunction with the End Loop Card. When this card is used, the code between both cards are repeated three times. This card is only supported in Free mode.

Scan these cards in turn with your robot

Multi-player Mode
Players: 2
Rules:
1.The goal is to let the Qobo avoid River obstacles from the starting point, to the destination to find gems.
2.There are two roles. One is the instructor (parents), who is responsible for setting the start card and the destination card for the kids, as well as the river barrier. One is the task executor (kids), using cards to achieve goals.
PC Advanced Coding
Support PC Scratch icon programming, help children learning coding from basic to advanced .
More tutorials: http://wiki.robobloq.com/Qobo.html

FAQs

FAQs

Q: Can I control the robot with an app?

You can only control the robot by card programming or by programming it on a computer.

Q: What should I do if the robot cannot be powered on?

The battery may be low. Please charge it first.

Q: How many Lego blocks are supported by the product?

About a dozen pieces of Lego small building blocks, weighing about 100g. If the weight is too heavy, the robot may go wrong.

Q: My Qobo is faulty and moving very slowly when turning.

Make sure that there are no dirt or other fibrous objects on the wheels.

Q: What should I do if I accidentally delete the sound files of Qobo?

Please download the latest sound files from the official website.
Online tutorials: **http://wiki.robobloq.com/Qobo.html**

Q: How to update the firmware?

Download the latest firmware from the official website, then copy it into the robot and restart the machine. During the upgrade, the blue light flashes. After the upgrade is successful, the blue light is always on.
Online tutorials: **http://wiki.robobloq.com/Qobo.html**

For any quality problems, please contact us by emailing hello@robobloq.com.

PRODUCT WARRANTY

Product Warranty Instructions

Product performance failures that occur to all regularly purchased QoBo robots and accessories are covered under warranty.

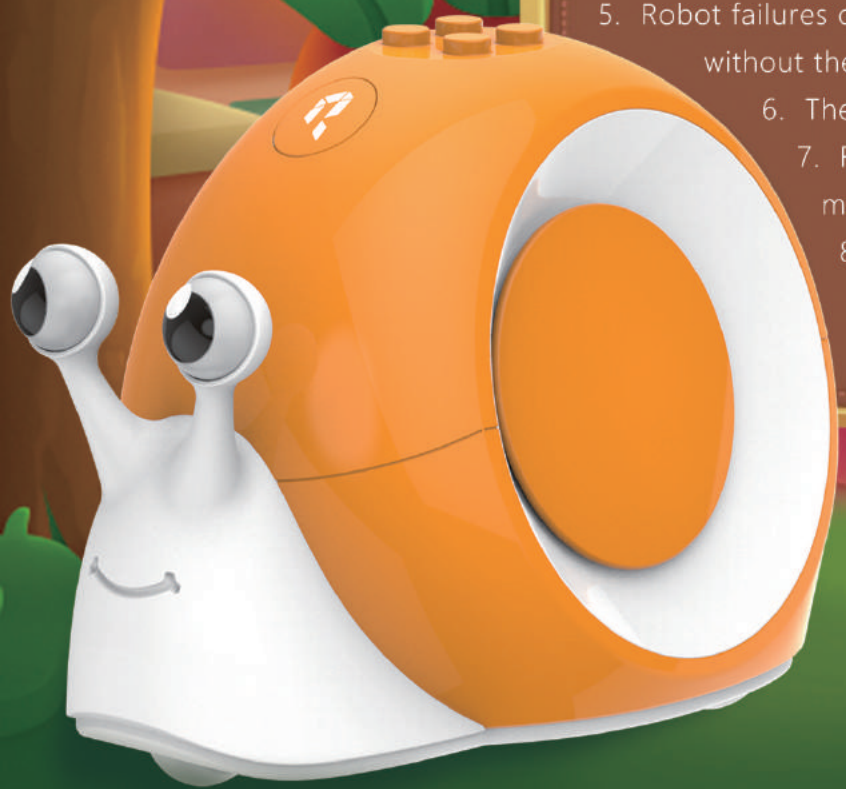
1)Part replenishment: If you find any missing parts within seven days from the date of receipt, these parts will be supplied for free after confirmation is made by Robobloq or the relevant certified technical testing personnel.

2)Warranty: For performance problems of any robot parts that are under warranty (outside the scope of "non-free maintenance") and are in the warranty period, they will be repaired or replaced for free after confirmation is made by Robobloq or the relevant certified technical testing personnel.

3)Charged maintenance: For quality problems of any purchased robot that is identified as in the "non-warranty period" or within the scope of "non-free maintenance" by Robobloq or the relevant certified technical testing personnel, the robot will be repaired on a paid basis. The service fee shall depend on the specific product and the degree of damage.

Non-warranty Provisions

1. The operating environment does not comply with relevant national standards, such as those regarding overvoltage, overcurrent, lightning strike, high temperature, high humidity, and vibration.
2. Robot failures or damages are caused by force majeure such as earthquakes or fires.
3. Robot damages are caused by unexpected conditions or human causes, such as water ingress, mechanical damage, dropping, severe oxidation, or rusting.
4. Robot failures or damages are caused by failing to install, use, or maintain the robot in accordance with the user manual.
5. Robot failures or damages are caused by the modification, disassembly, and assembly of the robot without the permission of Robobloq.
6. The replacement and warranty periods have expired.
7. Failures have occurred to the accessories and other parts of the robot, except for the main parts listed in the National Three Guarantees Act.
8. Other failures or damages caused by problems other than the design, process, manufacturing, and quality of the robot itself.



Company : Robobloq Co., Ltd.
Address: B53-208, Zhongchuang Industrial Park, Liuxian Avenue, Nanshan District, Shenzhen, China
Telephone: +86-0755-26926929
Website: http://www.robobloq.com/

Robobloq