8+

User manual

Item No. 8003

Contents

Introduction **3**
Package contents 3
Quick overview **3**
Battery details **4**
Important battery information 4
Getting started with Joebot **5**
Powering On/Off the first time 5
Powering Joebot 5
LED indicators 5
Interacting with Joebot **6**
IR sensors 6
Voice command control 6
Microphone 7
Hand controls 7
Demo Modes 7
Dance demo 7
Conversation demo 8
Falling reaction 8
Standby Mode 8
Sleep Mode 8
Automatic shutdown 8
Controlling Joebot **9**
Voice command controls chart 9
Hand controls chart 10
Function modes **11**
Control Mode 12
Robot Mode 12
Patrol Mode 13
Guard Mode 13
Battle Mode 14
Game Mode 14
Beatbox Mode 15
Talk Mode 16
Program Mode **16**
Program Record 16
Program Playback 17
FAQs **17**
Important safety information **18**
Further information 18
WowWee 90-Day Limited Warranty **19**

Thank you for purchasing Joebot™ from WowWee™!

Joebot is an animated, walking talking, robot buddy filled with quirky responses and hilarious chatter! Use voice command control or his easy-to-operate hand controls to interact with him!

Packed with tons of features, he can even be your beatbox buddy; tap out a rhythm and he repeats it perfectly along with a dance! Let him roam freely in Battle Mode and blast obstacles with his hand LEDs — you can even square off with him using your own TV remote controller!

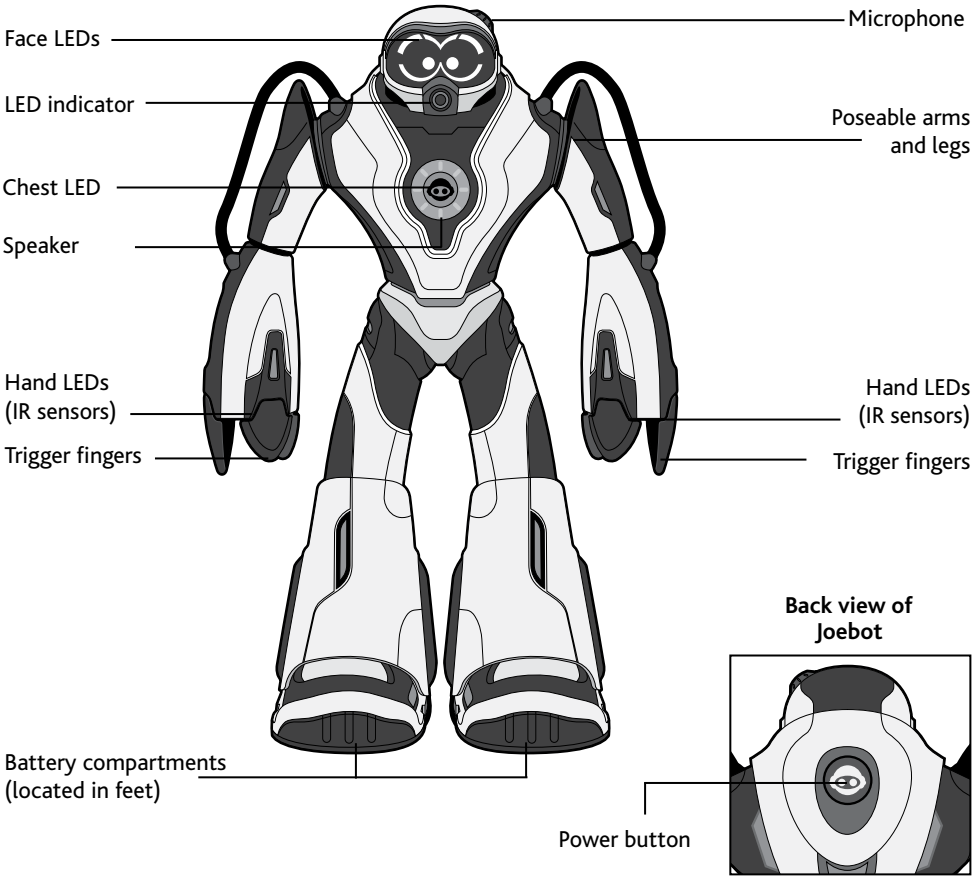
Take a few minutes to look through this user manual to get your Joebot going!

NOTE: When using Joebot, adult supervision is required, especially when changing batteries.

Package contents

This package contains the following: 1 x Joebot, 1 x User manual

Quick overview



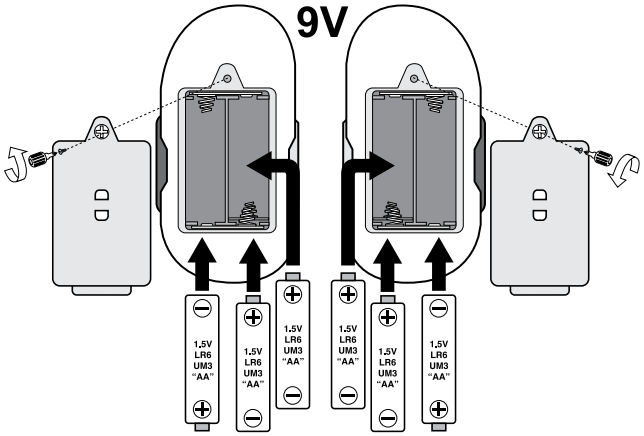
Battery details

Joebot requires 6 x "AA" size alkaline batteries (included). You will know when Joebot's batteries have nearly depleted because he will move very slowly. He will also become less responsive to user interaction or sounds.

Install the batteries as follows:

NOTE: Make sure Joebot is off.

1. Open the two battery compartments on the underside of both his feet using a Phillips screwdriver (not included) to remove the screw on each battery compartment cover.



2. Insert the batteries according to the diagram. Ensure that the positive and negative polarities match the illustrations inside the battery compartment.

3. Replace the battery compartment covers and replace the screws using the screwdriver. Do not over-tighten.

Important battery information

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries [standard (Carbon- zinc), Alkaline or rechargeable] or rechargeable batteries of different capacities.
- Remove rechargeable batteries from the toy before recharging them.
- Rechargeable batteries are only to be charged under adult supervision.
- Respect the correct polarity, (+) and (-).
- Do not try to recharge non-rechargeable batteries.
- Do not dispose batteries in a fire.
- Replace all batteries of the same type/brand at the same time.
- The supply terminals are not to be short-circuited.
- Remove exhausted batteries from the toy.
- Batteries should be replaced by adults.
- Remove batteries if the toy is not going to be played with for some time.

Getting started with Joebot

Joebot is a comical robot pal! You can access all his functions by directly interacting with him using touch and sound. Just turn him on and watch him go!

With obstacle detection, IR vision and sound detection, Joebot interacts directly with his environment in many different ways. You can also program him to perform a routine of movements, functions and sounds.

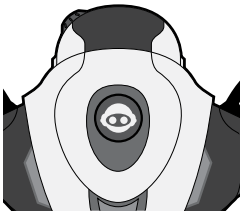
This section outlines some of his basic functions.

Powering On/Off the first time

When you first remove Joebot from his packaging, he will be in his Try Me power setting. To enjoy all his features, you need to turn him off and then turn him back on. Refer to *Powering Joebot* for details.

Powering Joebot

To turn Joebot on, locate the power button on his back and then press it once. He will perform a wake-up routine, light up his chest LED, and then wait for a command. He will be in his Main Menu (*Normal Mode*).



To turn him off, press the power button again.

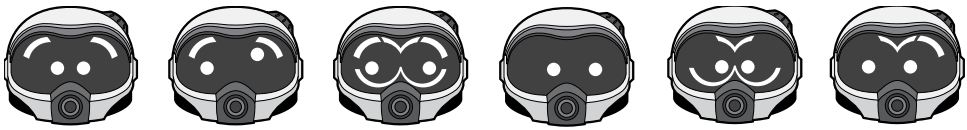
To return to the Main Menu at any time, you can press any of his fingers, or clap your hands once when in Robot or Control modes.

NOTE: To prevent mishaps, you should only turn him on when he is on a smooth, flat surface away from obstacles and edges.

LED indicators

At any time and in any mode, Joebot's face and chest LED will indicate of what he's thinking and when you can interact with him. Joebot will only be able to hear your voice commands after his chest LED lights up.

Watch these lights for clues to his behavior and actions!



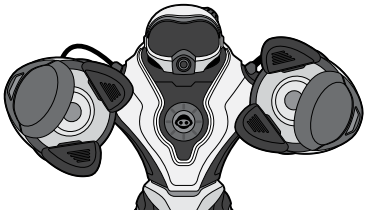
Interacting with Joebot

Joebot is WowWee's first humanoid Robot which you can control and program using voice commands.

NOTE: Joebot is not equipped with edge detection, so keep him away from any edges from which he can fall when he is wandering around. You can use voice command controls to steer him out of trouble!

IR sensors

Joebot can "see" any object within 15 inches (40 cm) directly in front of his hand projectors (when his arms are fully extended, about 12 inches (30 cm) high), when in any of his Robot modes (Battle, Game, Guard , or Patrol).

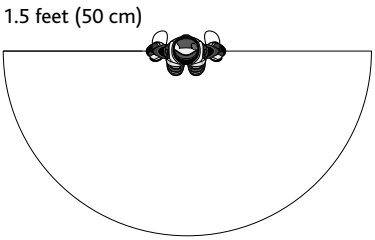


When he sees something, his hand and face LEDs will look briefly at the object and then turn away.

NOTE: Joebot does not use his IR vision in all modes. He only uses them in modes where his hands are outstretched or waving in front of him. He will stop moving if you press one of his fingers, or if he accidentally presses one of his fingers when he hits a wall or obstacle while walking around.

Voice command control

You can control Joebot using voice commands — there's no need for a remote controller! Joebot can recognize a variety of different phrases if they are spoken slowly and clearly. Joebot's voice command control listens for the length, volume and the tone of the words, instead of specific words themselves.



To use voice command controls, start each command by slowly and clearly saying "*Robot*" within about 1.5 feet (50 cm) of his microphone. Joebot will then repeat the word "*Robot*" and flash his chest LED. This means he is ready for a command.

You can then give him a voice command, such as "*Forward!*", "*Go left!*" or "*Back!*". Note that for each different voice command, you need to say "*Robot*" before the command (except for "*Stop*!").

For best results, speak slowly and clearly without pausing between words, within about 1.5 feet (50 cm) from the microphone (located on top of his head). Make sure there are no loud noises in the room that might confuse what he hears. Also, you should wait until he finishes talking before giving him a new command.

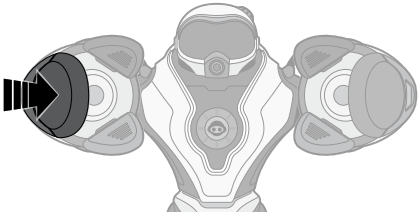
Sometimes he might misunderstand your command and repeat a command that he didn't hear. This might be because he didn't hear you properly, or is just kidding with you! Practice giving him voice commands by trying to say them as he says them. If the room is too noisy, he will turn off his hearing automatically after 5 seconds. In a noisy room, avoid using voice command controls.

NOTE: In any mode (except Robot modes and Beatbox Mode), you can stop Joebot's current actions or routines by saying "Stop!" or by pressing any of his fingers. This will reset him to his default position. He will then make a comment and then wait for further commands. In Robot modes (Patrol, Guard, or Battle), press any of his fingers to stop his current actions or routines.

Microphone

To disable Joebot's microphone, press his right big finger, or clearly say, "*Robot please turn off your hearing for a little while.*" His face LED will light up as illustrated, and chest LED will turn off to indicate his microphone is off, and he will not hear any voice commands. However, you can still control him using his hand controls (refer to the section *Hand controls*).

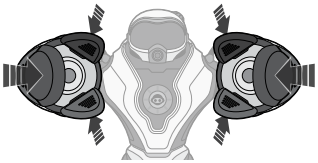
To turn Joebot's microphone back on, press his right big finger.



Hand controls

You can press on Joebot's fingers to access his basic modes and functions. Refer to the section *Hand controls chart* on page 10 for details.

Demo Modes



In Demo Mode, Joebot will perform one of his song and dance routines or you can make him perform his conversation demonstration. When he's finished, you can make him repeat his demonstration performance by repeating the command!

NOTE: If the room which he is in is too noisy he won't be able to hear your voice command. If he still doesn't hear the command after about five seconds, he will complain and then turn off his microphone and his chest LEDs . His face LEDs will also turn off. When this happens, press his left big finger and he'll perform his dance demo routine.

Dance demo

Joebot can perform one of his many dance demonstrations routines to show off his moves!

To make him to perform his dance demo:

- Use a voice command such as "*Do your dance demonstration!*". If he heard you, he will begin to dance. When he's finished, say again and he'll do a new demonstration.

NOTE: In Program Mode, if he understands you when you ask him to do his dance demonstration, he will respond with "*Demonstration*" and then begin to dance.

Conversation demo

In Conversation demo, Joebot turns into a "robot conversationalist" for about five minutes. You can speak to him and he might reply when you finish speaking! Or, you can let him ramble on by himself.

If you have two Joebots, you can even make them talk to each other!

To make him perform his Conversation demo:

- Enter Control Mode using the voice command "*Robot,"* and then a command such as *"Enter you Conversation Mode!"* or press both of his left small fingers. If he understands, he will respond with a confirmation, and then begin to chat.

Falling reaction

If Joebot falls over during any action, he will stop what he is doing and ask for help. Stand him back upright within 10 seconds and he will thank you and wait for a new command. If he remains lying down for more than 10 seconds, he will enter *Sleep Mode* (refer to the section *Sleep Mode* on page 8 for details).

Standby Mode

When Joebot does not receive any commands for about 20 seconds, or if he is left lying down for more than about 10 seconds, he will enter *Standby Mode*. He will make a comment and then begin to twitch every few seconds while waiting for a command. He might also occasionally say something to get your attention.

To return to *Normal Mode* from *Standby Mode*, do one of the following:

- Press any finger of either hand inwards.
- Give him a voice command.

After about five minutes of being ignored, Joebot will enter *Sleep Mode*.

Sleep Mode

After about five minutes in *Standby Mode*, he will automatically enter *Sleep Mode*.

In *Sleep Mode,* Joebot's face LEDs display a sleepy face and he makes snoring noises.

To wake him from *Sleep Mode*:

- Press any of his fingers, or give him the voice command "*Wake up!*" or "*Hey!*" If he is lying down, stand him back upright.

NOTE: He will remember any stored programs or beatbox rhythms for about two hours when in *Sleep Mode* before entering automatic shutdown to save his batteries. After he enters automatic shutdown, all saved programs and beatbox rhythms will be lost.

Automatic shutdown

After approximately two hours in *Sleep Mode*, Joebot will automatically turn off completely. To reactivate him, push the power button located on his back off and then on again.

IMPORTANT: Once Joebot enters automatic shutdown, press the power button to the Off position if you have finished playing with him. This will prevent the batteries from depleting.

Controlling Joebot

Joebot responds to 19 spoken voice commands and phrases that allow you to control all his functions. You can even program up to 40 sequential actions which he can play back.

NOTE: When giving Joebot voice commands, speak clearly and slowly so he can understand. In most functions, he repeats back the words he "thinks" he hears. If you try repeating the words the way he says them, he should always understand you. Practice makes perfect!

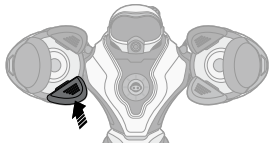
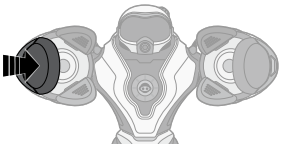
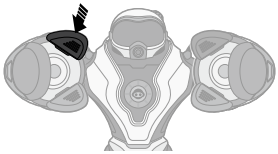
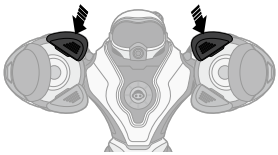
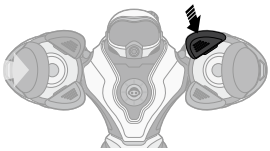
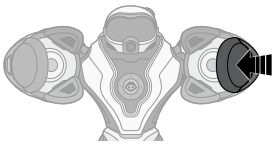
Voice command controls chart

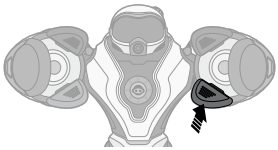
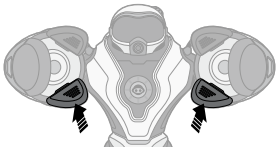
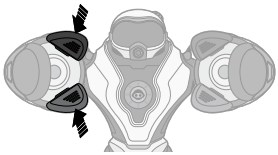
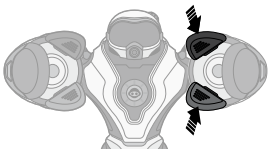
The following table outlines some of Joebot's voice command controls. Note that some commands require you to say "Robot" before giving the command.

Voice or audio command	Result in Main Menu	Result in Control Mode	Result in Robot Mode
Hand clap	Beatbox Mode	Returns to Main Menu	Returns to Main Menu
"Talk"	Enters Talk Mode		
"Robot"	Enters Control Mode		
"Back"		Moves backward	
"Forward"		Moves forward	
"Left turn"		Turns left	
"Turn to the right"		Turns right	
"Robot Mode"	Enters Robot Mode		
"Enter Patrol Mode"			Enters Patrol Mode
"Guard"			Enters Guard Mode
"Battle Mode"			Enters Battle Mode
"Enter your game demonstration"			Enters Game Mode
"Forward Slow"		Scanning march forward	
"Enter your Conversation Mode"		5 min of conversation	
"Do your dance demonstration"	Dance demo		
"Robot, enter Program Mode"	Enters Program Mode		
"Execute Program"	Program playback		
"Let's practice some voice command control"		Enters Program Mode	
"Why don't we program you to do something interesting"			Enters Program Mode
"Robot please turn off your hearing for a little while"	Turns microphone off	Turns microphone off	Turns microphone off

Hand controls chart

The following table describes Joebot's hand controls.

Finger(s)	Description
	Enters *Talk Mode*. Press right back finger.
	Stops any action and toggle his hearing on or off. Press right big finger.
	Enters *Guard Mode*. Press right front finger.
	Enters *Patrol Mode*. Press both right and left front fingers together.
	Enters *Battle Mode*. Press left front finger.
	Performs a dance demonstration. Press left big finger.

Finger(s)	Description
	Loops beatbox playback 40 times. Press left back finger.
	Toggles volume levels (Loud, Medium, Low, and Off). Press left and right back fingers together.
	Enters *Game Mode*. Press both right small fingers.
	Enters *Conversation Mode*. Press both left small fingers.

Function modes

Joebot is equipped with five function modes:

1. Control Mode
2. Robot Modes
3. Beatbox Mode
4. Talk Mode
5. Program Mode

For commands to enter specific modes, refer to the relevant section in this user manual.

Control Mode

In Control Mode, Joebot is ready to respond to your voice command controls to perform actions, be programmed or to perform conversation demonstrations.

To enter Control Mode:

- Begin with the voice command, "*Robot*". If he understands, he will reply with "*Robot*" and enter Control Mode. His chest LED will flash and he will wait for a voice command.

The following chart lists examples voice command controls in Control Mode.

Voice command control	Description
"Back"	Walks backward 8 steps.
"Forward"	Walks forward 8 steps.
"Go left"	Turns to his left 4 steps.
"Turn to the right"	Turns to his right 4 steps.
"Forward slow"	Walks around slowly for about two minutes using his IR vision to avoid obstacles. If he sees something to his left, he'll turn right, and vice versa. if he sees something with both hands (IR sensors), he'll unleash his secret weapon.
"Enter your conversation demo"	Performs conversation demo.

NOTES:

- You can use the voice command "Stop!" to make him stop at any time. You can also stop him by pressing any finger on his hands.
- You can exit any function in Control Mode at any time by clapping your hands loudly or by tapping him. He will confirm with "OK!".

Robot Mode

In Robot Mode, you can make Joebot carry out interactive robot actions. There are four sub-modes in Robot Mode:

- Patrol Mode
- Guard Mode
- Battle Mode
- Game Mode

To enter Robot Mode:

- Use the voice command, "*Robot Mode*". If he understands, he will reply with "*Robot Mode*" and enter Robot Mode. His chest LED will flash and he will wait for a voice command to enter a Robot Mode (Guard, Battle, Patrol, or Game modes).

NOTE: In Guard, Battle, and Patrol modes, play with Joebot on surfaces away from places from which he might fall, such as on an even living room floor.

Patrol Mode

In Patrol Mode (free roam), Joebot will wander around freely, inspecting and making comments on his environment for about ten minutes.

If you see him walking towards trouble, you can steer him in the right direction by giving him voice commands such as, "*Hey!*" or "*Turn!*". If he hears you, he will respond with his face LEDs and he'll back away. He'll walk for a long time in different ways so it's up to you to keep him from getting into trouble.

- If he hears more than five loud noises, he will become annoyed and enter Battle Mode.
- If he sees more than five obstacles with his scanning vision, he will think he is surrounded and enter Guard Mode.

To enter Patrol Mode:

- Enter Robot Mode, and then use a voice command like, "*Enter Patrol Mode!*" or "*Go look for aliens!*". If he understands, he will respond with "*Patrol Mode*".

To exit Patrol Mode:

- Press any of his fingers.

Guard Mode

In Guard Mode, Joebot will stand guard, scanning, listening for intruders for about two hours. He uses his hand LEDs to project IR vision beams, and his chest LED will pulse on and off. He might occasionally say something to remind you he's "on duty".

If you show him something in front of his hands within about 8 inches (20 cm), he'll react. If you tease him, he might enter Battle Mode. A short wave in front of his hands will get a response (his eyes will look at you), but hold your hand there for more than about two seconds and he'll interpret that as an attack and defend himself.

If he hears something loud and short, he'll also comment on it. If you clap quickly four times, or yell, he will get annoyed and enter Battle Mode.

NOTE: Joebot stays in one place in Guard Mode, but will wander around if he enters Battle Mode, therefore do not leave him in places from which he can fall.

To enter Guard Mode:

- Enter Robot Mode, and then use a voice command like, "*Guard*!". If he understands, he will respond with "*Guard Mode!*".

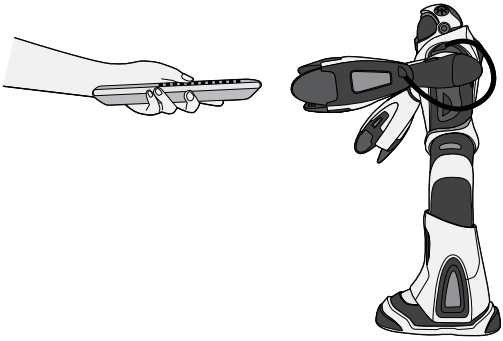
To exit Guard Mode:

- Press any of his fingers.

Battle Mode

In Battle Mode, Joebot pretends to shoot down anything he sees using his hand LEDs for about ten minutes. After an initial florish of alien-dispatching violence, he'll then wander around looking for other objects to shoot (objects need to be about 8 inches (20 cm) or taller, and within a 16-inch (40 cm) range of his hands for him to "sight" them).

You can use any standard IR remote controller, such as a TV remote controller to let you defend yourself. Just shoot back at him and after six shots, he'll succumb to his wounds and "die".



While he's wandering, he will listen for targets. If he hears any loud, short sound while he's walking (like "*Hey*!"), he will start another shooting attack. If he doesn't hear you, just get closer so he can target you better.

To enter Battle Mode:

- Enter Robot Mode, and then use a voice command like, "*Battle Mode!*". If he understands, he will respond with "*Battle Mode*".

To exit Battle Mode:

- Press any of his fingers.

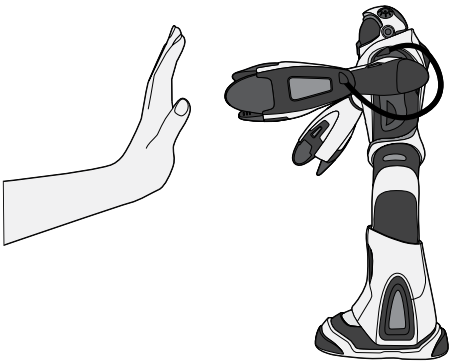
Game Mode

In Game Mode, Joebot can play a Simon Says game with you. To win, you need to copy all of his movements yourself. If you get it wrong, you'll start over. Get it right and it just gets harder!

To enter Game Mode:

- Enter Robot Mode, and then use a voice command like, "*Enter your game demonstration!*". If he understands, he will respond with "*Game Mode*".

To play: Start with your hands about 4 inches (10 cm) in front of Joebot. He will move his hands, and you need to copy his movements with your hands so that he can see it.



To exit Game Mode

- Press any of his fingers.

NOTE: Joebot will not register a gesture until you take your hand away from his hand IR sensors. In Game Mode, Joebot will work better in more dimly lit rooms, as his IR beams become more effective. Make sure he sees only your hands.

Beatbox Mode

Joebot can also be your beatboxing buddy! You can clap or tap out a rhythm of up to 200 beats in a row, and Joebot will repeat the beat back to you perfectly.

To enable Beatbox Mode:

- Any sharp tap (including hand claps) will trigger Beatbox Mode. Joebot will interpret the voice in his own way. Tap the table, clap, play drumsticks, any sharp sound will do.

He also detects loud or soft beats and changes his instrument sound when he does.

To play back your recorded rhythm:

- Tap once, and he'll start playing, or press his left back finger and he will go into a 40-song loop.

If you tap or sing along with him while he's playing back, he'll continue playing the beat for as long as he hears you jamming with him.

To exit Beatbox Mode:

- Press any of his fingers.

Talk Mode

In Talk Mode, Joebot can give you tips and advice on how to use him. He might even tell you about what his life is as a robot!

To enter Talk Mode:

- Use a voice command like, "*Talk*". If he understands, he will respond and start jabbering. Repeat the voice command to make him say something different.

To exit Talk Mode:

- Press any of his fingers.

Program Mode

You can make Joebot record a sequence of motions and actions of up to 40 steps and then play it back. You can program him to do beatbox solos, move in patterns, or perform demonstrations.

Program Record

Program Joebot to do long beatbox solos, move in patterns, or run continuous demonstrations (also a great way to practice your voice command control).

To enter Program Mode from his Main Menu:

1. Use the voice command,"Robot, *enter your Program Mode*". If he understood, Joebot will say "*Program mode*".
2. Any Control Mode command you say to him is now stored up to 40 steps, including Demonstrations and Beatbox routines.

To stop recording your program, and then play it back:

- Use a voice command such as, "*Robot, stop and execute your program*"
  OR
- Wait four seconds after the last action you programmed. If he understands, he will say "*Executing*" and play back your program.

For example, to program Joebot to do his dance demonstration, then move back and then left, and then clap his hands and then finally beatbox, try saying this:

Voice command: "Robot enter your Program Mode."
Joebot: *"Program Mode." (chest LED flashes)*
Voice command: "Do your dance demonstration."
Joebot: *"Demonstration!" (dances)*
Voice command: "Back."
Joebot: *"Back!" (moves backwards)*
Voice command: "Go left."
Joebot: *"Going left." (moves towards his left)*
Voice command: [Handclaps]
Joebot: *"Beatbox." (performs beatbox function)*

NOTES:

- You can play back your program at anytime by giving the voice command, "*Execute Program*" when Joebot is in the Main Menu.
- When you enter commands in a new Program Mode, any saved program is replaced with your new program.
- In Program Mode, the Forward Slow walk does not use his vision sensors. Instead, he will walk slowly eight steps forward.

Program Playback

If there is a program stored in memory, he will play it back. Otherwise he will just remind you that his "brain is empty"!

To play back a saved program:

- Use a voice command such as, "*Execute program*". Joebot will confirm with a phrase and then play any saved program back.

To play the program again, repeat the same voice command.

FAQs

This section lists some frequently asked questions about Joebot.

Q: ***Joebot doesn't seem to move well on carpeting… What's wrong?***
A: Joebot is designed to move on smooth, clean surfaces or on low-pile carpeting. Avoid making him move on soft or uneven surfaces, nor on thick pile carpets. Try placing him on a smoother surface. If he continues to fall over, try switching him to his Forward Slow walk.

Q: ***Why does he sometimes record the beat I tap out wrong?***
A: Make sure you tap out a rhythm using sharp sounds within 1.5 feet (50 cm) of his head. Try different ways of making loud and soft sounds (for example, clapping, tapping with pencils, or drumsticks on a table) to determine what sounds he can distinguish. You might need to practice to get it right!

Q: ***Why does he seem to react when there's nothing around?***
A: Joebot's IR sensors are based on reflection. He can see highly reflective surfaces, such as white walls or mirrors more easily and from greater distances than matte or black surfaces, dimmed fluorescent lighting or computers, his IR sensors might detect these signals as commands. Play with him away from these light sources and he should behave normally.

Q: ***Why doesn't Joebot have a remote controller?***
A: You can control Joebot using voice command controls and his hand controls! However, if you have an original WowWee™ Robosapien™ remote controller (sold separately) you can use it to control Joebot! Try using the remote controller to control Joebot and Robosapien together — or separately — for interactive routines!

Important safety information

Take note of the following when playing with Joebot:

- Do not immerse Joebot or any parts of him in water or any other form of liquid.
- Do not drop, throw, or kick Joebot as this might damage his mechanical functions.
- If he becomes dirty, you can clean his surface using a clean cloth slightly dampened with warm water.
- Do not tie anything to Joebot or use him as a pulley.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and
(2) This device must accept any interference received, including interference that may cause undesired operation.

NOTE
This equipment has been tested and found to comply with the limits for a class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.
However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or experienced radio/TV technician for help

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

The equipment that you have purchased has required the extraction and use of natural resources for its manufacturing. It may contain substances that are hazardous to health and the environment. In order to prevent the release of these substances into the environment and to reduce the pressure on natural resources, we encourage you to use appropriate return systems. These systems will ensure that most of the materials in your equipment are properly reused or recycled at the end of its operational life. The crossed-bin symbol invites to use these systems. For further information on collection, reuse and recycling systems, please contact your regional waste management administration.

This symbol is only valid in the European Union. If you wish to discard this product, please contact your local authorities or dealer and ask for the correct method of disposal.

Further information

To learn more about Joebot or see the full range of WowWee products, go to **www.wowwee.com**

Register at **www.wowwee.com/register**

If you have any questions that are not answered in this user manual, refer to **www.wowwee.com/support**

WowWee 90-Day Limited Warranty

WowWee's warranty obligations for this Joebot (this "Product") are limited to the terms set forth below.

WowWee Group Limited ("WowWee") warrants to the original end-user purchaser that this Product will be free from defects in materials and workmanship under normal use for a period of 90 days from the date of retail purchase (the "Warranty Period"). This warranty is extended only to the original end-user purchaser of a new product that was not sold "as is".

If a defect arises:
(1) you may within 30 days from the date of retail purchase (or such other period specified by the return policies of the place of purchase)return this Product to the place of purchase, together with the original proof of purchase and either the original box or the UPC code label from the box, and this Product will be replaced or, in the event that a replacement for this Product is not available at the place of purchase, either a refund of the purchase price for this Product or a store credit of equivalent retail value will be provided; or
(2) you may after the day that is 30 days from the date of retail purchase (or such other period specified by the return policies of the place of purchase) and within the Warranty Period contact WowWee Customer Support to arrange for the replacement of this Product. In the event that a replacement for this Product is not available this Product will be replaced by WowWee with a product of equivalent or greater retail value.

A purchase receipt or other proof of the date of retail purchase is required in order to claim the benefit of this warranty.

If this Product is replaced, the replacement product becomes your property and the replaced Product becomes WowWee's property. If the place of purchase refunds the purchase price of this Product or issues a store credit of equivalent retail value, this Product must be returned to the place of purchase and becomes WowWee's property.

EXCLUSIONS AND LIMITATIONS
This warranty covers the normal and intended use of this Product. This warranty does not apply: (a) to damage caused by accident, abuse, unreasonable use, improper handling and care or other external causes not arising out of defects in materials or workmanship; (b) to damage caused by service performed by anyone who is not an authorized representative of WowWee; (c) to any hardware, software or other add-on components installed by the end-user; (d) if this Product has been disassembled or modified in any way; (e) to cosmetic damage, including but not limited to scratches, dents or broken plastic, or normal wear and tear.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MIGHT ALSO HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE. WOWWEE'S RESPONSIBITLITY FOR PRODUCT DEFECTS IS LIMITED TO THE REPLACEMENT OF THIS PRODUCT OR THE REFUND OF THE PURCHASE PRICE FOR THIS PRODUCT. ALL EXPRESS AND IMPLIED WARRANTIES, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES AND CONDITIONS OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN TIME TO THE TERM OF THIS LIMITED WARRANTY. NO WARRANTIES, WHETHER EXPRESS OR IMPLIED, WILL APPLY AFTER THE EXPIRATION OF THE LIMITED WARRANTY PERIOD. If any term of this warranty is held to be illegal or unenforceable, the legality or enforceability of the remaining terms shall not be affected or impaired.

EXCEPT AS PROVIDED IN THIS WARRANTY AND TO THE EXTENT PERMITTED BY LAW, WOWWEE IS NOT RESPONSIBLE FOR DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES HOWSOEVER CAUSED RESULTING FROM BREACH OF WARRANTY OR CONDITION OR UNDER ANY OTHER LEGAL THEORY, INCLUDING BUT NOT LIMITED TO LOSS OF USE. THE FOREGOING LIMITATION SHALL NOT APPLY TO DEATH OR PERSONAL INJURY CLAIMS, OR ANY STATUTORY LIABILITY FOR INTENTIONAL AND GROSS NEGLIGENT ACTS AND/OR OMISSIONS.

SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, OR LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THESE LIMITATIONS MIGHT NOT APPLY TO YOU.

Valid only in U.S.A.

WOWWEE GROUP LIMITED.
ENERGY PLAZA, 3/F
92 GRANVILLE ROAD
T.S.T. EAST, HONG KONG

WOWWEE CANADA INC.
3500 DE MAISONNEUVE WEST
SUITE 800
MONTREAL, QC H3Z 3C1 CANADA

SABLON
Avenue Reine Astrid 2
1440 Wauthier-Braine
Belgium

Joebot™ user manual © 2009 WowWee Group Limited. All rights reserved.

Manufactured and distributed by © 2008 WowWee Group Limited.
Product names, designations,and logos are trademarks or registered trademarks of WowWee Group Limited. All rights reserved.
Consumer hotline: 1-800-310-3033
Customer service: www.wowwees.com/support
Customer support is only available in English and French.
We recommend that you retain our address for future reference.
Product and colors may vary. Packaging printed in China.
This product is not suitable for children under 3 years because of small parts — choking hazard.
The user manual should be kept as it contains important information.
Made in China.
.