

To have me draw this for you, find it in the menu!



Or code it yourself with the steps on the other side!



- Save
- Save as...
- New program
- Delete Program
- Download current program
- Upload program
- Open program:
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Square



Remember to place Artie in the center of the paper

then click ▶ Run

English

Did you know that Artie has learned 4 different shapes that fit on an 8.5" x 11" or A4 piece of paper?





You can help jumpstart Artie's memory by following the below code to create a Square!

Drag and drop the tiles into place like this:

- Pen up
Move **forward** by **60** mm
Turn **left** by **90** degrees
Move **forward** by **60** mm
Turn **right** by **90** degrees
- Pen down
- Repeat **4** times
Turn **right** by **90** degrees
Move **forward** by **120** mm
- Pen up

5. then click

hint!

this section repeats
whatever is inside it,
it's also called a
"loop"



Visit codewithartie.com for How-To Videos, ideas, and Artie's full manual.

To have me draw this for you, find it in the menu!



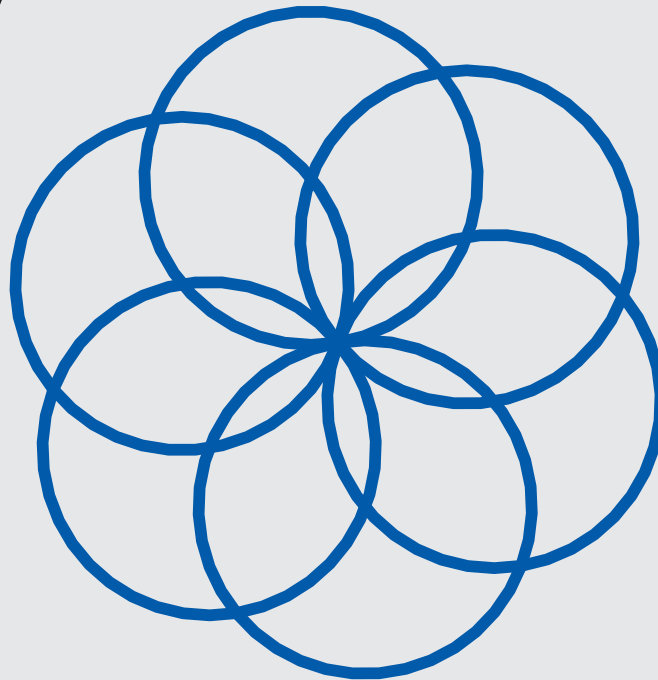
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Mandala

Remember to place Artie in the center of the paper



then click ▶ Run

English

Did you know that Artie has learned 4 coloring designs that fit on an 8.5" x 11" or A4 piece of paper?



ARTIE PARTY!





You can help jumpstart Artie's memory by following the below code to create a **Mandala**!

Drag and drop the tiles into place like this:

1. Pen down
2. Repeat times
Turn by degrees
3. Repeat times
 Move by mm
 Turn by degrees
4. Pen up

hint!

this section **repeats**
whatever is inside it,
it's also called a
"loop"

whoa!

another **repeat**,
inside a repeat!

5. then click



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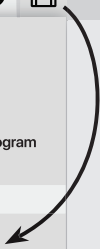
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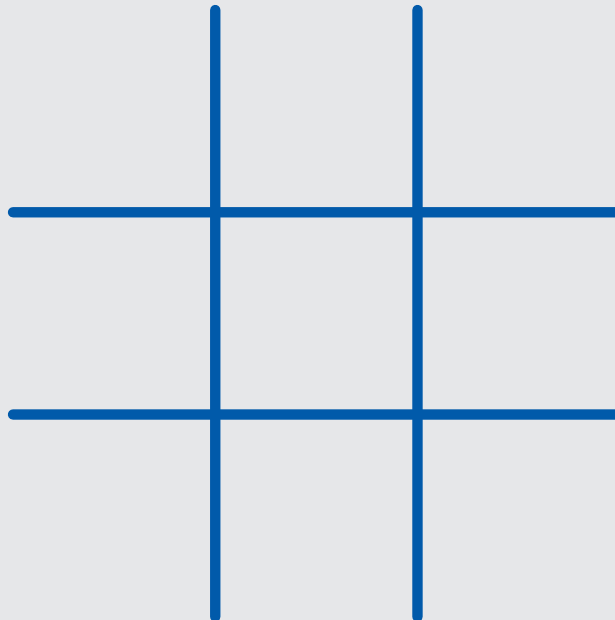


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then click ▶ Run

Tic-Tac-Toe



Remember to place Artie in the center of the paper

English

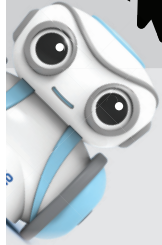
Did you know that Artie has learned 4 different games that fit on an 8.5" x 11" or A4 piece of paper?





You can help jumpstart Artie's memory by following the below code to create Tic-Tac-Toe!

Drag and drop the tiles into place like this:



1. Pen up
Move forward by 37.5 mm
Turn left by 90 degrees
Move forward by 12.5 mm
Turn right by 90 degrees
2. Pen down
Move back by 75 mm
3. Pen up
Move forward by 25 mm
Turn left by 90 degrees
Move forward by 25 mm

4. Pen down
Move back by 75 mm
5. Pen up
Move forward by 25 mm
Turn right by 90 degrees
Move back by 25 mm
6. Pen down
Move forward by 75 mm
7. Pen up
Move back by 25 mm
Turn right by 90 degrees
Move forward by 25 mm
8. Pen down
Move back by 75 mm
9. Pen up

10. then click ▶ Run



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ARTIE 3000 Frequently Asked Questions

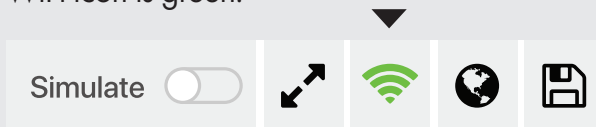
Help if you get stuck

Q. Do I need WiFi to connect Artie?

A. No. Artie has his own built-in WiFi that works directly with your device.

Q. How do I know if Artie is connected to my device?

A. You will know Artie is connected when the WiFi icon is green.



Q. What if Artie won't connect to my device?

A. Make sure Artie's power switch is turned on and the batteries are fresh. You can also reboot Artie by switching him off, waiting 30 seconds, and powering him back on.

Q. Can I use my phone to code with Artie?

A. Artie works best with a computer or tablet. Artie's interface works best with larger screens.

Q. Where can Artie draw?

A. Artie draws only on one sheet of paper at a time. The paper must be placed on a hard, flat surface. You can use tape to hold the paper down. Always place Artie in the center of the paper when you are ready to run a drawing program.

Q. What kind of paper can I use with Artie?

A. Artie's preprogrammed **First Lessons** need a minimum of an 8.5" x 11" or A4 sized piece of plain paper, but you can use as big as you like.

Q. What if Artie slows down or takes breaks?

A. Artie may need new batteries. Replace his batteries by following the battery installation instructions from the Quick Start Guide.



Q. Artie looks like he's leaving ink blots, what should I do?

A. Make sure to program Artie to move his pen up at the end of your design. If Artie is leaving an ink blot when you are placing him down on paper, re-align the marker using the marker-parker.

Q. What if Artie's markers get on my clothes or hard surface?

A. Artie's markers are washable. Use mild soap and warm water to soak and rinse clothing. Let clothing hang dry. If markers get on your hard surface, be sure to use a paper towel with mild soap and warm water to wipe it down.

Q. Can I clean Artie?

A. Ever so carefully, use a damp cloth to wipe Artie's surface.

Q. Artie's wheels seem stuck. What should I do?

A. Artie's wheels may need a quick cleaning. Use a damp cloth to clean the treads on the wheels. Then, re-align Artie's marker using the marker-parker.

Q. Can Artie fall off the edge of a table?

A. Although Artie is one smart cookie, he does need someone to re-direct him to ensure he does not fall off any edge. While programming Artie, it is always important to factor in measurement of space to keep him safe. Always place Artie in the center of the paper when you run a drawing program.

Q. Can I use other markers with Artie?

A. Yes. Artie uses washable felt tip markers between 8 mm to 10.5 mm diameter thickness. The length of the marker must be 120 mm or more. Measure here to check if your marker is compatible with Artie:



Always use washable markers.



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