



winky

User guide

# Summary



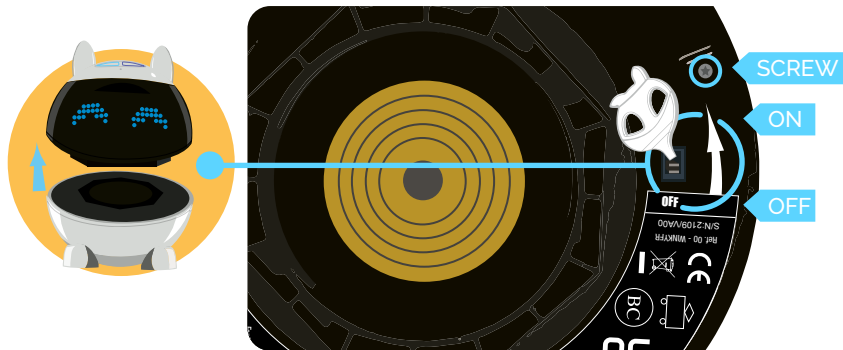
1/ Turn on Winky	3
2/ Connect Winky to Winky Play and Winky Code	4
3/ Discover Winky Play	5
4/ Discover Winky Code	6 - 7
5/ Discover the Winky Code game mode	8
6/ Winky's update	9
7/ Winky is loading	10
8/ Additional Information	11 - 12 - 13 - 14 - 15
9/ Technical and legal information	16

# 1/ Turning on Winky

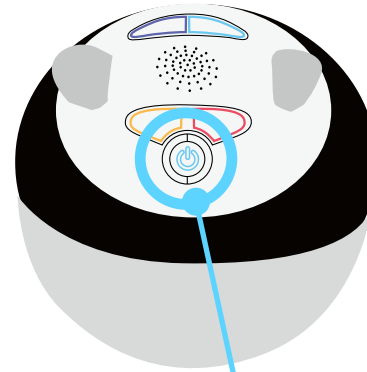


You will find the steps to be followed to update your robot in [Appendix 4](#) of this guide.

## ON / OFF buttons



- 1 When used for the first time, slide the **ON/OFF button** situated under Winky's head with the tool provided. Alternatively, you can use the tip of a pen or a screw-driver. The button is in the 'ON' position when it is on the 'l' side.
- 2 Then only use this **ON/OFF button** to turn off your Winky completely, if you plan not to use him for several weeks or to travel.



- 3 To put your **Winky on standby** on a daily basis, **press the standby button on his head for 3 seconds**. When Winky is on standby, **he has a flashing blue dot below his left eye**.



When you turn on Winky, he is in position 0. His head, his ears and his eyes are the same that as in the visual on the right.



## 2/ Connecting Winky to applications



On the **'Winky Play'** application, connection to the Winky robot is automatic.

Make sure that Winky is switched on (page 3). If it is, it will connect without any action on your part. If pairing does not happen automatically, restart your Winky using the **ON/OFF button** situated under his head and follow the instructions on the screen.



To connect Winky to the **'Winky Code'** application, you must first make sure that the robot is switched on (see page 3) then press on the pairing button (see diagram).



Pairing OK



Pairing non OK

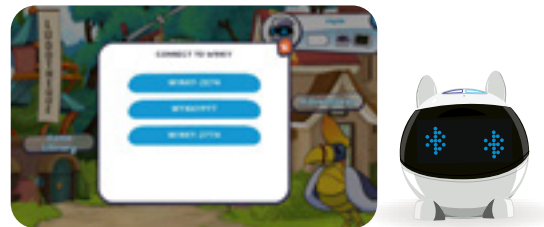
If you **only have one Winky**, the pairing will be done automatically after pressing on the pairing button. If you have more than one Winky, the pairing will not be done automatically by pressing the dedicated button.

Because if more than one Winky is available, the pairing button will display the list of Winkys available.

The Winky that you wish to select will then appear in the Bluetooth connection window of the application.

Select the blue line on which your Winky appears: he is now connected to the application. His eyes will display the Bluetooth symbol.

**You can begin to programme your robot!**



Winky comes with  
2 free game apps



WINKY  
PLAY

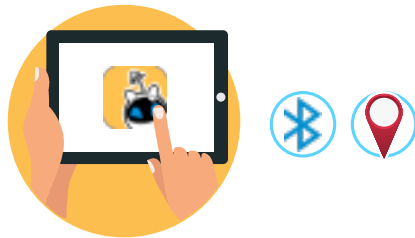


WINKY  
CODE

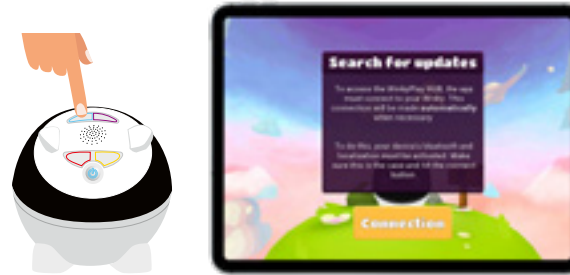


- To check the compatibility of your devices, go to [Annexe 1](#) of this guide.
- Activate Bluetooth and geolocation in the settings of your tablet or smartphone.
- If Winky doesn't appear in the list in the Bluetooth connection window, put your tablet or telephone into airplane mode for 5 seconds then try again.
- If you have a problem with your Bluetooth connection, go to [Annexe 3](#) of this guide.

## 3/ Discover Winky Play



- 1 Download the 'My Winky' application.
- 2 Launch the app and switch on your Winky robot.
- 3 **Winky will automatically connect to the application.** Please ensure that Bluetooth and localization services are activated beforehand. If the connection does not happen automatically, a pop-up will explain the procedure to follow.



- 4 **Once Winky is connected, simply touch one of the tactile areas on your robot to access the rest of the application.** If you are asked to update the robot, the procedure will be explained on the screen and a first mini-game will start. If your robot is up to date, you can start playing with the Winky Play app. You're invited to navigate through the sky of Pomokata, a world of dreams and wonders. Winky comes across animal-cities that are homes to many games, including, Wacky Run, Infernal Daedalus, Brick Breaker, Mirror Dance, Musical Tree.

**NOTE:** There is no account creation in Winky Play. Therefore, you are unable to save game data. Each time you use the app you go back to square one.



# 4/ Discover the 'Winky Code' app <sup>1/2</sup>



- 1 Check that your Winky is switched on (see page 3).
- 2 Download the 'Winky Code' application.
- 3 Launch the app.



- 4 First, read and accept the Terms and Conditions of Use. You can choose the language in which you wish to use the application on this screen. It will be possible to change it later from your account settings.



- 5 Then select the 'Register' button to create a family account.



- 6 Enter your email address, then choose a password and a 4-digit parental code.
- 7 You will then be sent a confirmation email. All you have to do is click on the link it contains to finish creating your account. You may have to wait a few minutes before receiving this email. If you do not receive it, check your junk mail. You can also click on the 'Send me another confirmation email' button. If you do not receive the email, contact our support team: <https://winkyrobot.zendesk.com/hc/en-gb>



- 8 Once you have completed the previous step, go back to the application and choose the 'Login' option.
- 9 Enter your email address and password.

- 10 A window will tell you that you have to activate Bluetooth and localization settings in order to be able to connect to Winky. Accept to continue.



- 11 In the 'Connect to a profile' window, select 'New profile'.



• For an optimised experience and a better understanding of Winky, it is strongly recommended to launch the 'Winky Code' application only after having played with the 'My Winky' application.

• To save time when you log in again, check the 'Stay connected' box.

## 4/ Discover the 'Winky Code' app <sup>2/2</sup>



- 12 Enter the parental code that you have set then choose a user name. You can also select the language of the profile.



**WARNING! Unlike the language of the family account, the language of a profile cannot be changed afterwards.**

Once you have chosen your username, make sure that Winky is switched on (see page 3). If he is, you'll be able to connect him directly by pressing the pairing button.



*As a reminder, the activation of Bluetooth and localization services must have been authorised beforehand.*



- 13 You can now discover the 'Winky Code' application! Begin by watching the video which invites you to discover the world of Winky and his friend Oza.



- 14 Then follow the initial tutorial which will guide you step by step through the application. Please take the time to read this tutorial, which contains information that is essential for a proper understanding of the 'Winky Code' application. It is very important not to skip any steps and to read this tutorial to the end in order to understand all the features.



- 15 Once you have watched this first tutorial, you will be redirected to the Adventures. This part of the application contains programming games. You will advance with Winky and Oza and help them solve problems by carrying out the different actions proposed.

*We strongly advise you to start with this part of the application to better understand how it works.*



- If at any time 'Winky Code' stops responding, close the application and restart it. If you wish to check the compatibility of your devices, follow the advice in [Annexe 1](#) of this guide.
- The tutorial is written and read. Make sure the sound on your tablet is on. For more details about sound volumes, go to [Annexe 5](#) of this guide.

# 5/ Winky Code : the 'Game' mode

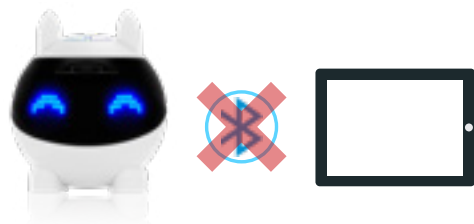


The 'Game' mode allows Winky to learn games and programmes that can then be run without a tablet.

Several programmes can be saved in the robot thanks to the Winkytheque. Note: Winky must be disconnected from the tablet in order to activate the 'Game' mode.

**NOTE:** You must first register games through the app, then disconnect from the tablet to be able to activate the «Game» mode.

The Winkytheque is located in the Game Library and allows you to manage the games that are sent to Winky, in order to play offline and without a tablet. Winky can save up to 20 games.



## Saving games

- 1 You can go into the Game Library, in the 'My games' section. After choosing the game that you want to teach Winky, you simply have to press the 'Teach Winky' button to play it in 'Game' mode without a tablet.
- 2 The different games Winky has learnt will then be displayed in the Winkytheque where you can manage and classify them. Their order in the Winkytheque will be the same as in Winky's eyes when you select them in 'Game' mode. You also have the option to change their location and delete them.
- 3 When you have finished managing the display order in the eyes and you have added the games of your choice, press the 'Send to Winky' button and Winky will save this new configuration.



## Activate 'game' mode



You then have to carry out several actions to activate 'Game' mode. First of all, it is necessary to disconnect Winky from the tablet using the pairing button. Then follow these three stages:

- 1 Touch the tactile zones at the front and back of Winky's head at the same time.
- 2 Choose the game that you want to run by pressing on the right or left of the tactile zone at the front of Winky's head (blue or purple area).



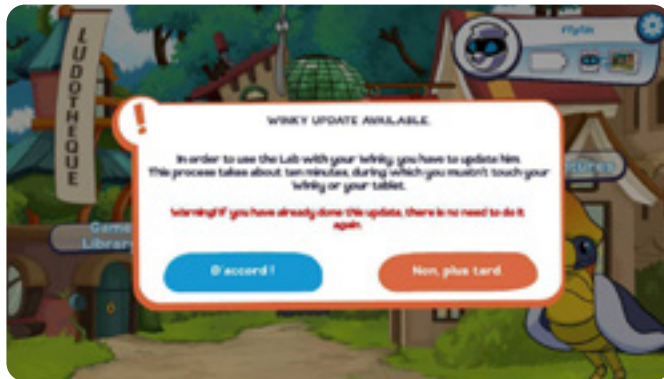
**NOTE:** it is necessary to have previously saved some games in Winky via the Winkytheque. Each programme is numbered and uses a specific space.

- 3 You must then touch and hold the tactile zone at the back of Winky's head for a few seconds in order to run the chosen game (orange or red area).
- 4 If question marks are displayed, it means that no game is saved on that specific space.





## 6/ Winky update



You might be sent a message asking you to update Winky.

**WARNING! If you don't carry out Winky's update, you'll no longer be able to connect to the robot in the application.**

Accept the update by selecting the 'Okay!' button.\* When the update is complete, restart Winky (see page 3 of this guide).

*\* Winky's updates last a maximum of about twenty minutes.*



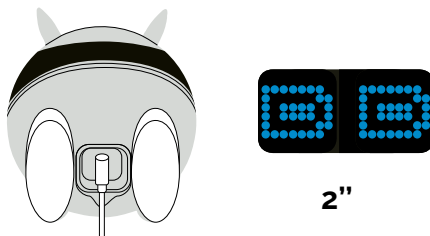
If the updates do not start automatically or if you wish to check that your robot is up to date, go to [Annexe 4](#) of this guide.



# 7/ Recharging Winky

Winky's battery is partially charged to allow you to play as soon as the box is opened. We advise you to then recharge it after the first hour of use.

- 1 Check that your Winky is switched on ([see page 3](#)).
- 2 Plug in the micro-USB socket of your charger under Winky, checking that it is properly inserted.



- 3 Plug your charger to the power.
- 4 Winky's eyes will display a charging symbol for 2 seconds.



- 5 While Winky is charging, a flashing blue dot appears below his right eye. When 3 blue dots flash at the same time, it means Winky is fully charged.
- 6 If Winky doesn't react normally having been charged (or in general), switch him back on with the **ON/OFF button** situated under his head ([see page 3](#)).



If Winky doesn't display the charging symbol when you plug him in:

- 1) Check he is switched on before charging him ([see page 3](#)).
- 2) Ensure that the charger is correctly plugged in by unplugging it and plugging it back in firmly.

If you plug in Winky when he isn't switched on, he'll display two crosses in his eyes to signal that you need to switch him on with the ON/OFF button.

# 8/ Additional Information 1/5

## 1. Check the compatibility of your devices



### a. Version of your operating system

Winky, 'My Winky' and 'Winky Code' have been designed to function with devices that have the following versions:

- iOS 12 and later
- Android 6.0 and later
- Bluetooth 4.0 and later

Devices possessing less than 3GB of RAM\* are not compatible. Note: we are working to constantly improve Winky, so this list could be modified and expanded at a later date.

*\*The capacity required depends on the hardware used and is independent of Mainbot.*

### b. Compatibility of your device

If your device has one of the versions listed above, you can check its compatibility:

- 1 Search for 'Winky Play' on the Google Play Store or the App Store.
- 2 If your device cannot find or download 'My Winky', it means it will not be able to run Winky in its current state.

If you have the option, update your operating system to access one of the required versions.

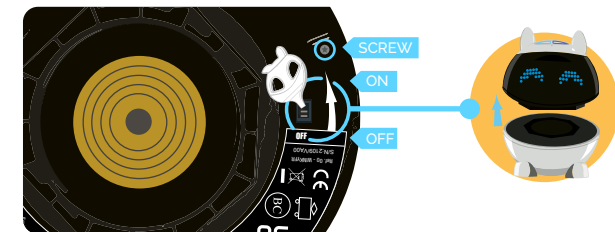
### c. Winky doesn't react as expected

Is Winky not reacting as expected and not responding correctly to your actions on the application?

Here are different specific issues you might encounter:

- 1 Winky is blocked after being charged.
- 2 The Bluetooth symbol doesn't appear immediately in Winky's eyes after connection.

- 3 Winky's update is too long (more than 40 minutes).
- 4 Winky needs to be recharged.



To resolve these different problems, restart your robot with the **ON/OFF button** (see page 3) then try getting Winky to work again.

**In case of a problem, contact the After-Sales Service at:**

<https://winkyrobot.zendesk.com/hc/fr>

*and we will get back to you within 3 working days (Monday to Friday, excluding holidays) in English or French.*

# 8/ Additional Information 2/5

## 2. Bluetooth connection

We recommend Bluetooth version 4.0 or later to use Winky.

If the connection is not made automatically, the application will detect this and explain how to proceed. The Bluetooth connection is made automatically when the 'My Winky' application is opened. Check that Winky is switched on by looking at the position of the **ON/OFF button** situated under his head ([see page 3](#)).

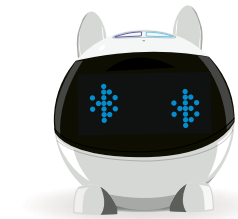
If the connection is not made automatically, the application will explain the procedure to follow.



To connect Winky via Bluetooth in 'Winky Code', follow these steps:

- 1 Activate Bluetooth and geolocation in the settings of your tablet or smartphone.
- 2 Open the 'Winky Code' application and log in.

- 3 Click on the pairing window at the top right of the application's main menu. If you have a single Winky and it is switched on, the connection will be made automatically. If not, restart your Winky using the **ON/OFF button** under the robot's head ([see page 3](#)). If you have more than one Winky and they are switched on, the pairing window will open. Initially, this is generally empty and white. This means that no Winky is yet detected.
- 4 Switch on Winky with the **ON/OFF button** ([see page 3](#)).
- 5 Your Winky should appear in the Bluetooth connection window as a blue line and under the name Winky.
- 6 Select the line by pressing on it once. Wait 2 seconds. Your Winky is now connected to the application. If your Winky doesn't appear, try switching him off and on again with the **ON/OFF button** and/or the standby button ([see page 3](#)).



When you connect Winky to your device via Bluetooth, he signals that he has connected by displaying the Bluetooth symbol in his eyes.



If Winky is disconnected from the Bluetooth network, an animation appears in his eyes and the 'Game' mode can be launched. To use 'Winky Play' or 'Winky Code' again, you have to reconnect your robot.

The use of Bluetooth technology may cause a delay between the sending of a programme composed of programming bricks to Winky and Winky's reaction. The time needed varies and depends on the complexity of the brick sent as well as the model of device that you are using. This is not a malfunction but an inherent constraint of Bluetooth technology.

# 8/ Additional Information <sup>3/5</sup>

## 3. Updating of applications

When launching an application, you may receive a message asking you to carry out an update. You will then have to go to the Google Play Store or the App Store to do it.



### Android

If the updates do not happen automatically, search for the application on Google Play and click 'Update'. If the 'Open' option appears, it means the latest update is already installed. Once the application is updated, you may also be offered an update of the robot.



### iOS

On iOS, updates happen automatically. If you nevertheless encounter a problem, download the new update from the App Store.



App version  
NON OK



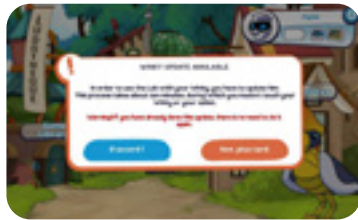
App version  
OK

**WARNING! If you are prompted to update the application when launching it, you must do so or you will not be able to use the application.**



# 8/ Additional Information 4/5

## 4. Update of the robot



Winky's update is done in 4 stages:

- 1 Connect Winky to the application (see pages 3 and 4)
- 2 If your robot needs an update, the text 'Winky update available' appears. Click on 'Okay'.
- 3 The update is launched. You can check its progress with the progress bar.
- 4 The updates last about twenty minutes maximum.
- 5 Once the update is complete, restart your Winky with the **ON/OFF button** situated under his head (see page 3).

You can now play with the latest version of Winky!

If you encounter a problem, restart Winky and your device.

To check if Winky is up to date, click on the 'Settings' button of one of the applications then on the 'Check the firmware' button. If nothing happens, it means your Winky is not connected to Bluetooth. You have to reconnect it (see [Annexe 2](#)).

The version of your Winky and the latest firmware will then appear. If the two versions are the same, your Winky is up to date.



**Firmware  
NON OK**



**Firmware  
OK**



If the counter stops, restart the application. Select the Bluetooth button to connect your Winky again (see [Annexe 2](#)). The message 'A Winky needs help!' will then appear. Select the 'Yes, repair this Winky' option and wait for the update.

## 8/ Additional Information 5/5

### 5. Sound volumes

You can adjust the sound volumes of the application and of Winky. Select the 'Gear' symbol to access the application settings.

**Adjust the sound volumes using the sliders:**

- Volume slider for the music and sound effects of the application
- Volume slider for the voices of the application
- Volume slider for Winky

The maximum volume for Winky can be set in the family account settings menu, accessible in the activation window in the profile of the Winky Code application.

Whatever volume you choose, we advise you never to hold Winky to your ear.

### 6. You are the owner of an older generation winky

For the optimal play with Winky and its apps, we invite you to contact us to receive your coloured stickers to stick on Winky's head.

Contact us using the [form](#) and fill in your postal details, then the stickers will arrive in your letterbox real soon!



Find Winky on social media



# 9/ Technical and legal information

## Compatibility

IOS 12 and later, Android 6.0 and later, Bluetooth 4.0 and later. Devices with 3 Go of RAM\* or more. \*The capacity required depends on the hardware used and is independent of Mainbot. In case of a problem, contact us at <https://winkyrobot.zendesk.com/hc/fr>

## Notes related to the use of the robot


Do not use Winky while he is charging. Clean Winky with a slightly damp cloth. Do not use soap, solvent or any other product. Avoid exposing Winky to the sun or any other source of heat. Avoid all contact with water or humidity. Never throw Winky or drop him.

A family account must be created when using Winky for the first time on the 'Winky Code' application. Linked accounts can then be created. All accounts must be created and set up by an adult. Link a family account to each Winky robot and use the parental controls feature to restrict use of the tablet (not supplied). To use online services, you must have access to a wireless internet connection and accept the terms of the contracts and privacy policies related to these services. There may be a charge to download

certain online services. Mainbot reserves the right to automatically update your Winky robot. Your Winky robot is not intended for use with any existing or future device or software that allows the modification of Winky's operation, technical specifications or software. Such unauthorised operations may render Winky unusable and cause his content to be erased. Do not disassemble the robot (except for the removal of the ears, and the whole head/body). Do not replace its components with other components.

**WARNING! For certain people, the use of this robot requires special precautions which are detailed on the website [www.heywinky.com/](http://www.heywinky.com/)**

## Norms and notes related to charging

USB cable included. Winky should only be connected to Class II equipment bearing the following symbol: 

## Safety information for the use of the battery

Lithium Ion Battery 3.7V 2000mAh. Not suitable for children under 3 years old. Contains small parts. Toy that can be connected to a transformer. Risk of electric shock.

## WARNING! Long cable.

**Risk of strangulation. This toy contains magnets or magnetic components. Should magnets adhere to one another or a metal object inside the human body, this could lead to serious injury or death. In the event that magnets are ingested or inhaled, please**

**WARNING! Winky's motors are fragile. Do not force his movements by trying to turn Winky's head or ears manually.**



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USERFR1



Recyclable battery. Please comply with the WEEE (Waste Electrical and Electronic Equipment) regulations.



French design

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robots for life

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