CircuitPet usage guide

Find your way around...

Turn it on!

Hardware test

If this is your **first time turning on the CircuitPet**, you should see the **hardware test** pop up. This is a cool piece of software that will allow you to go through and make sure that you've assembled your CircuitPet correctly! Follow the **on-screen instructions** at each stage, and if you have any problems, **double-check your soldering**!

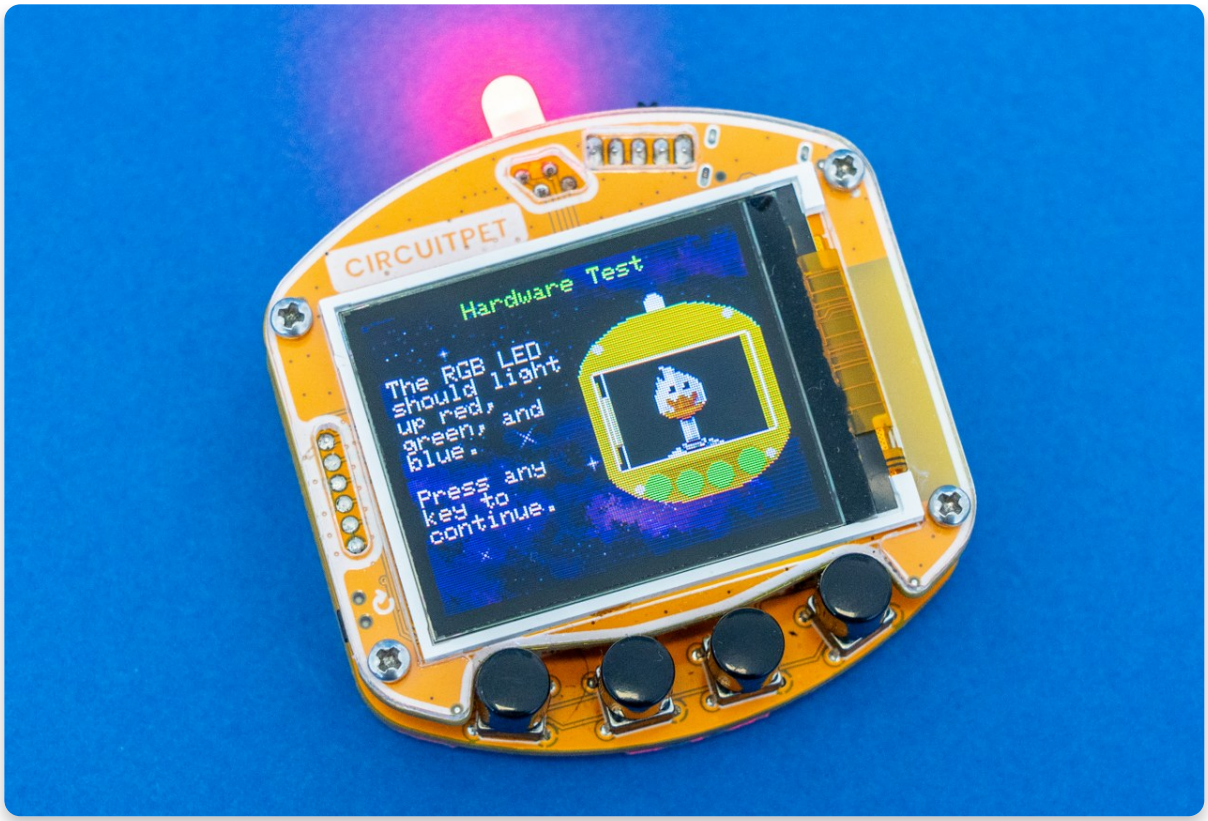
When you turn on the CircuitPet, this is the first thing you'll see. This particular test is here to ensure all of your **buttons** are **properly soldered**.

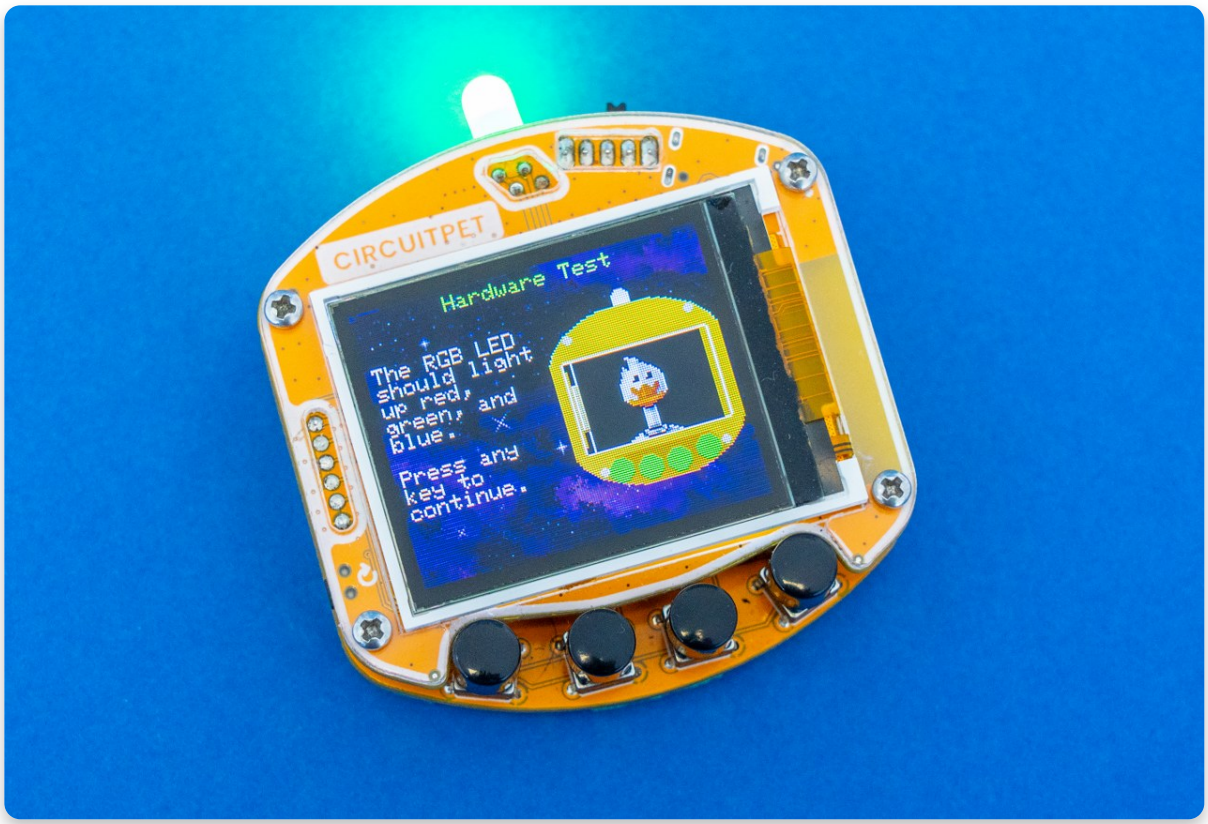
You should press all four of the CircuitPet's buttons you just soldered. If the button is **working properly**, the circle representing it should **turn green**. If one of

the circles does not turn green, one of the buttons is malfunctioning. In that case, you should check your button's soldering joints.

The RGB LED will light up red, blue, and green after all of the circles on the screen have turned green.

On the right side of the screen, there is a message that explains what you need to see and what you should do next.


CIRCUITPET
Hardware Test
The RGB LED should light up red, green, and blue.
Press any key to continue.


CIRCUITPET
Hardware Test
The RGB LED should light up red, green, and blue.
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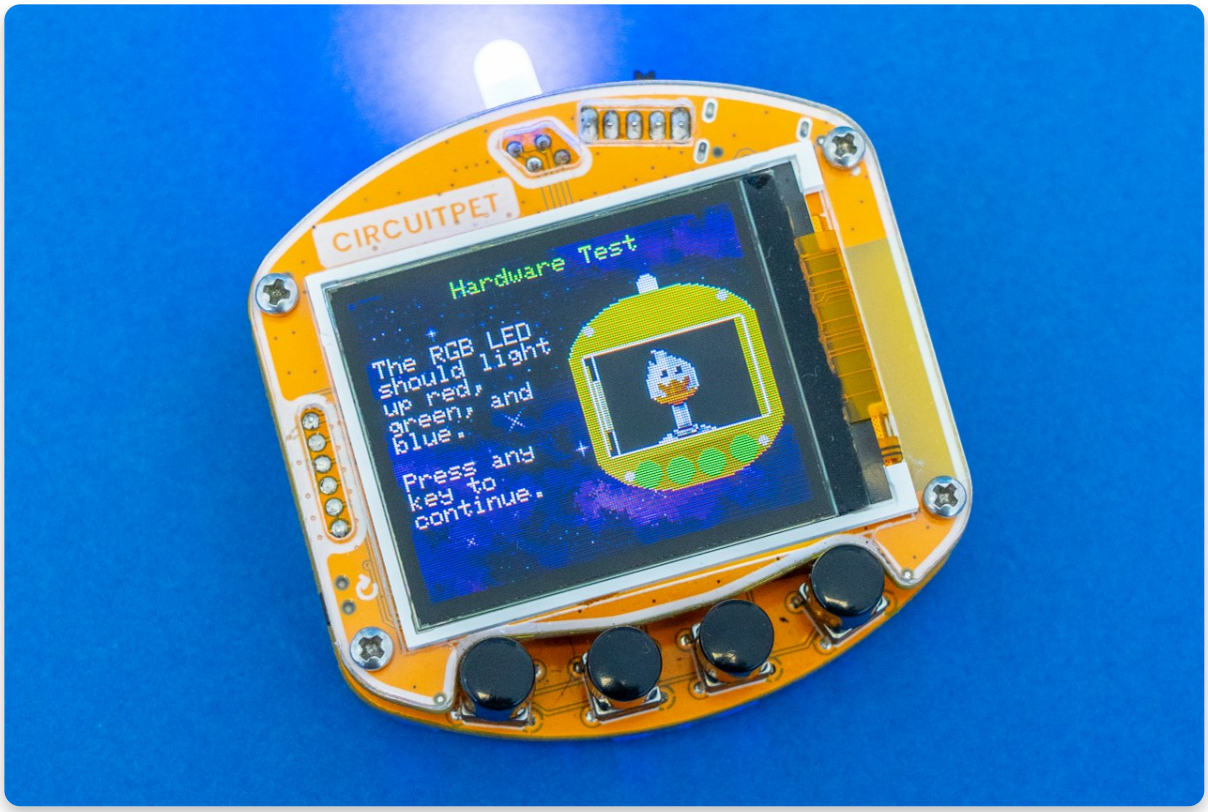
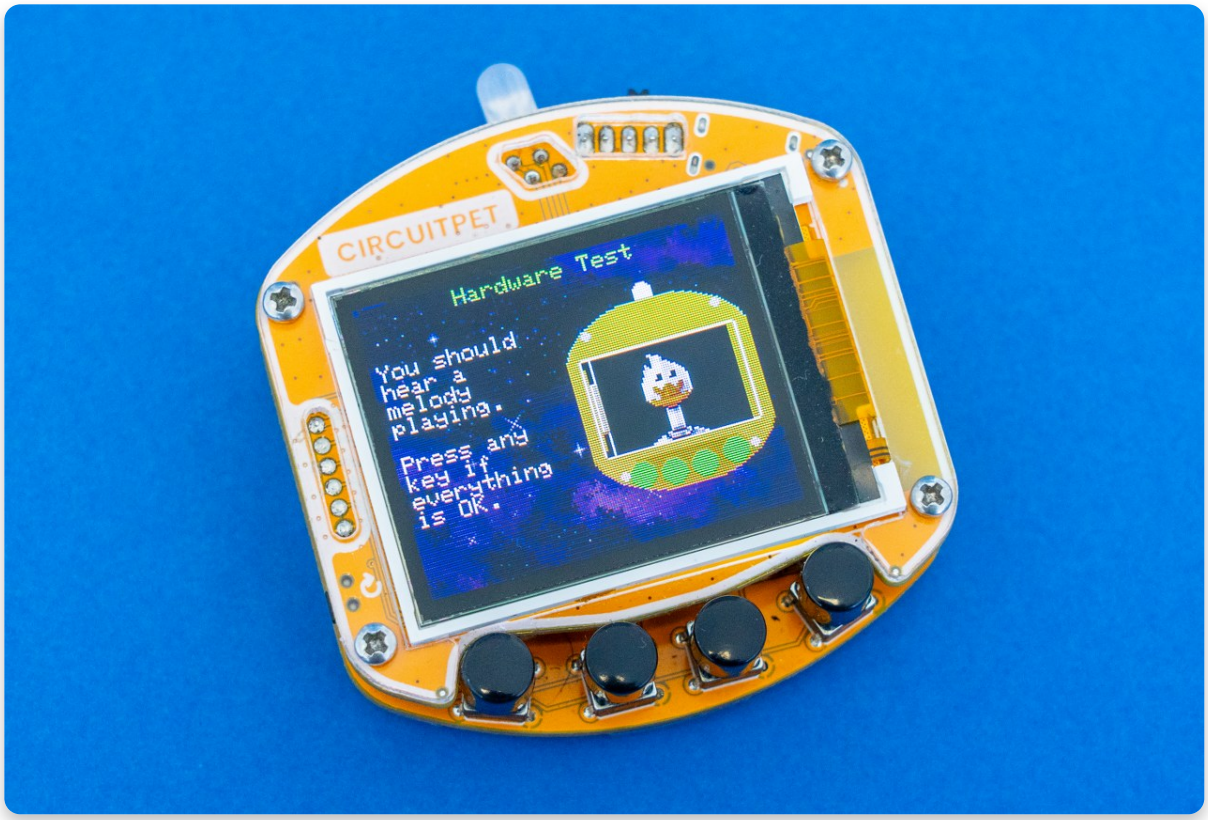


If you see all three colors coming from the RGB LED, click any of the buttons to proceed.

And the final step in the hardware test is the **sound test**. You should hear a beeping sound coming out of your CircuitPet.



If you hear the sound, click any of the buttons to proceed.

Everything appears to have been soldered correctly, so you can continue playing with your virtual pet.

Setup

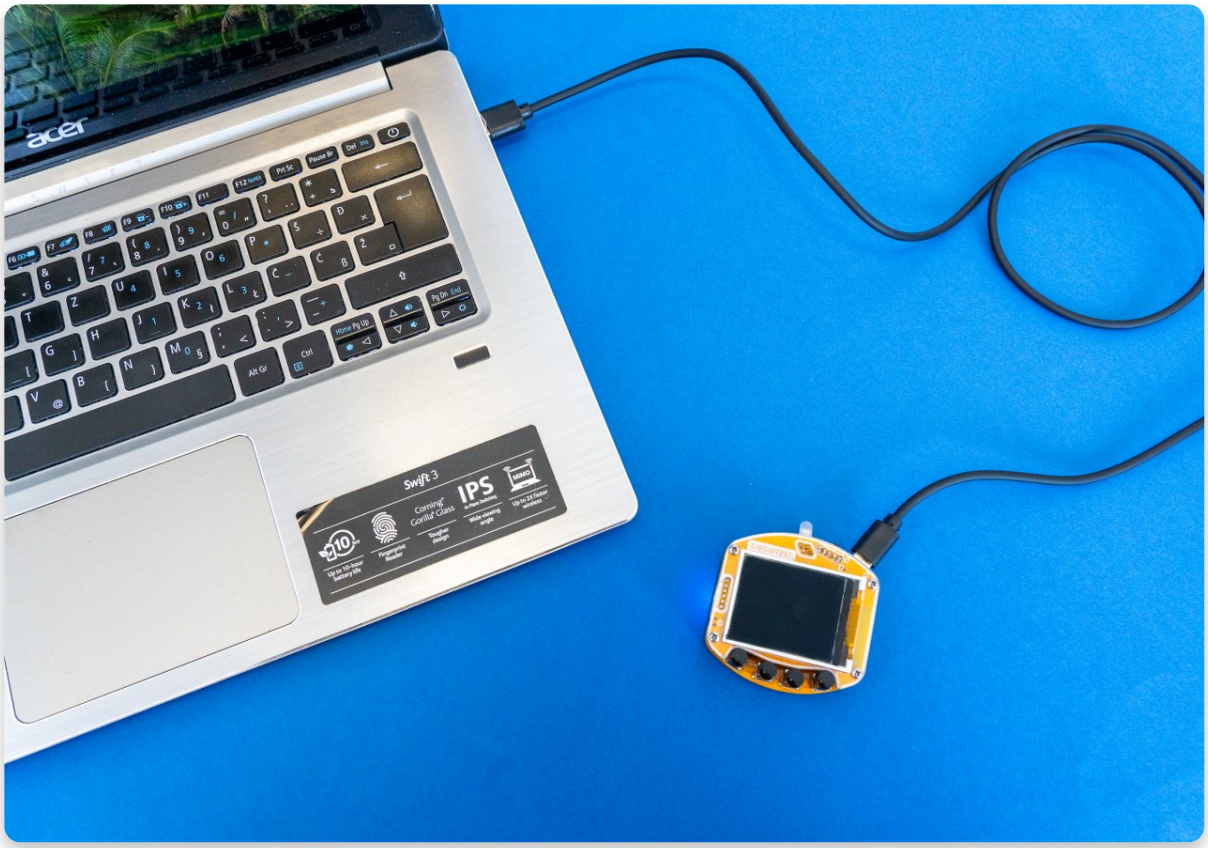
Using the **switch** located on the upper right side of CircuitPet, **turn it on** by pushing the switch up.

Here is the photo that'll explain to you **what each button and switch means**.

Low battery? Let's charge your CircuitPet!

The **USB-C cable** is used for **charging** and **programming** your device. Insert the other end of the cable into the power adapter!

After that, connect the power adapter to a power outlet to turn on your CircuitPet.



Settings

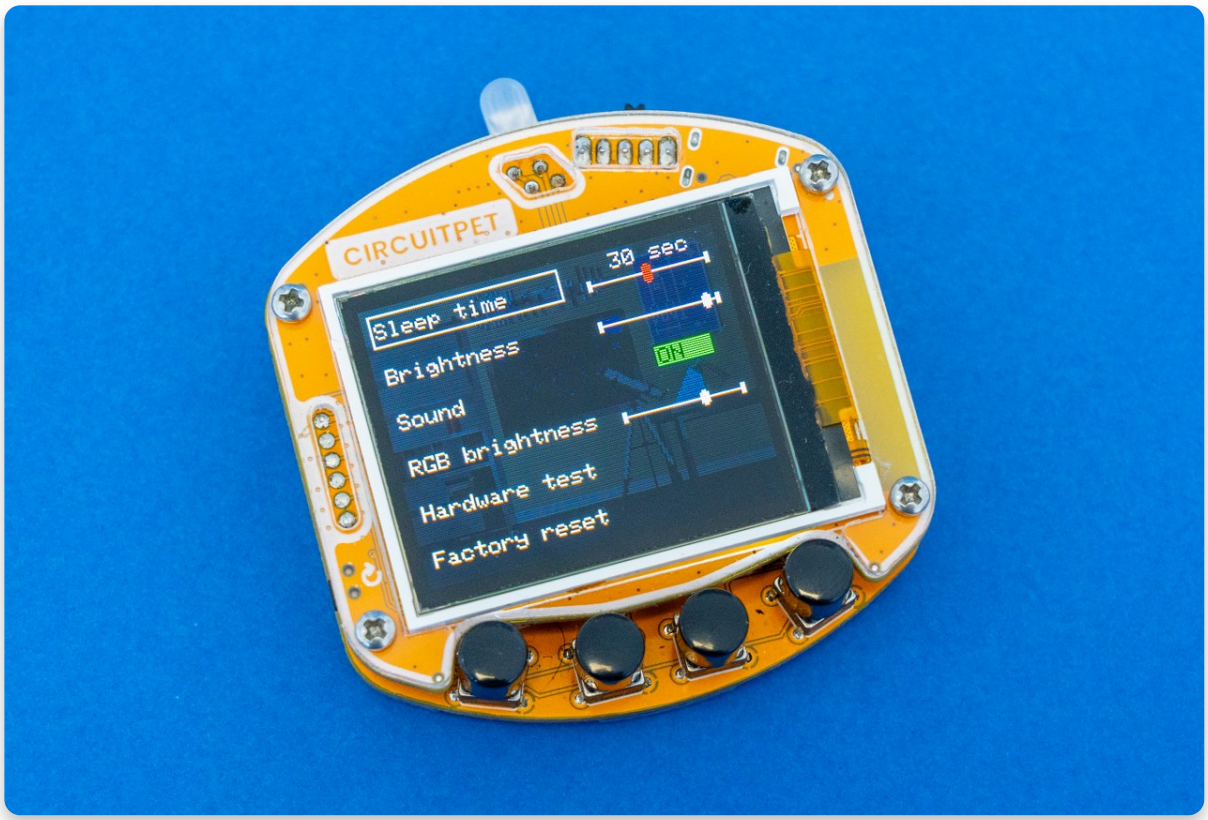
Settings

When you enter the Settings mode on your CircuitPet's menu, you'll be able to change the volume and brightness of the LED and run the hardware test that you should have done at the start of this guide.

If you later suspect that something is wrong with any of the components you soldered to the board, you can check if everything works properly by enabling the hardware test.

Click on this icon to access the Settings menu.

The settings menu looks like this:



1. **Sleep time** - After what time will your screen turn off; it saves energy. You can adjust the sleep time or turn it off. If your screen goes dark, press any button to bring it back to life.

2. **Brightness** - To adjust the brightness of the screen.

3. **Sound** - You can turn sound on and off.

4. **RGB brightness** - To adjust the brightness of the LED.

5. **Hardware test** - Perform this test if you suspect that any component is not working properly. If you are unable to complete the test, you should check your soldering joints. If you need assistance with making your CircuitPet work, please contact us at contact@circuitmess.com.

6. **Factory reset** - Like on your phone, use this setting to delete everything from the device.

7. **Save** - To save the changes.

Let the games begin!

Take care of CircuitPet!

CircuitPet, like any other pet, needs to be **fed**, **oiled** to keep it **rust-free**, and **played** with.

On your CircuitPet, you'll find **six pre-loaded minigames** that will help you earn much-needed **XP**. XP will help keep your CircuitPet happy and fed. You'll also be able to level up your character and **unlock new games**.

When you first turn on your CircuitPet, all of the **games** will be **locked**, and you will see the following:

First, you must **oil your duck** several times until you have **enough XP** to **unlock the first game**.

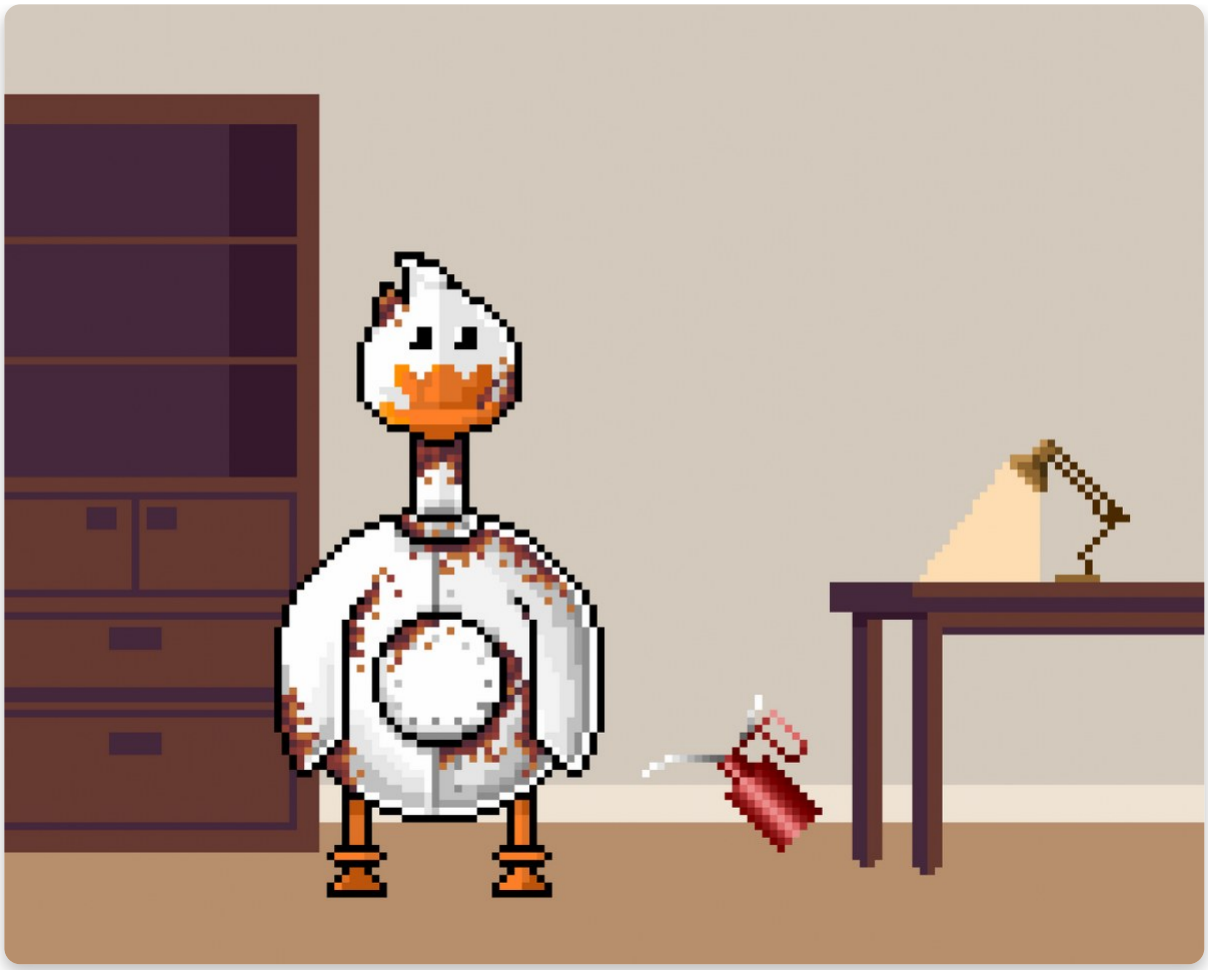
This is a preview of what you'll see once you enter the oiling game:

You'll also receive **instructions** on how to oil the duck on display right away.

When you enter the oiling game, the duck will be in the room with the oiling can. You'll also notice a **bar** on the right side.

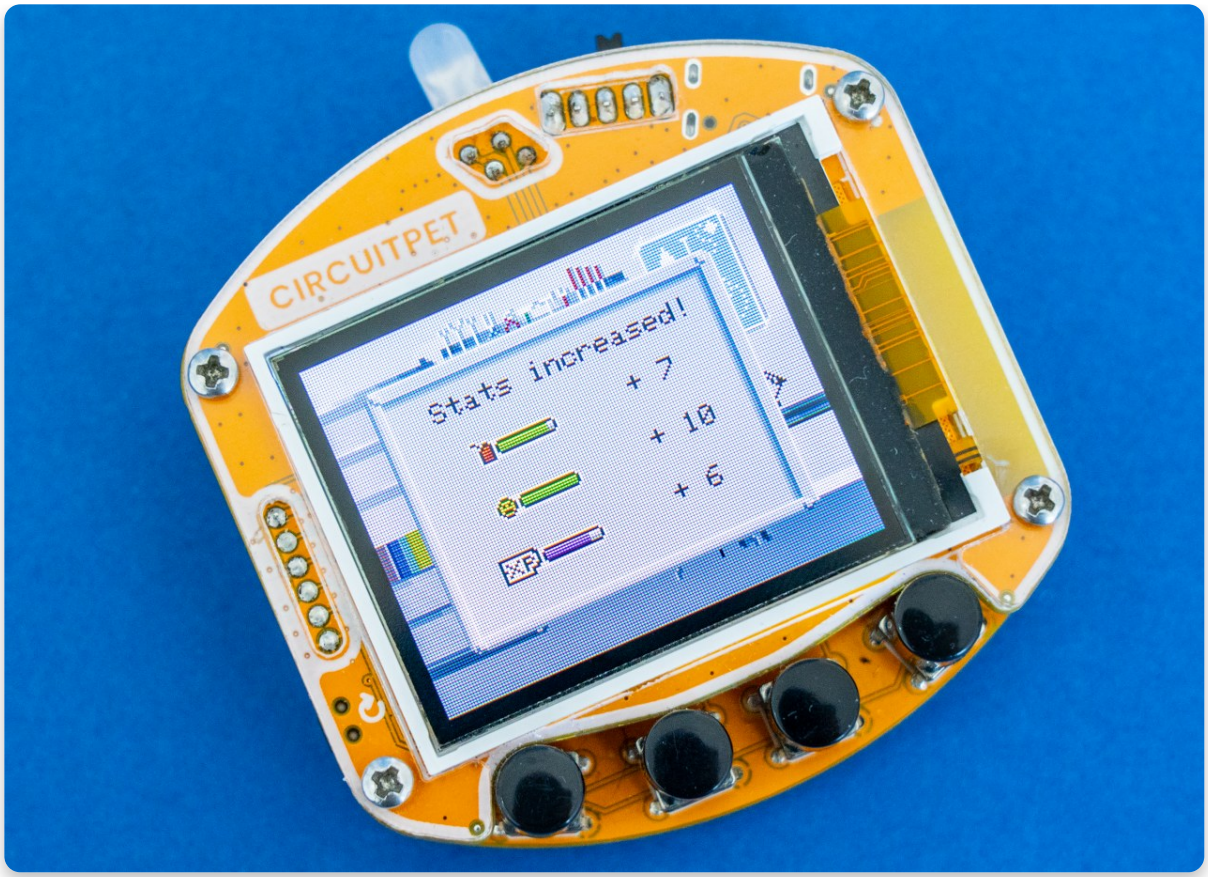
The **goal** is to click the "oil" button on the black-lined section of the bar. If you hit the right spot, your duck will begin to oil.

The oiling process looks like this:



As mentioned earlier, you'll need to oil the duck several times until the rust is removed.

A **statistics window** will appear after each oiling.



After you successfully make your duck rust-free, you'll **level up**.

With this, you'll unlock your first game - **Flop Away!**

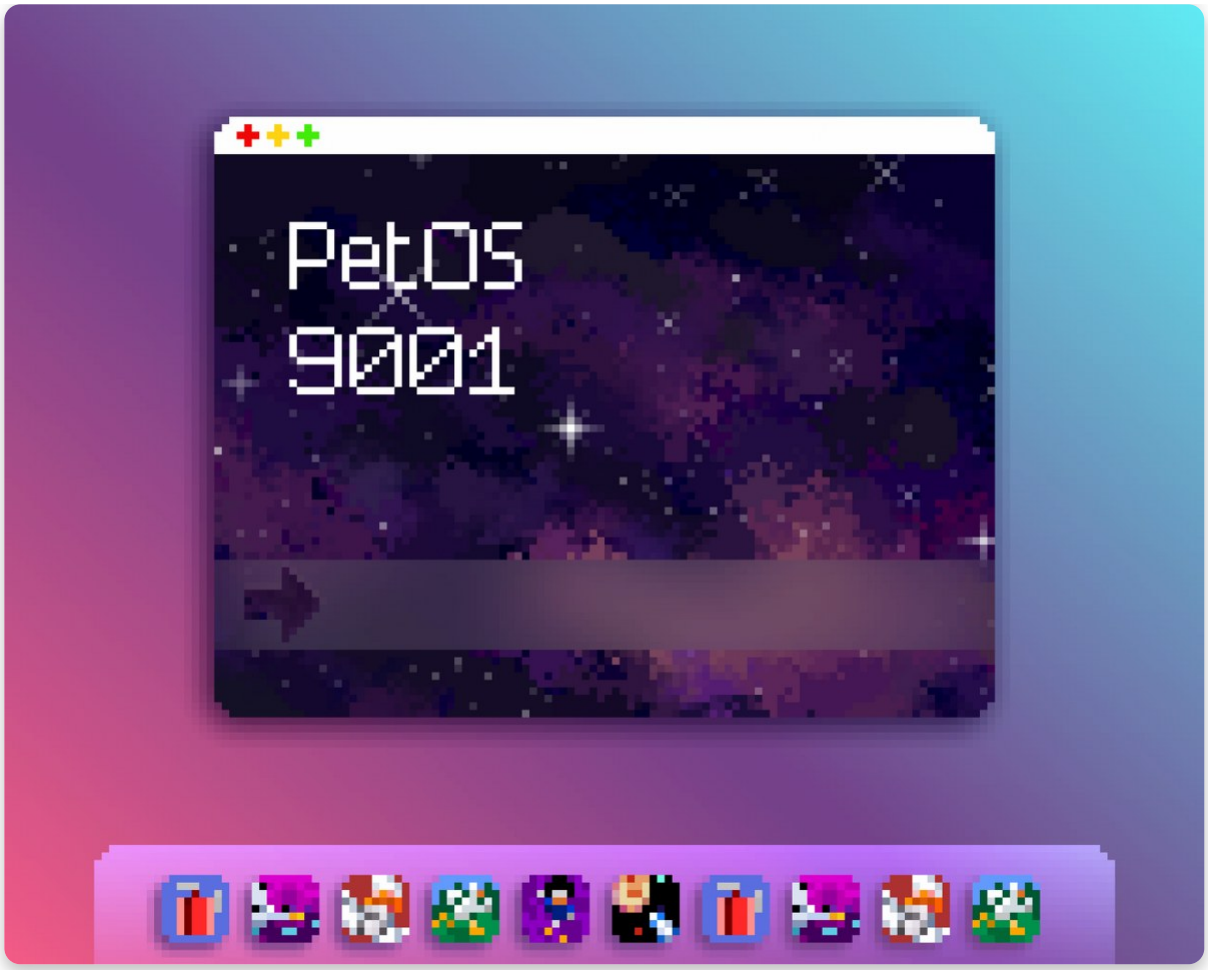
We'll talk more about Flop Away and other games in the next chapter.

For now, here is an overview of what each of the level-up screens will look.

You'll level up by gaining more and more XP and keeping your duck oiled and happy.

Installing
PetOS X
OK

PetOS9000



In the following chapter, we'll go over each **game** and see how your duck and its room **evolve** during the time.

Let's check all the games!

1. Flop Away

As you already know, your first unlocked game will be **Flop Away**.

Flop Away is a Flappy Bird kind of game in which you'll have to **fly the duck as far as you can** without hitting the obstacles.

Like for the oiling game, you'll see **instructions** on the screen as soon as you turn the game on.

This is what the game looks like:

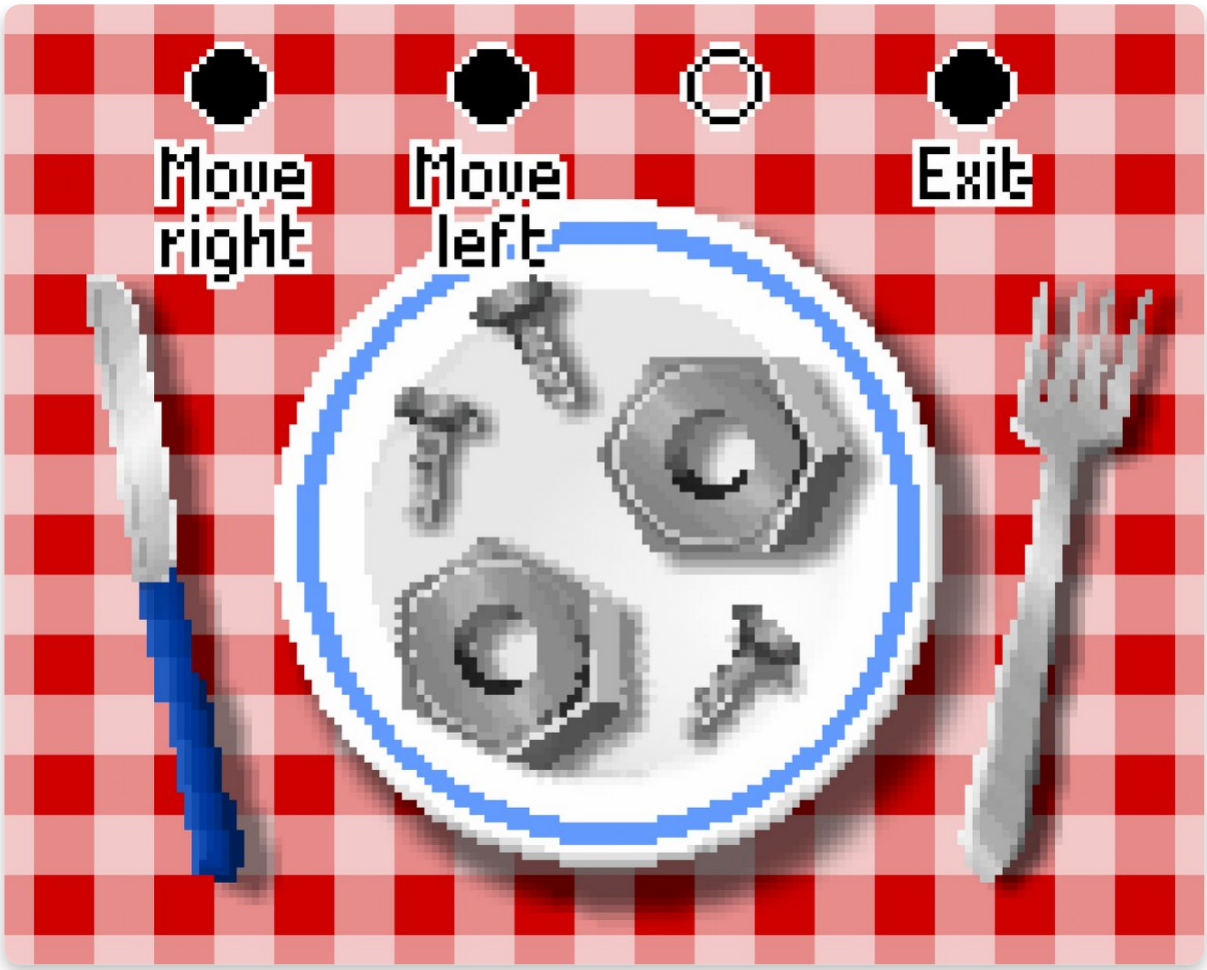
Also, it's good to know that you have **three lives until** the game is over.

You may notice that your **LED is flashing in different colors**- if you pass the obstacle without any problem, the LED will turn green, and if you hit the obstacle, the LED will turn red.

2. Quack Snack

Once you earn enough XP, you'll unlock your second game called **Quack Snack**.

Here are the instructions:



Since this is a **mechanic duck**, it has to **eat mechanic** parts to survive.

The goal of this game is to **eat as many mechanic parts as possible** while avoiding bombs and candles.

Like in Flop Away, you also have **three lives** available here.

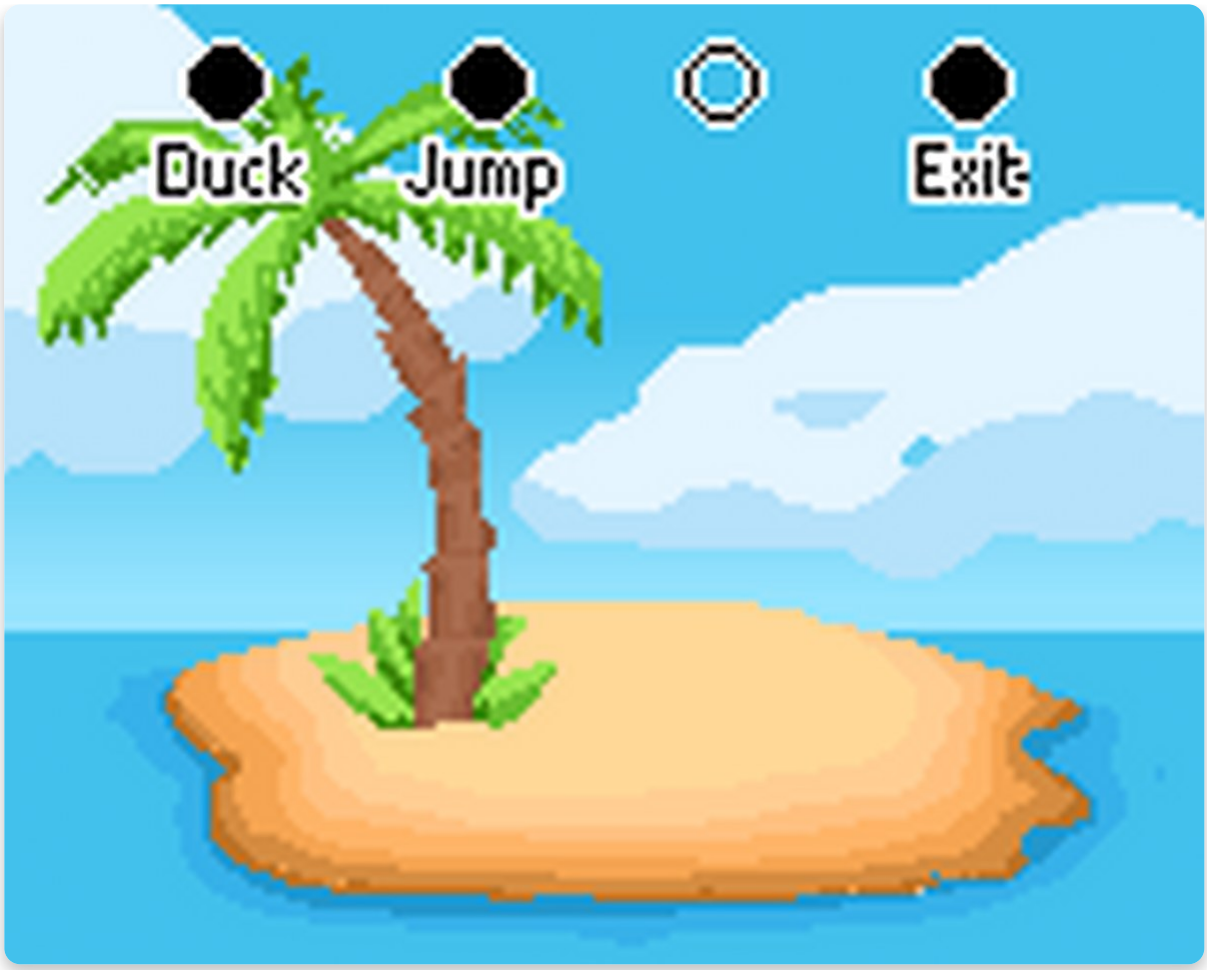
If you **win** the game, the duck will **rub** its **belly**; if you **lose** the game, the duck will **throw up**.

This is what a game looks like:

3. Duck and Jump

This is the third game!

And here are the **instructions**:



We are on the beach, and your task is to **jump over** or **duck under** the obstacles.

There are **three lives** available in this game as well.

If you **win** the game, your duck will **jump on the throne**; if you **lose** the game, the duck will crash into an obstacle and **fall down**.

Here is what the game looks like:

4. So You Think You Can Waddle

Have you ever seen the TV show called So You Think You Can Dance? Well, this is the duck version of it.

Here are the instructions:

Here, you have to **show your best dance** moves to win!

If you **win** the game, the duck will get a **crown**; if you **lose** the game, the duck will **fall down**.

As always, you have **3 lives** at your disposal!

Here is a little sneak peek of the game:

5. Spaceduck

And, last but not least, here is a **Spaceduck**!

If you made it into **space**, it means you took really good care of your duck. This is the last stage in the evolution of your duck and its home!

As always, here are the instructions:

If you have ever played Space Invaders, you'll have no trouble with this game.

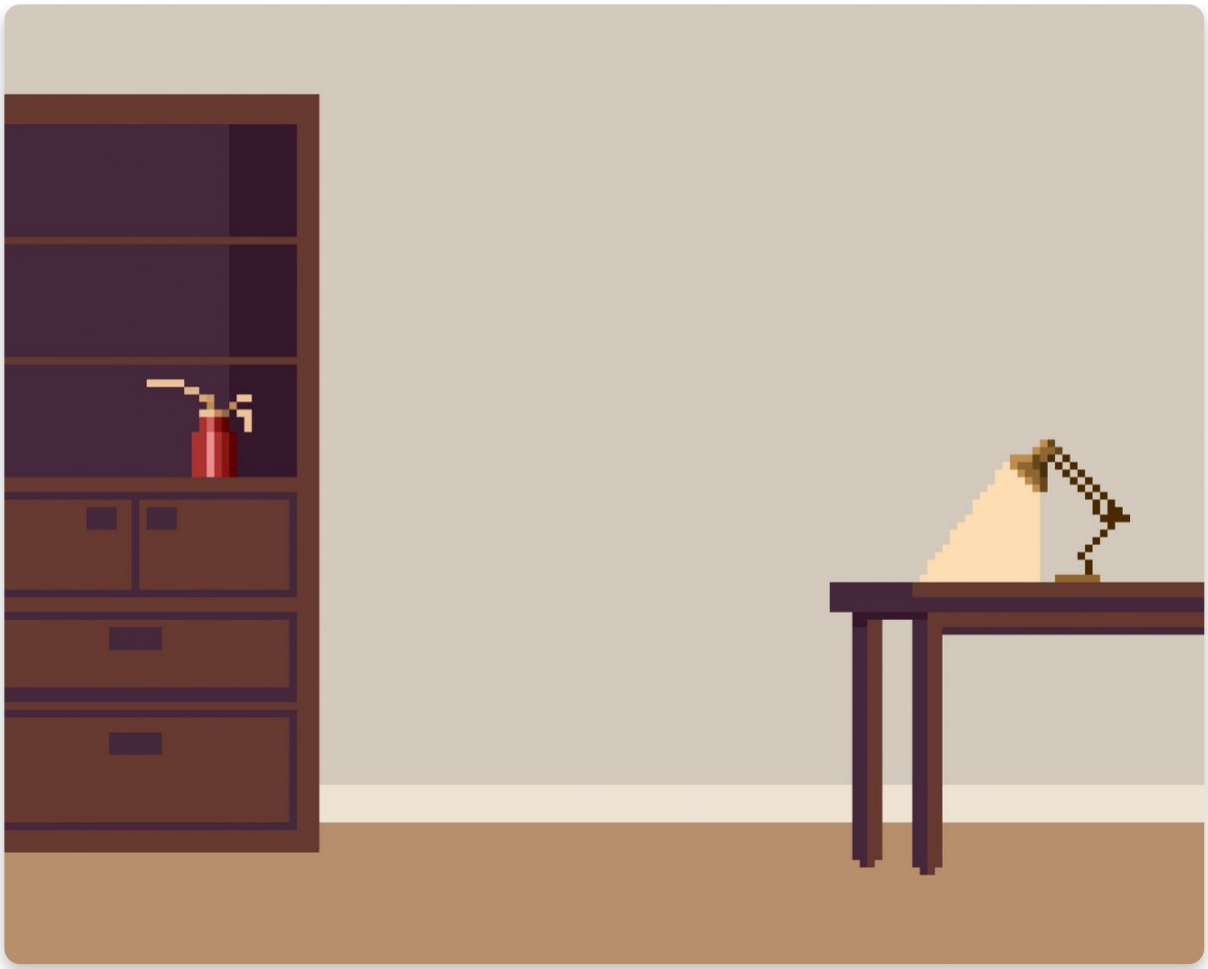
The concept is the same: **asteroids** are coming your way, and you must **shoot** to smash them and keep them from **colliding** with you.

There are **3 lives** available, and if you **win**, the **duck will fly off** your screen. However, if you **lose,** your duck will **explode**.

Room makeover

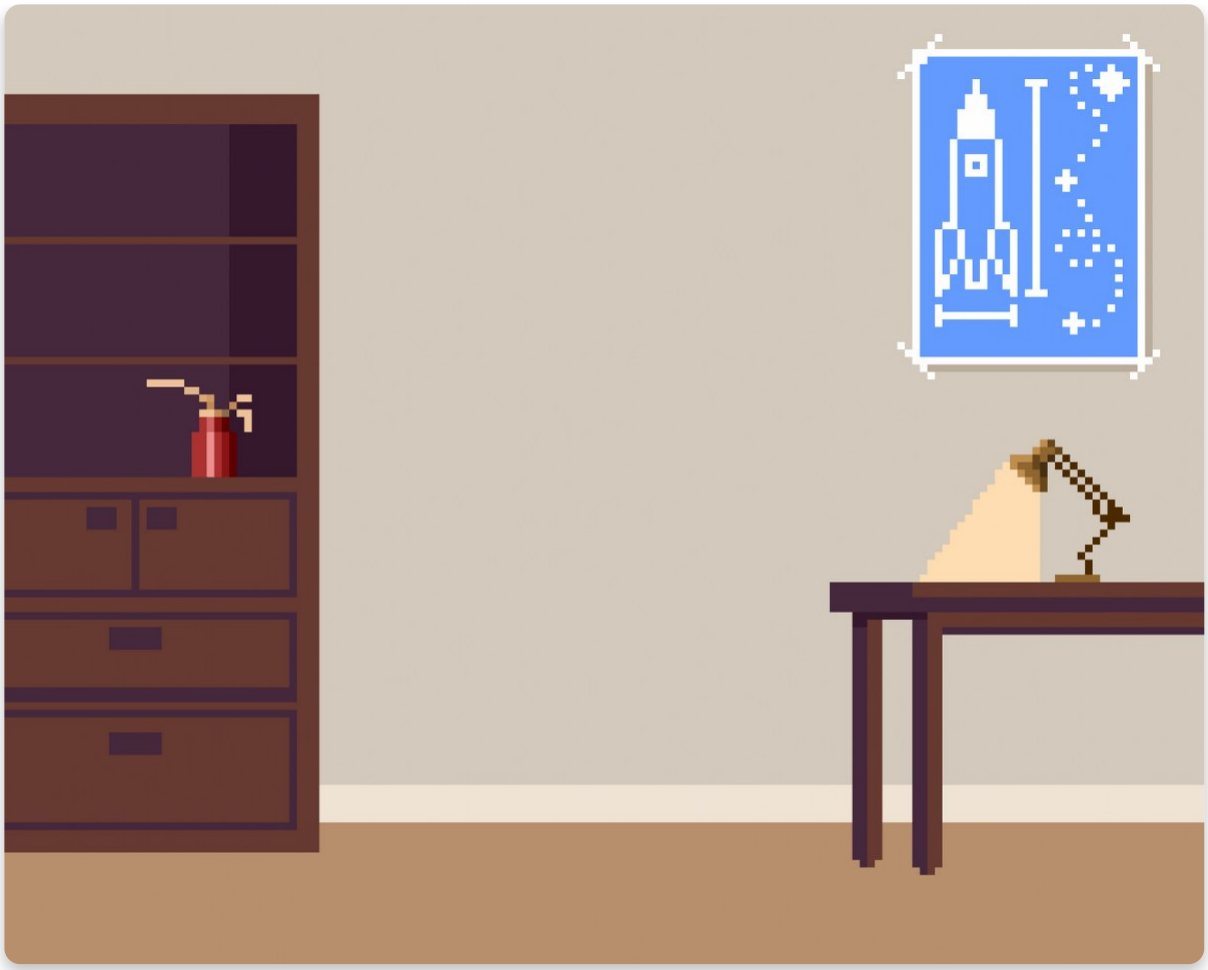
Duck's room will improve as levels change, and new games are unlocked.

You'll begin in an **empty room** with only an oil can, a table with a lamp, and a closet in it.



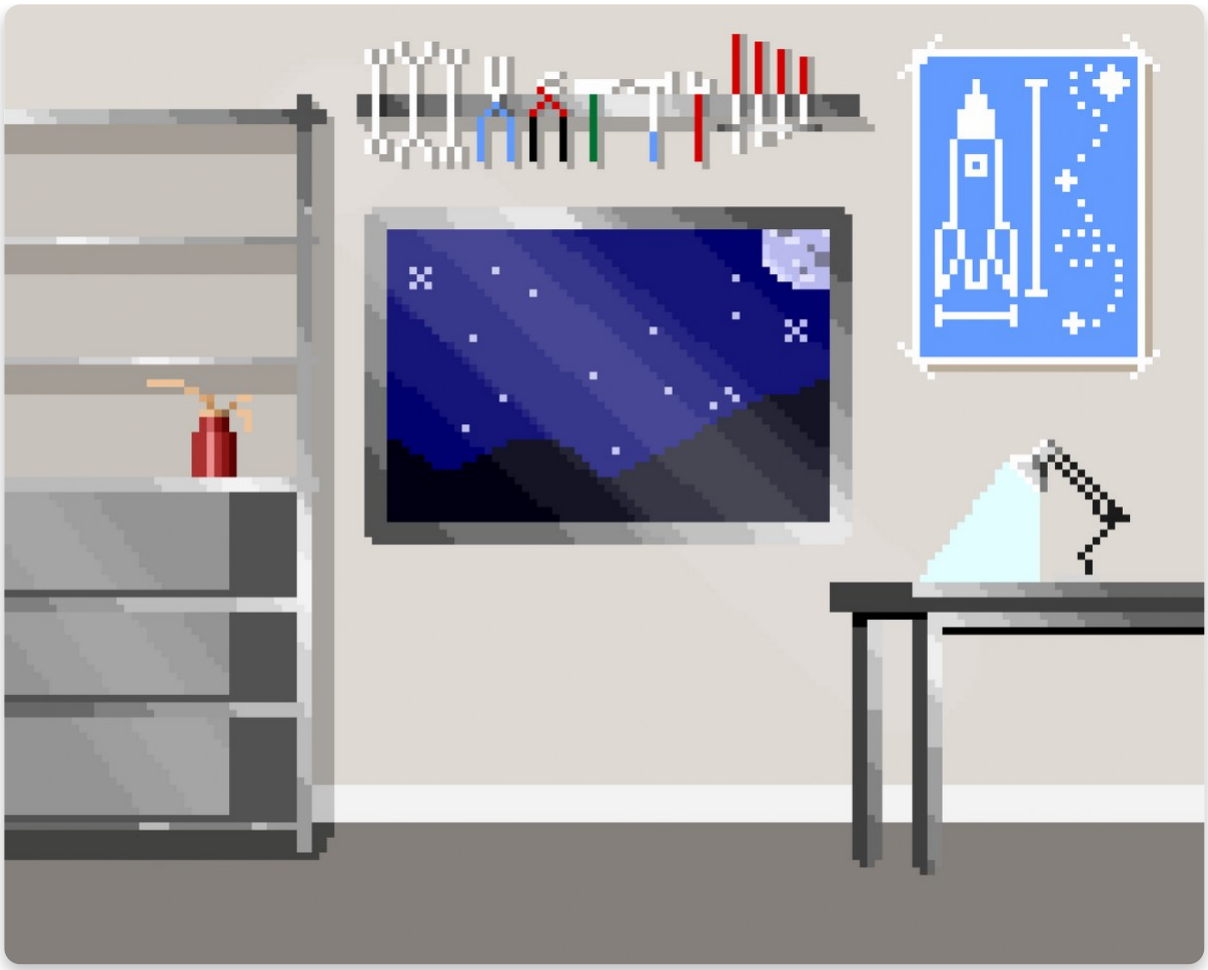
With every level up, you'll get a new cool thing.

With the first level up, you'll get a **blueprint for your space rocket**.

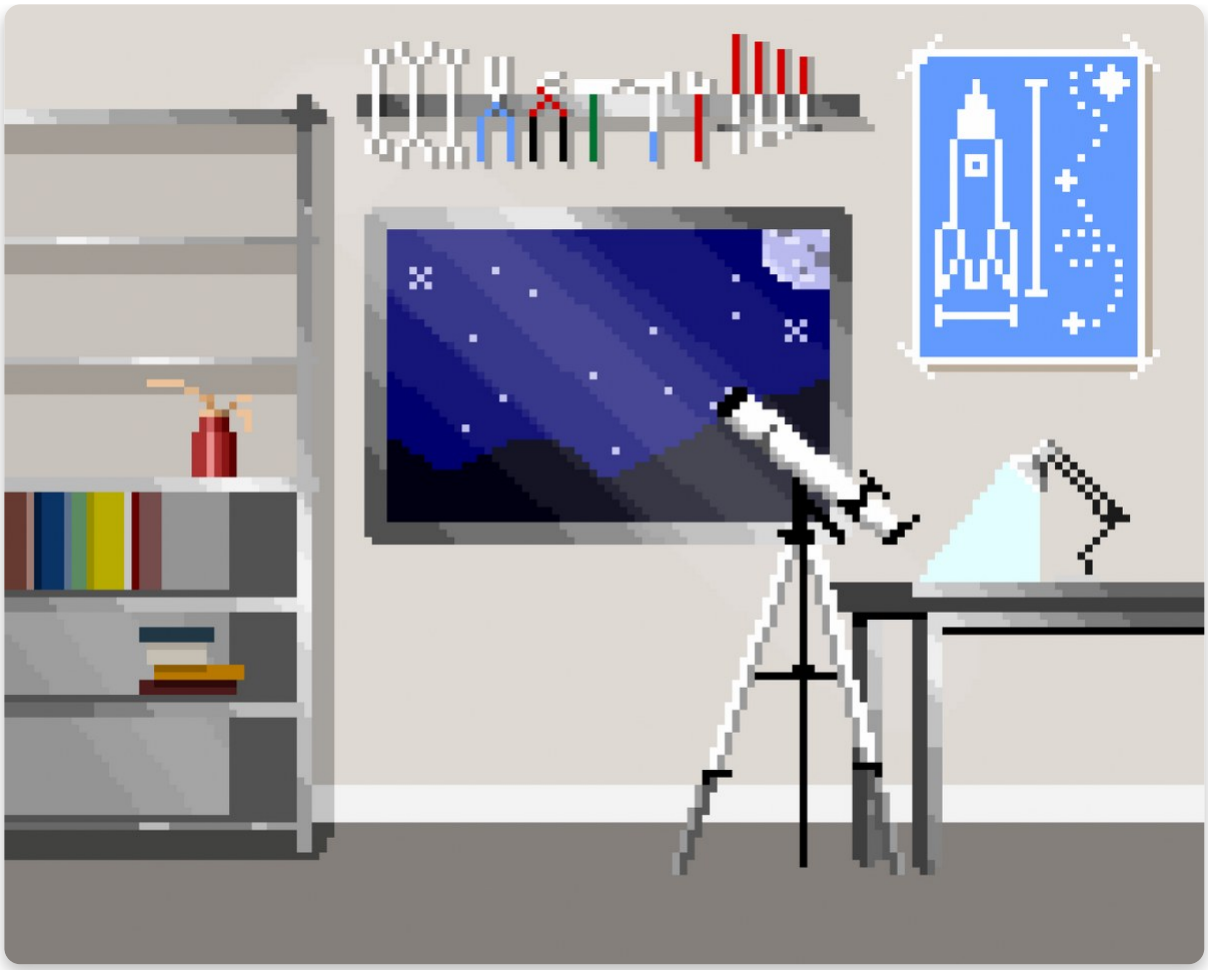


After a while, your entire room will change and start looking like a proper lab.

You can **see the stars** you want to fly to from your window, and there are all kinds of **tools** in the room to assist you in building your space rocket.



You'll get **books** and a **telescope** with the new level up.

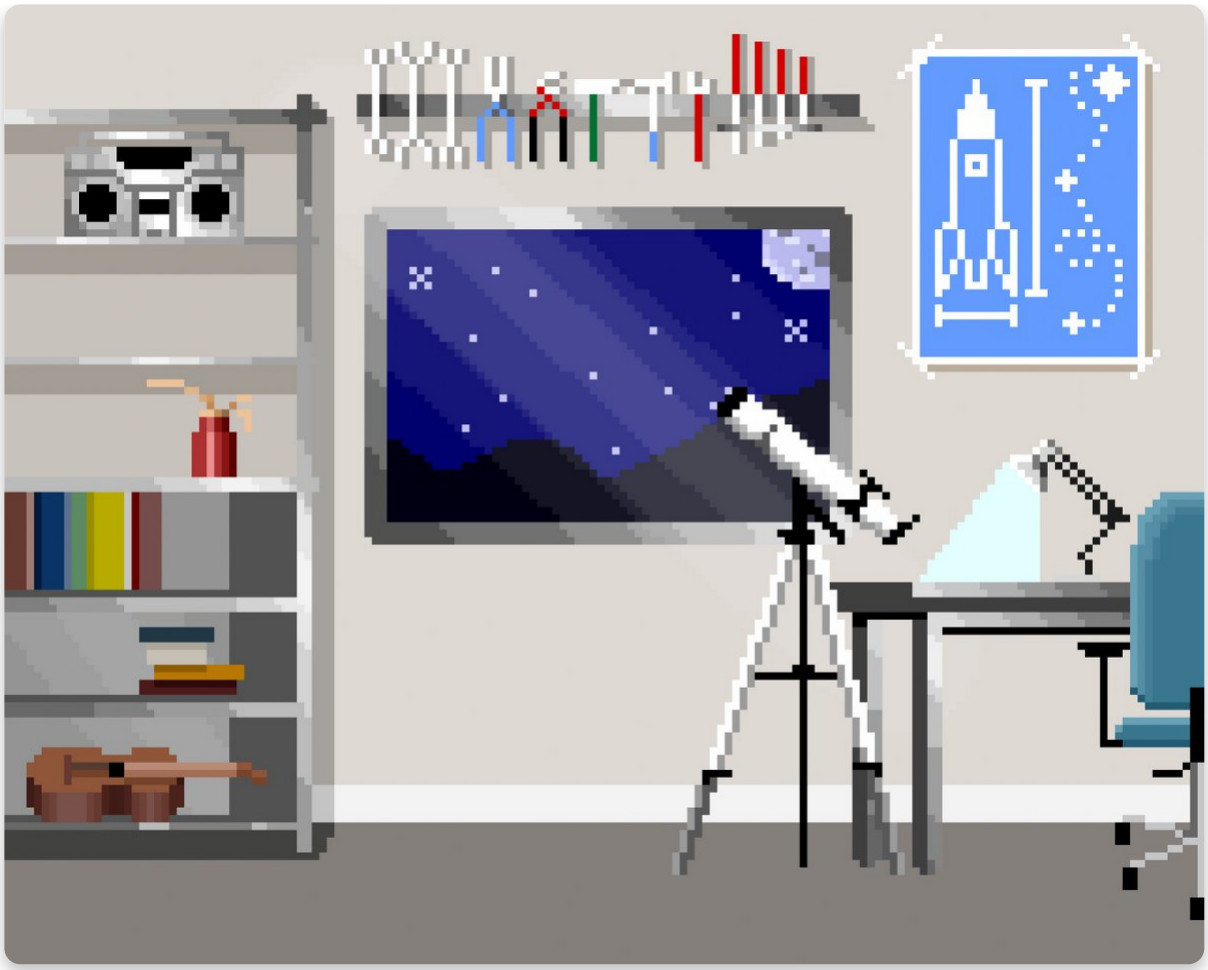


And the final big transition. **You are in the space!**

You made it!

You can even **see Earth** from the window of your space rocket.

You may also notice some red circles on your plan, which show which planets you have already visited and which you will visit next.



You came to the end of the CircuitPet usage guide! Congrats!

The next big step for you and your CircuitPet is to start **coding** all kinds of cool stuff. We'll cover that in the coding guide that will be up in a week!

In the meantime, oil the duck, eat some bolts, and win that dance contest.

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