

Voice-Command Robot Challenge Owner's Manual



Introduction

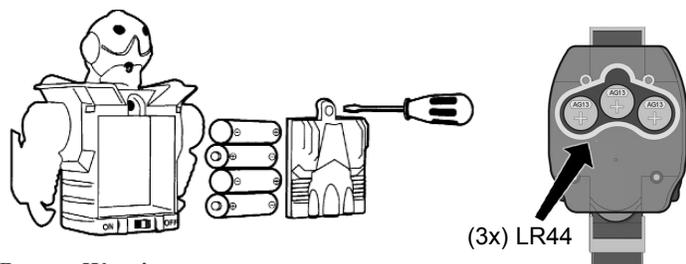
Congratulations on the purchase of your game of Voice Command Robot Challenge. Your new robot responds to plain-language commands spoken into the high-tech LED wristwatch controller. It has full 360 degree movement capability and is designed to do battle with other Robot Challenge™ robots and Commando Challenge™ tanks.

Each robot has a lazer cannon integrated into its right arm and a lazer target on its chest. The robot interacts with other robots and tanks using the lazer as a virtual weapon to fire at opposing machines. Maneuver your robot using the wristwatch controller to command it, with the goal being to score hits on your opponent's robot or tank without sustaining hits yourself. Each time a robot sustains a hit, it loses 25% of its 'power' or 'life', one chest-mounted LED goes out and it automatically rotates 180 degrees with accompanying sound and light effects. After sustaining a fourth and final hit, the robot is out of 'power' and shuts down signifying that the game is over. To play again, simply press the red 'reset' button mounted on top of the robot's head.

You can create a battle-zone using various household objects to provide cover and to serve as obstacles. You can create goals to reach, or areas to defend. Try using reflective surfaces to ricochet your lazer fire or controller commands – use your imagination and let us know what your favorite games are!

Before you start

Install the batteries – you will need four fresh AA alkaline batteries for the robot. Insert the batteries by following the diagram below. The wristwatch voice controller comes with (3x) LR44 batteries pre-installed – if you need to replace them, follow the diagram below.



Battery Warnings

- Use only fresh alkaline batteries from a newly opened battery pack.
- Do not leave batteries inside the robot or controller when not in use for extended periods of time.
- Remove and properly dispose of weak or dead batteries.

How to play

1) Switch on the robot

An On/Off switch is located on the back of the robot – switch it to the ON position. The robot will power up and identify itself by name (Chaos or Disabler).

2) Power indicator LEDs

At power-up the 4 LEDs on the chest of the robot illuminate, indicating that the robot has 100% of its 'power' or 'life'. Each time it is hit, one LED turns off indicating a 25% loss of power. When all 4 of your robot's LEDs are out, the game is over and you have lost.

3) Switch on the controller

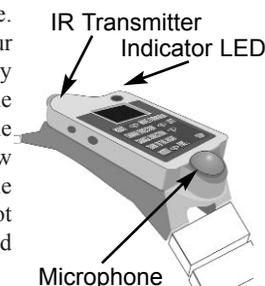
The LED wristwatch / controller has a side-mounted switch which has 3 positions (center is OFF). Slide the switch forward to control a red robot (the front-mounted LED will light up in red), slide the switch backwards to control a blue robot (the LED will light up in green). Aim the front-

mounted IR transmitter (see diagram below) at the robot and speak into the controller, using the relevant command phrase noted below (and on the face of the controller).



Commanding the Robot

You will notice that the command phrases are divided into two parts. Speak the first phrase into the microphone located on the wristwatch. The top mounted LED will flash and a short beep will sound. This indicates that the controller is ready to accept the 2nd part of the command. Then, speak the second phrase. At this point the robot will respond to your command. If you have made an error partway through, merely say STOP. This will cause the robot to stop whatever it is doing and reset the controller making it ready to accept a new command. If you hear a double-beep, the controller is signalling you that it has not understood your command and that you should try again.



Command Phrases

Action	Spoken Command
Fire:	Robot <pause> Fire
Move Forward:	Robot <pause> Move Forward
Turn Left:	Change direction <pause> Left
Turn Right:	Change direction <pause> Turn to the Right
Stop:	Stop

If the robot isn't responding properly

If nothing (or something unexpected) happens when you speak into the controller, don't worry – you simply need to practice a bit.

1. Remember that there must be a line-of-sight between the watch and the robot. Also, the watch must be within 15 feet of the robot and aimed (roughly) in its direction.
2. After saying the first part of the command you should hear a beep and the top-mounted indicator LED should flash. If not, try speaking louder and closer to the microphone.
3. After saying the second part of the command phrase, did you hear a double-beep? You should *not* have. If you did, then the controller is telling you that it did not recognize the second phrase. Try speaking immediately after the beep, speak louder or perhaps the problem is that you spoke too *soon* after the first beep.
4. If the robot moves right or left when you speak the 'Fire' or 'Forward' command, try saying the first part (i.e. 'Robot'), more quickly.
5. If the robot fires or moves forward when you speak the 'Left' or 'Right' command, try saying the first part (i.e. 'Robot Change Direction') more slowly.
6. If the robot moves forward or turns right when you speak the 'Left' or 'Fire' command, try again, speaking the second part of the command phrase (i.e. 'Fire' or 'Left') more quickly.
7. If the robot fires or turns left when you you speak the 'Forward' or 'Right' command, try saying the second part (i.e. 'Move Forward Now' or 'Turn to the right') more slowly.
8. If you hear a single or double beep without having spoken a command, then there is too much background noise and the controller is becoming confused. Try playing in a quieter area.

How the controller works

The robot interprets commands based on the length of two short phrases spoken into the controller. It recognizes the length of each of these two speech segments and acts appropriately. It expects to hear two distinct phrases so you must speak clearly into the watch – this may require some experimentation. Japan Patent Number 3132815. US patent pending.

Engaging in Battle

Firing

Maneuver your robot into position where your robot's lazer cannon is aimed at the opposing robot's chest, then give it the FIRE command (robot <pause> fire). Sound and light effects will confirm that your robot has fired.

Sustaining a hit

When a robot sustains a hit, the LEDs on its chest blink, its eyes flash, explosion sound effects are heard and the robot staggers and turns 180 degrees away from its attacker. One of the chest-mounted LEDs goes out announcing that 25% of its life has been used up. After a moment you will regain control of the robot and you can continue to battle (assuming that there is 'life' remaining).

Game-Over

When the robot gets hit a fourth and final time (all 4 LEDs go out) - the Robot announces "Power Shut Down", accompanied with other sound and light effects and the game is over. At this point, the robot's eyes turn-off, it freezes and no longer responds to the controller. The four LEDs will continue to blink slowly for up to 10 minutes, indicating that the robot is disabled and not just "playing dead".

When you have finished playing, switch off power to both the robot and the controller to conserve battery power.

Reset and Restart

When you wish to restart the game, or reset the robot to have 100% of its power - press the red button on the robot's head. The robot announces its name and all four power indicators light up.



Gameplay with 2 or more robots

- Position the robots on the floor at a distance of about 8 ft, with their backs to each other. Then, when ready, switch them ON.
 - Control your robot with your voice (using your wristwatch). Make your robot move in various directions to avoid getting hit, while attempting to hit your opponent with fire from your lazer cannon.
 - Aiming at the opposing robot requires some skill. When you command your robot to change direction, you may find it quite tricky to stop the robot's rotation at exactly the point you need it to stop.
- Hint:** Speak the 'Stop' command well in advance, before your robot rotates to face your opponent's robot (the more you practice, the higher your success rate will be).

General Precautions

- Always keep your robot and controller dry, away from dust and dirt, and at normal room temperature.
- Occasionally, gently wipe the robots and the controllers with a damp cloth to keep dust away.
- When not in use for a few days - remove the batteries from the robot and controller.
- Never leave the robot or controller exposed to direct sunlight, near hot ovens or near any other source of heat.
- Never subject the robot or controller to any physical shock (avoid dropping or bumping).
- Do not open the robot or the controller (other than battery access doors), as this may cause permanent malfunction.

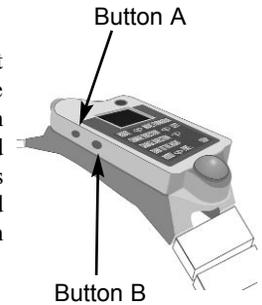
Operating and Setting the Clock

Viewing clock, date and seconds

Briefly press Button B *once* to see the date. Press Button B *twice* to see the seconds display. Press again to return to time view.

Set time and date

Press Button A twice to see the month (left part of screen). Press button B to advance the month to the current month. Then press Button A once to move to day-of-month view and again, press button B to advance the date. Press button A once again to adjust the hour, and again to adjust the minutes and finally to return to the time view.



Warranty in USA and Canada:

Robot Challenge™ is warranted against any manufacturer's defects for ninety days from date of purchase. A defective part will be repaired or replaced, with the same or similar model provided that the unit has been operated according to the instructions and that a dated purchase receipt is provided. The warranty does not apply to any product which has been subject to abuse, misuse, and operation different than described in this manual, negligence, an accident or not observing the general precautions. Defects caused by tampering, unauthorized alterations or repairs, or other causes not arising out of defects in material or workmanship are not covered by this warranty. Product may be repaired or replaced with the same model or similar model, at vendor's election.

Warranty in Europe and other countries:

Your distributor or retailer will provide a warranty. For further information contact the retailer from whom you purchased the product or contact the importer (name is printed on the package).

Before making a warranty claim:

To save needless delays, please try operating the units with FRESH BATTERIES before returning the product. Weak batteries will often cause poor performance.

Product must be returned in original packaging, with a proof of purchase and a brief explanation of the problem.

Please contact Interactive Toy Concepts Ltd. before returning product to your retailer. Most problems can be dealt with either by visiting our web site, over the phone or via email.

Address for shipping products under warranty:

Interactive Toy Concepts Ltd.
1192 Martin Grove Rd.
Toronto, Ontario, Canada
M9W 5M9

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