

TO: CANDACE  
FM: NEMOTO

BATTLEBOYS PRO  
INSTRUCTION Manual  
59830  
FCC

TO: MR. Anthony  
Cc Ms. Ada  
Fr: Candace

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 UNDESIRABLE OPERATION.

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 NOT 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 TO CORRECT THE INTERFERENCE BY ONE OR MORE OF THE FOLLOWING MEASURES :

- 1. REORIENT OR RELOCATE THE RECEIVING ANTENNA.
- 2. INCREASE THE SEPARATION BETWEEN THE EQUIPMENT AND RECEIVER.
- 3. CONNECT THE EQUIPMENT INTO AN OUTLET ON A CIRCUIT DIFFERENT FROM THAT TO WHICH THE RECEIVER IS NEEDED.
- 4. CONSULT THE DEALER OR AN EXPERIENCED RADIO/TV TECHNICIAN FOR HELP.

I. WELCOME TO BATTLEBOYS!

BattleBots combines science, sports, and scrap metal into the coolest competition ever! Does your BattleBot have what it takes to overcome all challengers in no-holds-barred robot combat? It's time to kick some 'Bot and find out!

To get the most enjoyment from your BattleBot we recommend you read these instructions fully.

II. INSERTING THE BATTERIES

III. CONTROLLING YOUR BATTLEBOYS

Turn your Bot on.

Once your Bot is turned on, quickly place it right side up on the playing surface. We recommend quarter-inch steel plate, but you could also use the floor of your kitchen, driveway, or garage.

Turn your Controller on.

Your BattleBot has a "tank style" controller. When you push the left control stick, the drive system on left will engage, and when you press the right control stick, the right drive system will engage.

Any BattleBots competitor can tell you, CONTROL is the name of the game. It doesn't matter how big or how bad your Bot is if you can't drive.

2/3 : .  
 Take some time and practice driving your Bot before you think about competing!

You will notice that your offenses are geared directly into your drive system. You don't have to do anything special operate your offenses—just line your Bot up with the victim, and drive right for him!

You will notice that your BattleBot controller also features a TURBO button. We recommend this button for expert drivers only— but feel free to experiment and try it out!

#### V. IMPACT SENSORS

You may have noticed by now the red light on top of your BattleBot. This is your damage meter.

- \* When the light is fully lit, your Bot is operating at 100% efficiency.
- \* If the light is flashing, your Bot has taken "virtual damage" and is in danger of a catastrophic shut-down!
- \* If the light goes out, your Bot has been disabled. Your controller will not work until you reset your Bot using the on/off switch. Turn the Bot off and back on again and you can continue playing.

The impact sensor is specially designed to register flips and hits from the sides, but NOT hits from the front or rear. What does that mean? It means if you can ram the front of your Bot into the side of your opponent, he will take a hit but YOU will not!

Be careful, though! There is always a chance your Bot will take damage from any collision. It's even possible to damage your own Bot from rough driving! Many a BattleBots champion has been taken out by old-fashioned bad luck!

[put this in a box with a thick black border: ATTENTION: IF YOUR BOT DOES NOT SEEM TO BE WORKING PROPERLY, RESET YOUR IMPACT SENSOR: TURN YOUR BOT OFF, WAIT A FEW SECONDS, THEN TURN IT ON AGAIN.]

#### VI. SPECIAL FEATURE— MULTI-BAND CONTROLLERS

Your Custom Series BattleBot includes a special feature to change the code on your Bot and controller. You will need to do this if you and a friend both want to use the same Bot, for example, or if you would like to have a "Robot Rumble" with up to 3 competitors.

To use this feature, make sure that all Bots are set to a different channel.

[show illustration of the multi-channel switch ABCD on the chassis and controller]

#### VII. HOLDING A BATTLEBOTS COMPETITION

If you and a friend both have a Custom Series BattleBot (sold separately)

you can compete head to head. Here are the basic rules:

- \* You will need two competitors and at least one Judge.
- \* You will need a flat surface for your playing arena. For Pro Series BattleBots, an area of at least 15 feet by 15 feet is best.
- \* The Judge will need a stopwatch or a clock to time the match.
- \* Place the two Bots about 5 feet apart, facing each other, and turn them on.
- \* Turn on your controllers but do not start fighting— yet!
- \* The Judge will officially start the match (and the clock) and both players can begin battling.
- \* The match lasts for 3 minutes or until one Bot is disabled— whichever comes first.
- \* The first Bot to be disabled loses the match. If 3 minutes pass and

3/3

both Bots are still moving. the Judge must award points and make a Decision.

\* Points are awarded as follows:

**AGGRESSION.** The Judge has 5 points to award for aggressiveness. If Bot A moves towards Bot B, and Bot B constantly runs away. The Judge should award the aggression points to the Bot A. The Judge can split the points as he sees fit— 3 points to one Bot and 2 points to the other.

**STRATEGY.** The Judge has 5 points to award for strategy. He can split the points between the two Bots.

**DAMAGE.** The Judge has 5 points to award for damage. If Bot A knocked a lot of pieces off of Bot B. Bot A should receive more points. The Judge can split the points as he sees fit.

\* The winner of a Decision is the Bot with more points.

**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.

4/4