

Ada WH Chan ITS/ES-HKG

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From: candace [candace@adihk.com]  
Sent: Thursday, August 09, 2001 6:20 PM  
To: whchan@itslabtest.com  
Subject: Fw: BattleBots Custom Series Instructions

Dear Ms. Ada Chan,

Following instruction manuals under you job number 0109414  
0109416 & 0109413.

Regards, Candace

>  
> INSTRUCTION SHEET FOR BATTLE BOT RC CARS FCC APPLICATION USAGE.  
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> =====

>  
> 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 UNDESIRED 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 BATTLEBOTS!  
> >  
> > 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. ASSEMBLING YOUR BATTLEBOT  
> >  
> > BattleBots competitors come from all walks of life, from rocket  
scientists  
> > to junkyard aficionados, but the one thing they all share in common  
is  
> > the desire to build a better 'Bot. Let's take a look at how your Bot  
goes  
> > together:  
> >  
> > Start with the basic chassis and add the drive system by snapping  
the  
> > pieces together as shown.  
> >  
> >  
> > After the drive system is assembled, you can attach the Bot's  
offenses.  
> > Simply slide the attachment into place on the chassis as shown, and  
insert  
> > fully.  
> >  
> > NOTE: Your BattleBot has a failsafe system. It will not operate  
unless  
the  
> > attachment is FULLY inserted.  
> >  
> > Add the Bot's protective body shell by simply pressing it straight  
down  
> > onto the chassis as shown.  
> >  
> > Finally, add the Bot's ablative defenses by attaching them to the  
body  
> > shell as shown. These pieces are designed to absorb impact and fly  
apart  
> > when the Bot is struck in combat.  
> >  
> > If you have more than one Bot (sold separately) you can tinker with  
your  
> > Bot and try mixing and matching pieces!  
> >  
> > III. INSERTING THE BATTERIES  
> >  
> >  
> > IV. CONTROLLING YOUR BATTLEBOT  
> >  
> > 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.  
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

cld-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

> > frequency 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 8 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 Custom Series BattleBots, an area of at least 5 feet by 5 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

> > 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.  
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