

Ada WH Chan ITS/ES-HKG

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. REORINET 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
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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