



Starter Pack Contents:

- Roboni-i Robot (750-0001)
- Mobile Controller (750-0002)
- 1 BaseStation (750-0003)
- Infrared Pod
- 1 Energy Port
- 1 SFX Hub
- 3 UniHubs (1, 2 and 3)
- 1 Electronic Yellow Pod
- 2 Resource Cards (Energy and SFX)
- CD with Roboni-i Command Centre Software and 2 Action Games
- 1 USB Cable
- 1 Game Reference Card (Colors and SpacePods)
- Getting Started Instructions

FCC REQUIREMENT



The Roboni-i robot and Mobile Controller comply 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.

CAUTION: Changes or modifications to the products contained in this starter pack not expressly approved by the party responsible for compliance may void the user's authority to operate the equipment.

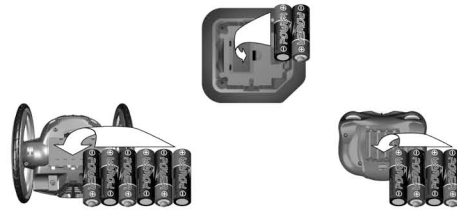
Safety Precautions

- Keep fingers, hair and clothing away from the wheels when the robot is in motion.
- Don't mix alkaline and rechargeable batteries, and remove the batteries when not in use from all the devices.
- Do not play with the robot in the streets or other unsafe places.
- Follow the supplier's instructions when recharging the batteries.
- Insert batteries with the correct polarity.

Care & Maintenance

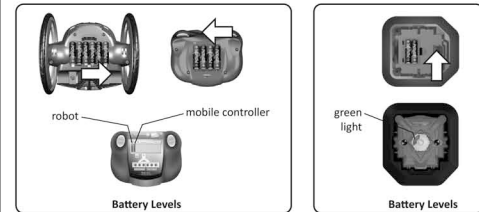
- Keep the robot away from direct sunlight and/or heat.
- Ensure that no loose objects or dirt come into the driving mechanisms or gears. Loosen the wheel cowlings and remove any dirt and foreign matter if the wheels get stuck.
- Keep the robot away from water and do not submerge.
- Wipe the robot, Mobile Controller and game accessories with a clean damp cloth to clean it.

Insert Batteries:



The Roboni-i robot, Mobile Controller and BaseStation use a total of 12 x AA batteries (not included). Insert the batteries as indicated. Rechargeable AA NiMH 2500 mAh batteries or better are recommended.

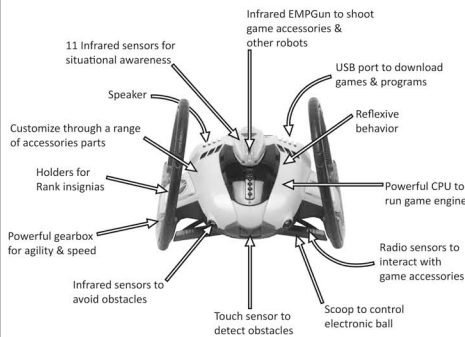
Switch On:



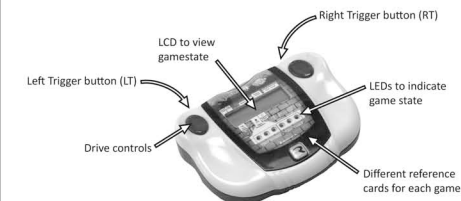
Switch on the devices in any sequence; flashing LED lights will indicate that they are working properly. The robot and Mobile Controller's battery levels will be shown on the Mobile Controller's LCD screen. A flashing green colored light will indicate that the BaseStation's battery level is still OK. (see the Walk Thru section in the Command Center software for more details).

1 Introduction to Roboni-i and Mobile Controller

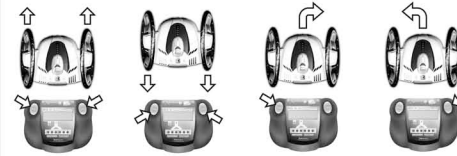
Roboni-i:



Mobile Controller:



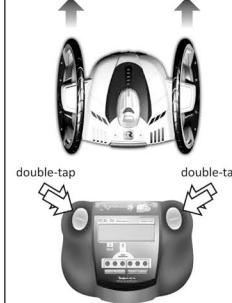
2 Driving Around



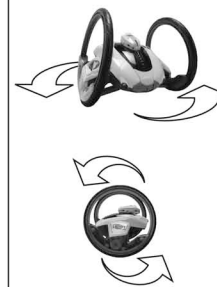
Roboni-i is controlled similarly to a tank: the left wheel is controlled by the left Drive Button and the right wheel by the right Drive Button. Press the forward parts of both buttons to make the robot go forward and the rear parts to reverse. Press only one button to make a turn, or press the forward part of one button and the rear part of the other button to make the robot spin.

3 Advanced Driving

Burst Speed:

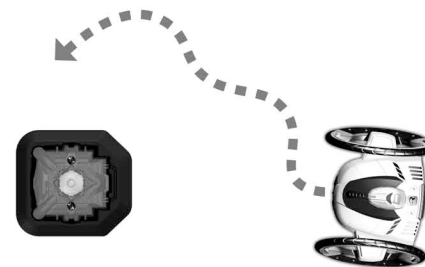


Spins and Loops:



Roboni-i normally drives around at 70% speed. Simultaneously double tap the forward parts of both Drive Buttons to activate Burst Speed (100% speed) for 10 seconds at a time. Practice your driving skills and see if you can make the robot spin, do loops or even spinning loops!

4 Personality



Roboni-i is loaded with personality. Leave him alone for 30 seconds and he will begin to explore his environment on his own. He will be happiest when he is close to his BaseStation, so place the switched on BaseStation somewhere in his vicinity to see him search and interact with it. Press any of the drive buttons to take control of Roboni-i again.

5 Introducing Game Accessories



The BaseStation uses infrared to interact with the robot and has colored LED lights to indicate its status during games.



The different Universal Hubs (UniHubs) are numbered (1 to 3) and color coded, and will assume different roles during gameplay.



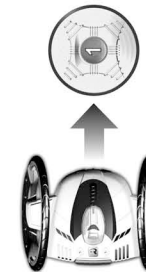
Insert the programmable Energy Card into the Energy Port so it can be used to replenish Roboni-i's energy when it becomes depleted.



Roboni-i can load different types of special effects (SFX) at the SFX Hub during gameplay. Insert the programmable SFX Card into the SFX Hub.

6 Interacting with Game Accessories

Drive Over the UniHub:



Park on the Energy Port:



Drive your Roboni-i slowly over the center of a UniHub or SFX Hub to access the data stored on it, or briefly pause on it. Roboni-i uses energy while driving around. Pause with your Roboni-i for a short while on the Energy Port to refuel. Your current fuel level will be shown on the Mobile Controller.

7 Shooting the BaseStation



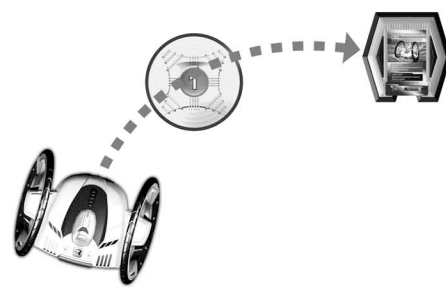
Auto-shoot the BaseStation or another robot with Roboni-i's infrared EMP Gun by pressing the Right Trigger Button on the Mobile Controller. Roboni-i will automatically take aim and shoot the BaseStation, or another robot if within range. Roboni-i should be within infrared range from the target (3 - 4 feet).

8 Colors : Playing a Starter Game



Colors is an entry level single player game. It will teach you all the basic robotic gaming skills: controlling your robot, managing energy, using your **Mobile Controller**, and playing against time. See how quickly you can collect the colors from the different **UniHubs** and progress to more difficult levels as your score increases.

11 Colors : Loading and Depositing a Color



The objective of the game is to load the colors at the indicated **UniHubs** as quickly as possible. A color LED on the **Mobile Controller** will come on. Load the color by driving over the **UniHub** of the same color, and deposit the color at the **SFX Hub**. Repeat when the next LED comes on to the **Mobile Controller**. This exercise will teach you to drive your **RoboBotic** accurately and fast.

14 When the Game Ends

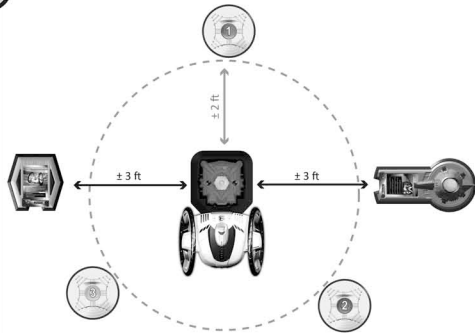


The games usually ends when game time runs out or when all the game objectives have been achieved (Colors will end when game time runs out). When the game ends, the winning robot (or the only robot in case of a single player game) will perform a 'victory dance', and all the robots will freeze. The final score will be displayed on the **Mobile Controller**. In multiplayer games you can view your opponent's score by pressing the Left Trigger (LT) button. Press the Right Trigger (RT) button to activate your robot again – the robot will revert to Drive mode. Start another game by following the procedure outlined above. Note: see **15. RoboBotic Command Center Software** below on how to download different games to your robot.

16 RoboBotic Command Center Software

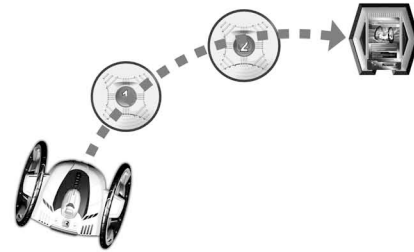
- The **RoboBotic Command Center** software will help you to unlock the full potential of your **RoboBotic** robot:
- The Walk Thru section will explain the robot and software in detail and will help you to get going
 - Use the Robotic Games function to learn more about the layout and rules of the different games and to upload other games to your robot
 - Program your robot through the Program Editors function
 - Tune your robot and explore its functionality in the myRobot function
 - Use the Players section to manage your profile and to create an online profile
 - Go to the RoboBotic Online function to play online games.

9 Colors: Layout of the Playing Field



Due to the use of infrared, robotic games can only be played indoors. Find a suitable space (living room, bedroom, garage etc.) and place the game accessories as shown. Furniture or other objects in the playing field will make the games more interesting.

12 Colors : Loading Color Combinations



After you have loaded a number of individual colors, you will be required to load 2 colors the one after the other. Two colored LEDs will come on in sequence on the **Mobile Controller**. Load the colors in the sequence as indicated before depositing them in one go at the **SFX Hub**.

15 Installing RoboBotic Command Center

Insert the CD into the PC's CD Drive. The **Command Center** installation program will start automatically.

Installing 3rd party Software:

Depending on your system configuration, you may be asked to install some 3rd Party software such as the .NET Framework. If so, select the Accept options to accept the licence agreements when prompted to and proceed with the installation of the software. If prompted to reboot your PC, please do so before continuing with the **Command Center** installation..



RoboBotic Command Center Installation starts:

(Installation automatically restarts after rebooting)

The **RoboBotic Command Center** will now install. Follow the instructions as indicated.



Install USB Driver:

Before Setup can continue, it will prompt you with the above message. Select the 'Continue Anyway' option when prompted to and proceed with the installation of the USB driver.



NOTE: The first time you connect your robot to your PC via the USB cable, Windows will go through the process of registering the USB driver. See the Troubleshooting section if for some reason the driver doesn't install successfully.

Installation Completed Successfully:

Select the Close option to finish the installation. To start the **RoboBotic Command Center** software, double-click on the icon on the desktop.



18 Troubleshooting

Symptom	Cause	Remedy
Robot does not respond	Robot is not paired	Pair the robot to the Mobile Controller*
Robot drives slowly and pauses repeatedly	Robot is out of energy	Refuel the robot at the Energy Port
Center LED on robot remains on	Robot's battery level is low	Replace the 6 x AA batteries
Robot veers to one side	Robot's alignment is out	Use the Tuning function* to set the robot's alignment
Robot can't shoot the BaseStation	BaseStation is not functioning	Check the battery levels; if OK reset by switching off/on
Robot can't shoot other robots	Too many robots	Only 2 robots can interact with each other outside a game; switch off the other robots
Robot has frozen	Robot's main processor hangs	Reset robot via remote* or by switching off/on
All LEDs flash on Mobile Controller	Mobile Controller hangs	Reset Mobile Controller by switching off/on
BaseStation's red LED remains on	BaseStation's batteries are flat	Replace 2 x AA batteries
Robot doesn't connect to the Command Center software	USB Driver failed to install	Run the setup file called "install.exe" located in the "USB Driver" folder on the installation CD

* See the Walk Thru section of the Command Center software for more detail

10 Colors : Starting the Game



Switch all devices on. Insert the Reference Card for the Colors Game into the **Mobile Controller** (or turn the Reference Card around). Simultaneously press both trigger buttons on the **Mobile Controller** to select Game mode. The product is shipped with Colors downloaded in Game Slot 1; select Game Slot 1 by pressing the Right Trigger button. The game will start after a 5 second countdown.

13 Colors : Progress to a Next Level



After a number of rounds you will progress to Level 2. Your **RoboBotic** will now begin to consume energy, so refuel at the **Energy Port** when required. The **BaseStation** will also become active at random times (all the lights on the **BaseStation** and **Mobile Controller** will flash). Auto-shoot the **BaseStation** before the lights stop flashing to earn bonus points. See the **Command Center** software for more detail.