# SMART BALL SOCCERBOT INSTRUCTIONS

GOLDEN BEAR

0-3

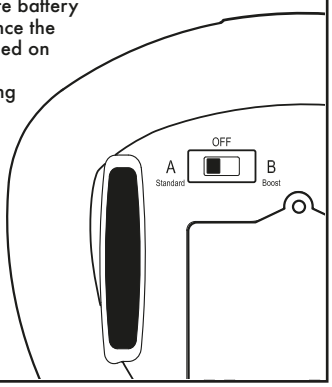
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## 1. POWER UP

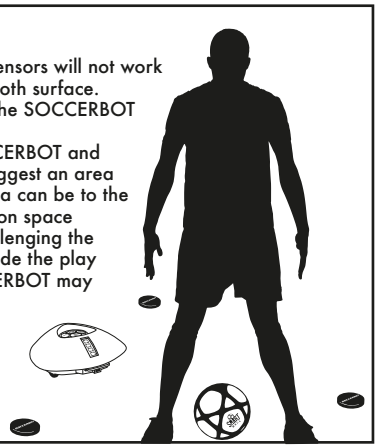
Insert the batteries. Follow the separate battery insertion/ replacement instructions. Once the batteries are inserted the ball is switched on and ready to go!
Switch on the SOCCERBOT by choosing either mode A or mode B, you will find the switch on the underside of the BOT.
Mode A (Standard) - for hard floor surfaces
Mode B (Boost) - for soft floor surfaces such as short pile carpet

Always switch the SOCCERBOT to OFF when not in use. If left in mode A or mode B the batteries will discharge slowly.



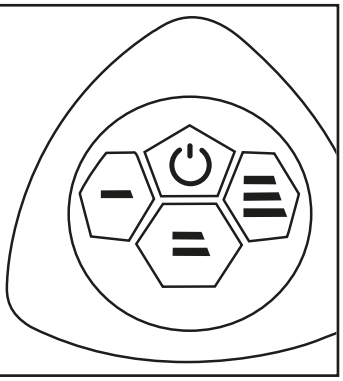

## 2. PREPARE THE GAME ZONE

This is an indoor product only. The tracking sensors will not work outdoors. It needs to be played on a flat smooth surface.
Place the FOOTBALL at your feet and place the SOCCERBOT facing the ball approximately 1 metre away.
Place the 4 x ZONE DISKS around the SOCCERBOT and yourself to mark out the active play zone. Suggest an area of 1.5 x 1.5 metres square. However, this area can be to the size and shape of your own choosing based on space available, the smaller the zone the more challenging the game play. Ensure there are no obstacles inside the play zone that you may collide with or the SOCCERBOT may bump into, ensure it's a safe area to play football and you can't get hurt.
Check the playing surface is not highly polished or slippery and you are wearing appropriate footwear.



## 3. LET'S PLAY A GAME

The purpose of the game is to keep the ball moving whilst the SOCCERBOT attempts to tackle you by striking the ball.
Use small touches and keep close control of the ball to avoid the BOT. Ensure you stay within the safe PLAY ZONE marked by the 4 discs at all times. Keep the ball on the floor at all times, do not chip the ball over the BOT or you will lose control.
Do not kick or stand on the SOCCERBOT to prevent it from tackling the ball.
There are three different speed levels to chose between to start the Game. Slow (▬) medium (〓) or fast (☰).
Press the corresponding button on the top of the SOCCERBOT.
Step back behind the ball ready to play, the SOCCERBOT will now charge towards the ball and attempt to strike the ball.
If the SOCCERBOT strikes the ball you will lose a life. You have 3 lives. If the SOCCERBOT strikes the ball 3 times it's game over and the SOCCERBOT will stop and end the game.
If the SOCCERBOT doesn't manage to steal all your 3 lives after 5 mins of play then the game will end and the SOCCERBOT will stop chasing the ball. You win!
The SOCCERBOT will then display your final score followed by the current highest score.
To play again, adjust the GAME ZONE area if required, place the ball and the SOCCERBOT in their starting positions and press a suitable skill level button, slow, medium or fast.



## DISPLAY SCREEN AND BUTTONS

The longer you survive the higher your final score. Gain bonus points for finishing the game with lives to spare.
When the game ends the screen will flash this symbol [– –] followed by your final game score.
It will then flash this symbol [HI HI] followed by the current highest score.
Refer to the guide for more information on buttons and screen symbols

| | | |
|---|---|---|
| PRODUCT ON STANDBY | SOCCERBOT is ready for game play. | – – |
| GAME SPEED INDICATOR | Denotes speed - L1 for low speed etc. | L – – 1 / L – – 2 / L – – 3 |
| LEVEL UP | During game play this symbol is displayed every 30 seconds to update the player on game time. | HI HI |
| OUT OF RANGE | When the BOT goes out of tracking range or it can't detect the ball, the screen flashes with your current score and will make a beeping sound. | 15 10 |
| IN GAME SCORE | For every second you survive points are added to your score. | 0 / 5 / 10 |
| TACKLE | When the SOCCERBOT strikes the ball a tackle is made and a player loses a life. Player has 3 lives. | – 1 / – 2 / – 3 |
| FINAL SCORE | When the game is over the screen flashes up this symbol followed by the final score achieved during game play. | – – 9000 |
| CURRENT HIGHEST SCORE | Following the FINAL SCORE update the SOCCERBOT displays this symbol followed by the current HIGHEST SCORE recorded. | HI HI 9000 |
| CHANGE BATTERIES | The battery power is too low to continue, change the batteries in the SOCCERBOT. Following the battery replacement instructions as supplied. | – – – – |
| OFF | If you press this button during game play it will end the game immediately and stop the SOCCERBOT. If you hold down this button for 3 seconds it will put the bot into sleep mode. | ⏻ |
| SELECT GAME SPEED | choose from 3 different game speeds 1 is slow : 2 is medium : 3 is fast | ▬ 〓 ☰ |
| RESET HIGH SCORE TO ZERO | Hold down the Low + High speed buttons together for 5 seconds to RESET the high score back to zero. | ▬ + ☰ |
| POWER SWITCH | Switch to OFF when not playing with the BOT to conserve battery life. If left in modes A or B the batteries will discharge slowly. | A STANDARD / OFF / B BOOST |

Item Number: 1001
Made in China

## TIPS AND HINTS

The SOCCERBOT sensors have a range of approx. 1.5 metres to detect the ball location. Stay within this range for continuous game play.
If the SOCCERBOT is hidden behind and object and is not in direct line of sight of the ball it will not be able to detect the ball's location.
If the ball is out of range of the SOCCERBOT sensors, the BOT will start to spin on the spot or start hunting for the ball to try to locate the football. You need to move the ball closer to the BOT to re-engage with the SOCCERBOT and restart the game play. If the BOT can't find the football within 20 seconds it will stop searching and end the game. You will score ZERO points and the game is void.
Try varying your game play zone in size and shape. Go with a smaller zone than you feel comfortable with to really challenge and develop your close control skills.
You can reset the high score back to zero if required.
Refer to the DISPLAY SCREEN AND BUTTONS instructions.

## IMPORTANT INFORMATION

Once the batteries are inserted into the ball it is always switched on and ready to play. The ball will auto-switch off if it's not being played with and the ball is stationary for a short period of time.
We recommend that you play with the ball slightly deflated, soft and slightly squashy to the touch. This makes it easier to control in tight spaces. You can inflate the ball with a hand pump (not provided) to increase the firmness if desired.
The SOCCERBOT won't perform correctly on long pile carpet or uneven surfaces.
This product is strictly for indoor use. The SOCCERBOT tracking sensors will not work in direct sunlight and the SOCCERBOT and the ball's electronic sensor module are not water resistant.
Always switch the SOCCERBOT to OFF when not in use.

## JOIN THE CHALLENGE


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