RUMBLE ROBOTS™

ROBOT INSTRUCTIONS

RUMBLE ROBOTS™

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1. OVERVIEW AND OBJECTS OF THE GAMES

You Gotta Get The Cards To Get The Power!
Using skill, strategy, and this manual, you can master your bot. Read these instructions through completely and refer back to them if you encounter difficulty. Before continuing any further, make sure that all the following pieces were included with your Rumble Robot:

- Rumble Robot
- 7 Power Cards
  - Upgrade
  - Power Level
  - Punch Attack
  - Laser Attack
  - Laser Defense
  - Speed
  - Treasure
- Remote Control
- Collectible Power Card Poster
- Membership Card
- Rub-Down Sheet

NOTE: Batteries are required for the proper functioning of your Rumble Robot. The remote control requires 3 AAA alkaline batteries (not included) and your Rumble Robot needs 4 AA alkaline batteries (not included) and 3 LR 44 button cell batteries (included).

2. CONTROLS AND OPERATION
Callouts for remote control:
- **Direction Button**
  Moves your bot forward, backward, right and left
- **Punch Button**
  Activates primary arm weapon
- **Reset Button**
  Resets remote control
- **Laser Trigger**
  Pull to shoot bot's laser
- **Channel Switch**
  Sets frequency on which bot
 and remote communicate.
  Bot and remote control must
  be on matching frequency to
  operate (Default should be channel A)
- **Signal Emitter**
  Sends signal to bot
- **Battery Hatch**
  Unscrew hatch with Phillips
  screwdriver and insert 3 fresh
  AAA alkaline batteries

Signal Emitter

Direction Button

Laser Trigger

Channel Switch

Reset Button

Battery Hatch

Signal Emitter

Punch Button

Direction Button

RUMBLE ROBOTS
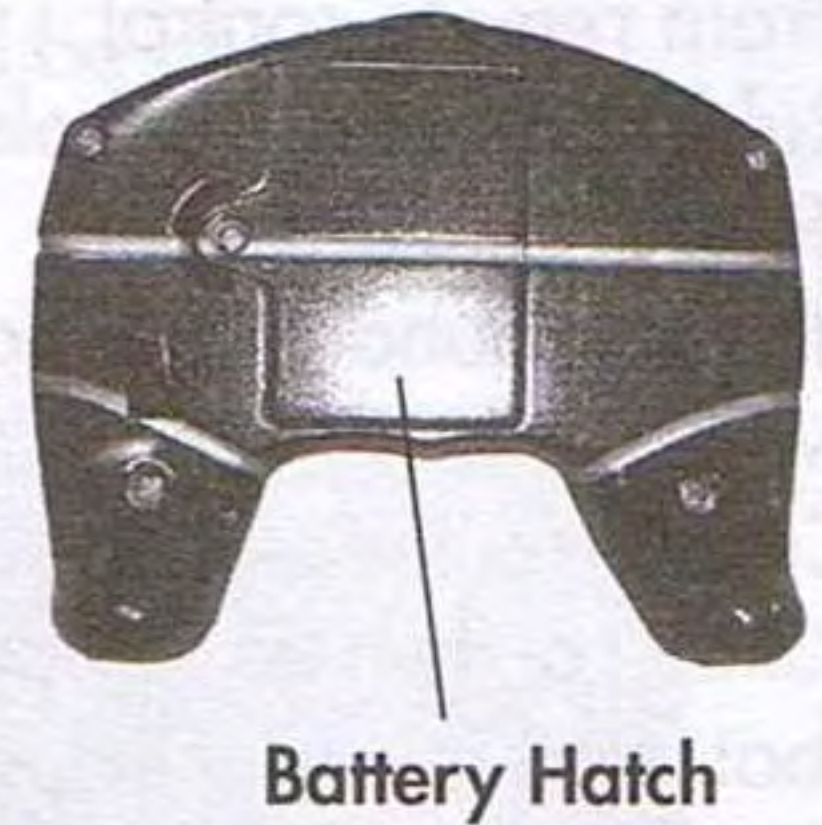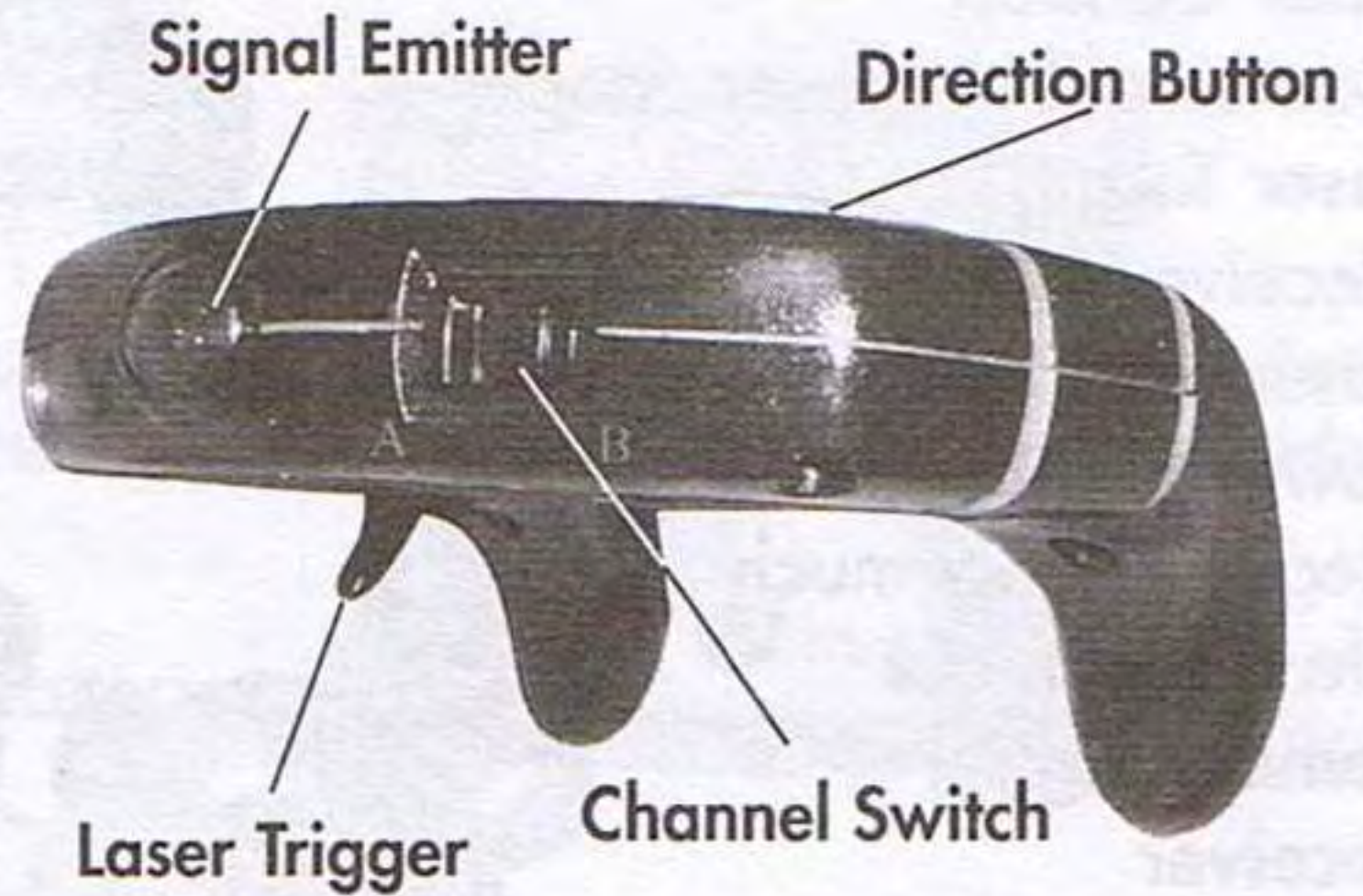
Callouts for robots:

- **Punch**
  Powerful physical attack
- **Laser Cannon**
  Source of bot's laser attack
- **Laser Target**
  Receives opponents' laser attacks
- **Power Point Lights**
  Registers how much life is left in bot
- **Remote Signal Receiver**
  Receives signal sent from remote control
- **Rubber-Coated Wheels**
  Power forward with these ground-grabbing wheels
- **Card Slot**
  Slide cards here to power up your bot, and more!
  See Section 3: Powering Up for more details
- **Terminate Switch**
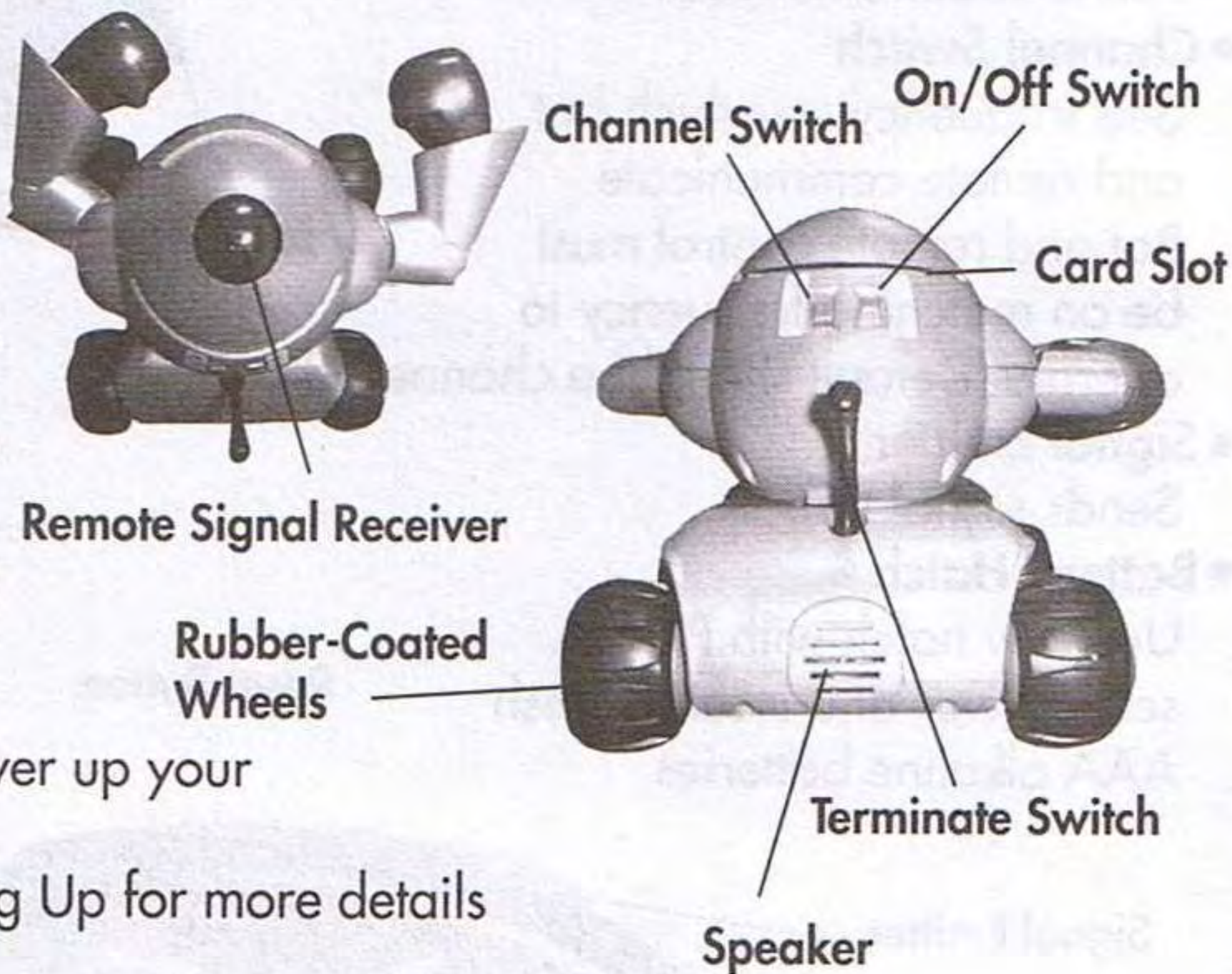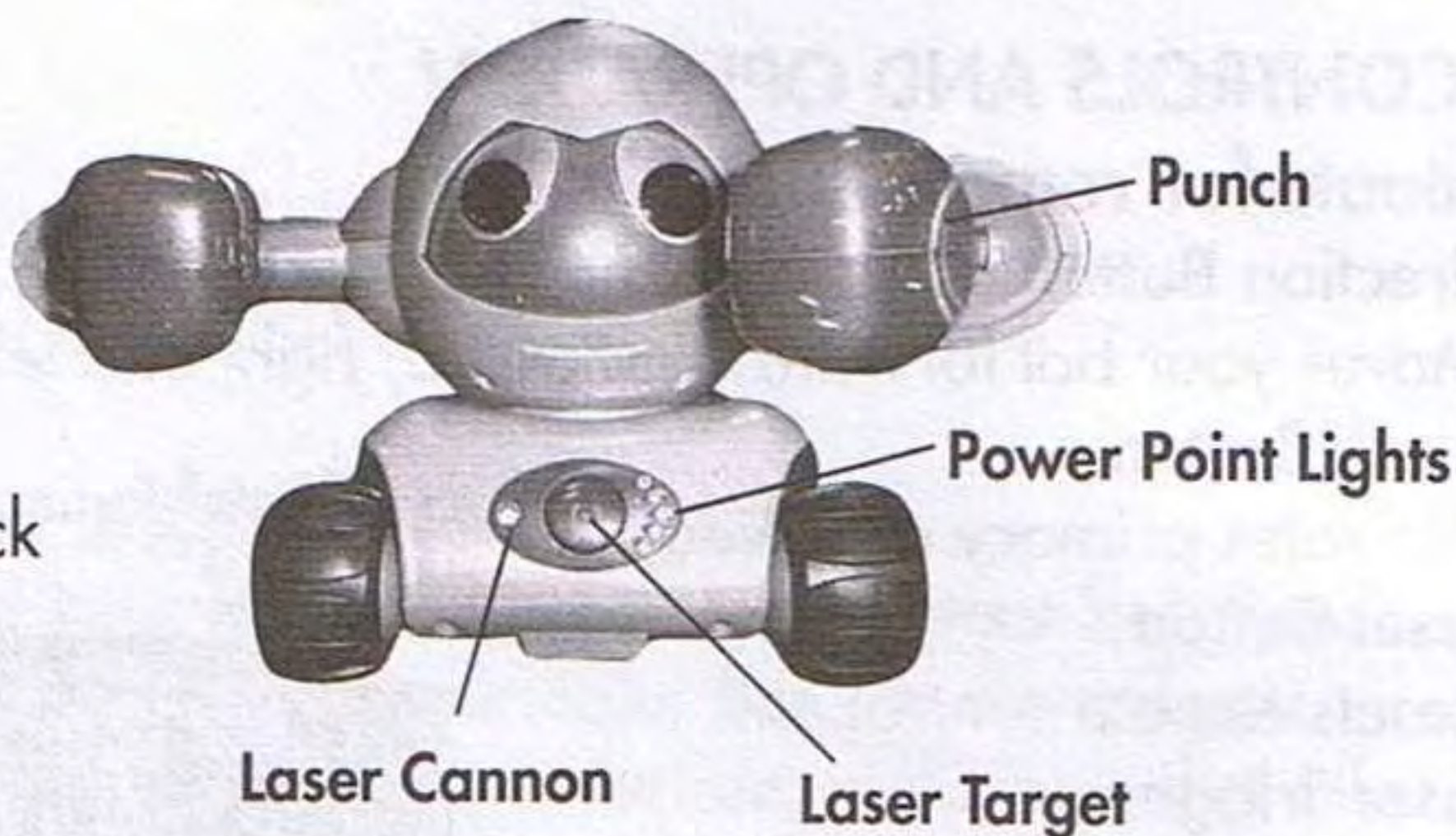 If this switch is hit in battle, your bot is instantly deactivated. Watch your back!
- **Gravometric Switch**
  If your bot falls over or is flipped on its side, it will be instantly deactivated. Keep your wheels on the ground!
- **On/Off Switch**
  Powers bot up
- **Speaker**

Punch

Power Point Lights

Laser Cannon   Laser Target

Channel Switch   On/Off Switch

Card Slot

Remote Signal Receiver

Rubber-Coated Wheels

Terminate Switch

Speaker

03

• Reset Button
Resets bot in case of system freeze
NOTE: Rumble Robot will forget all treasure points when he is reset! See
Section 6: Battling Bots for more details.

• Battery Hatches:
LR44: Unscrew hatch and insert 3
fresh LR44 button cell batteries
AA: Unscrew hatch and insert 4
fresh AA alkaline batteries
NOTE: You must have
installed both sets of batteries for
bot to function properly
NOTE: ONLY 3 LR44 button cell batteries
are included with your robot.

• Channel Switch
Sets control frequency Bot and remote control must
be on matching frequency to operate (Default should be channel A)
See Section 3: Powering Up for more details

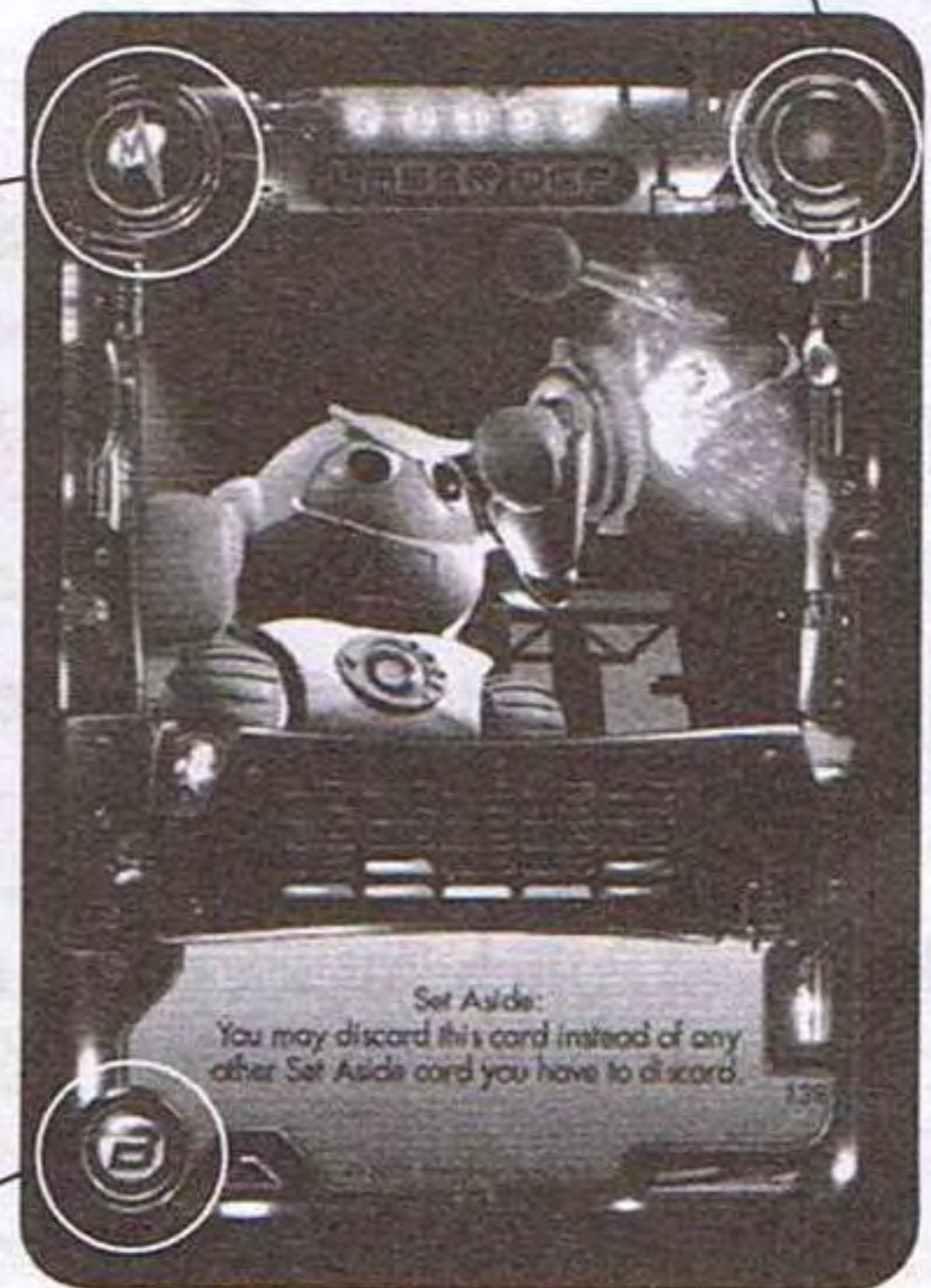**Battery Hatches**

Reset Button (on side)
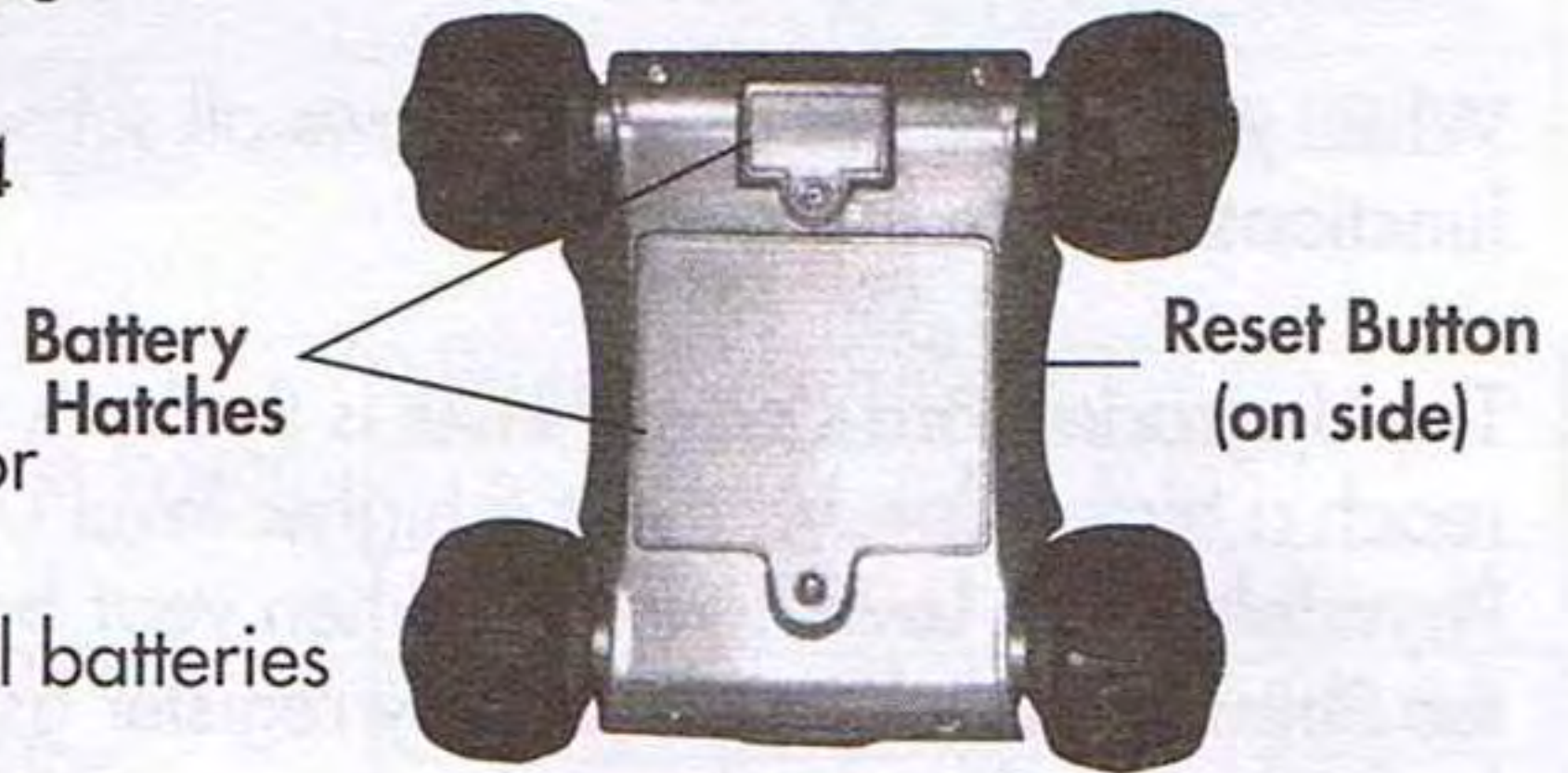
3. POWERING UP
The Power Cards
Before you battle, you must
train your robot. Using the
Upgrade card and 3 of the weapon
cards, you can give your robot
special powers that will help to defeat
all opponents. When you first turn on
your bot, he will be at Zero Level. He
will have no weapons and low speed
and maneuverability. He will only be
able to roll forward and back in wide
arcs, will not be able to punch and will
not be able to fire his laser.

card type icon

character icon

Set Aside:
You may discard this card instead of any
other Set Aside card you have to discard.

team icon

04

To power up, swipe the Upgrade card and 3 of the weapon cards.

Upgrade Card
Set your bot's master level with this card.

When you swipe this card, it allows all subsequent swipes to activate different functions. **Swipe this card first**.

The Upgrade Card's power level is the bot's power level. The bot cannot reach a higher level without a higher level Upgrade Card. If you swipe a Physical Attack Level Two card when your bot has an Upgrade Level of one, the Physical Attack Level will only register as one also. Collect booster packs for higher level upgrade cards.

WEAPON CARDS: (Pick 3 of the following 5 Weapon cards).

Power
Increases the power points of your bot

Your bot begins in Zero Level with five Power Points. Swipe Power Level Cards for additional points added to these original five. For example: if you scan a Power Level Four card, your bot will have a total of nine Power Points.

Punch
Activates punch attack

Higher level Punch Attack cards allow for a longer duration of punch attacks per press of the Punch Button.
NOTE: Your bot must recharge for five seconds after every punch attack, regardless of his Punch Attack level.

Laser Attack
Activates laser cannon

When you swipe the Laser Attack Card, you will load your bot's laser cannon. Higher level Laser Attack Cards will allow your bot's laser to inflict more damage when a laser blast is landed.

LEVEL	UPGRADE
0	No damage
1	1 damage point
2	Up to 2 damage points
3	Up to 3 damage points
4	Up to 4 damage points
5	Up to 5 damage points

Laser Defense
Activates laser defense system

This card repels laser attacks emitted from attacking bots. The higher the level of the card, the better the chance that any laser attack is repelled.

LEVEL	UPGRADE
0	No defense
1	15% of laser deflected
2	30% of laser deflected
3	45% of laser deflected
4	60% of laser deflected
5	75% of laser deflected

Speed
Increases speed and maneuverability

Swiping the Speed Card activates several attributes. First, the bot's speed will increase. Second, the bot's ability to turn right and left will be activated. The higher the level of Speed Card swiped, the tighter the turns your bot can make and the faster he will roll.

LEVEL	SPEED	DIRECTION FORWARD	DIRECTION BACKWARD
0	50%	Straight only	Straight, Left, Right
1	50%	Straight, Left, Right	Straight only
2	75%	Straight, Left, Right	Straight only
3	75%	Straight, Left, Right	Straight, Left, Right
4	100%	Straight, Left, Right	Straight, Left, Right
5	100%	Straight, Left, Right, Spin	Straight, Left, Right, Spin

For more information on how these Power Cards work with Team Battle Play, see Section 5: You Gotta Get The Cards To Get The Power!

Correctly Swiping Cards

Every Power Card has a bar code on one side. When swiping the card, the bar code side should be facing down toward the bot's wheels. The card should be swiped in a single, fluid motion from right to left.

The bot's responses to your card swipe will indicate whether or not the card swipe was registered. If the bot does not make a sound or asks you to reswipe, the card swipe did not register.
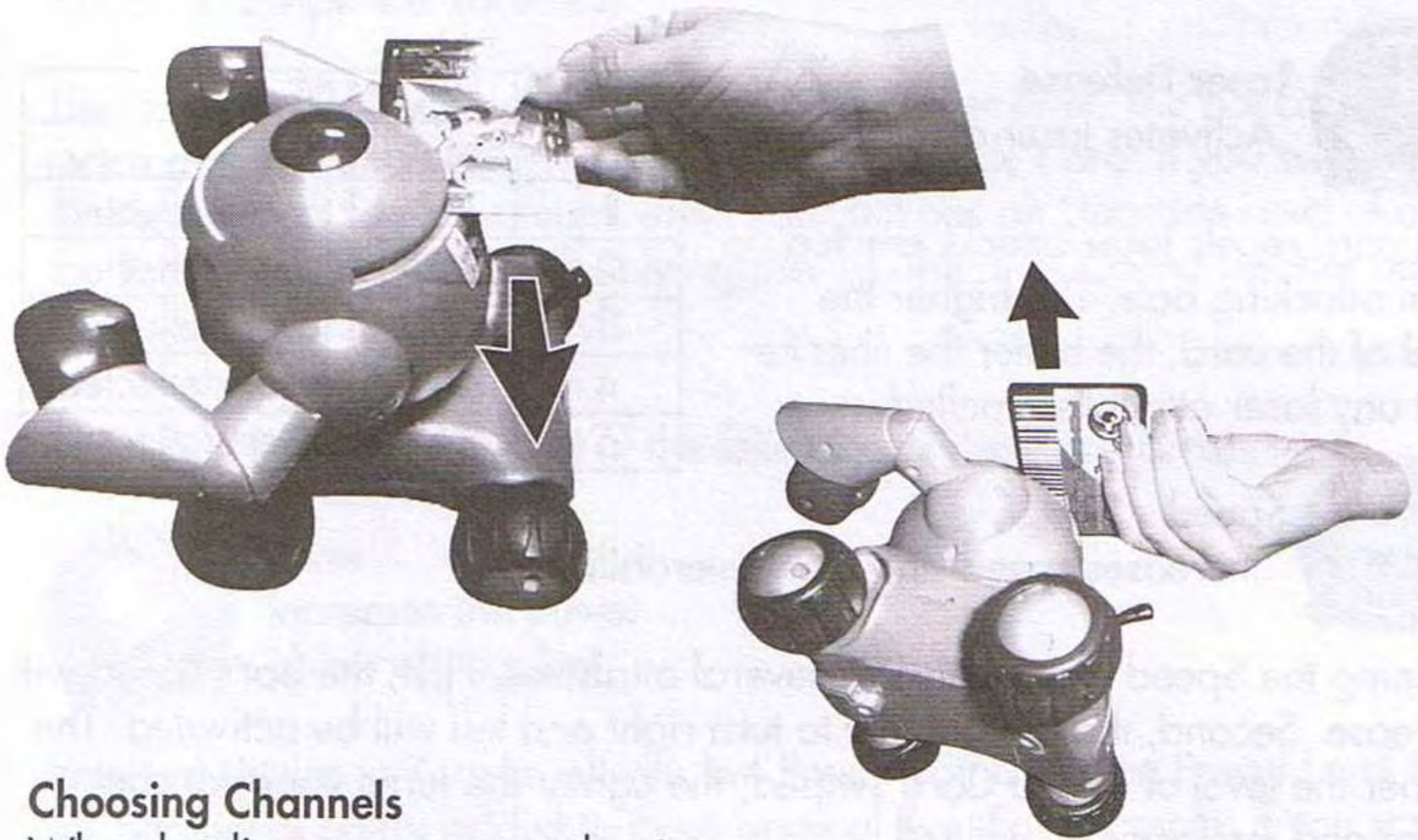
Choosing Channels

When battling an opponent that is different from you own bot (for example, a Lobjaw vs. Bitor battle), bots and remotes should be set to channel A. When two identical bots are braced for battle (for example, a Lug Nut vs. Lug Nut fight), one bot and remote should operate under channel A and the other bot and remote under channel B.
**NOTE:** More than two of the same bot cannot battle without interference.

Troubleshooting Guide

For more problems on swiping cards and the effects of cards, see the Troubleshooting Guide at the end of this manual.

4. PRACTICE MAKES PERFECT
Zero Level
When first turning on your bot, he begins in Zero Level. Only by using the cards will your bot have a chance at being victorious!

90°

10 feet
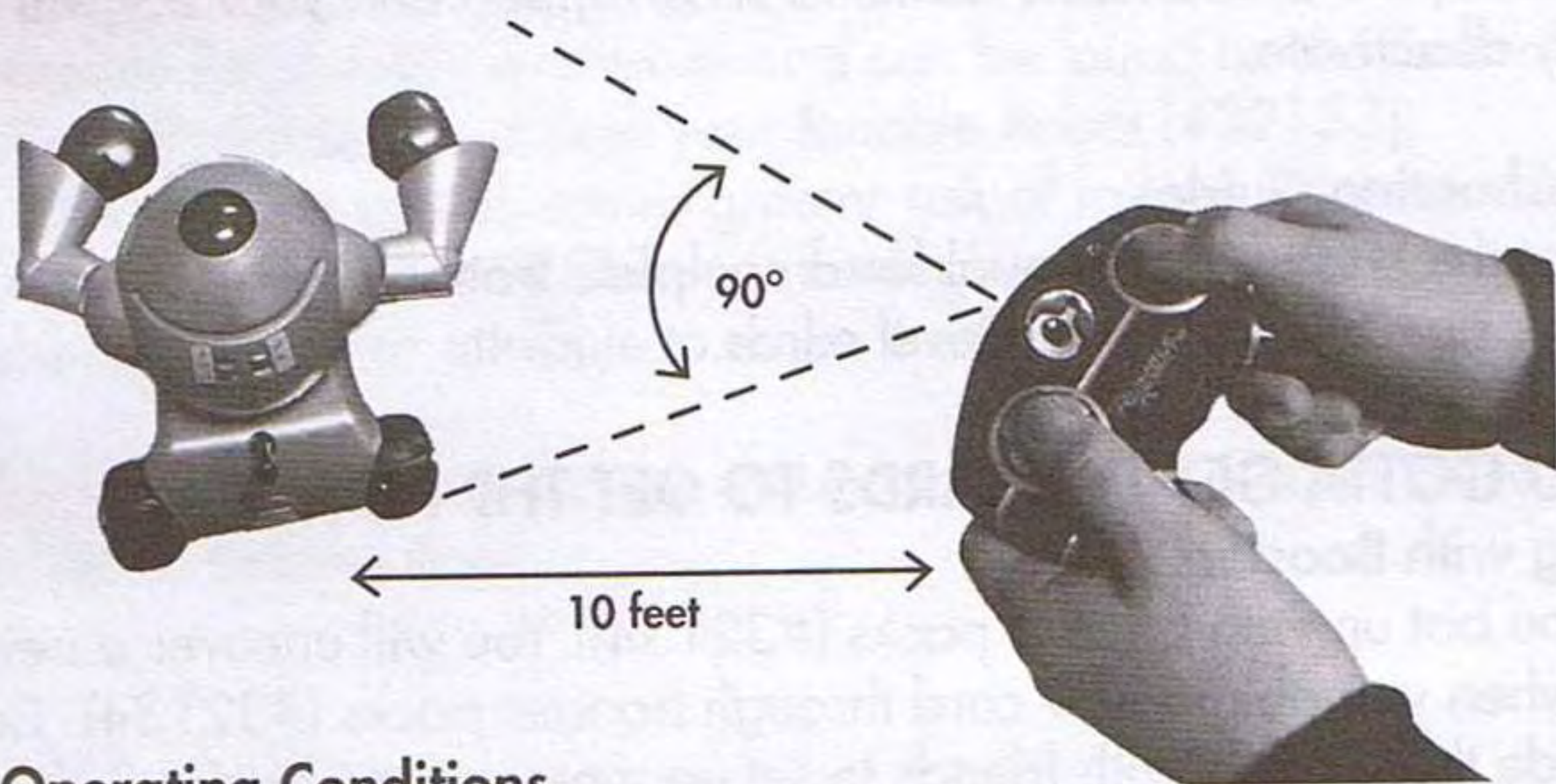
Prime Operating Conditions
Your bot performs best under the following conditions:
• Indoors on a flat surface. **Do not operate bot outdoors**. Dirt and gravel may permanently impair bot's ability to roll, and sunlight will interfere with both the remote control signal and the bot's laser.
• Keep within ten feet of your bot at all times. The remote signal will stay strong and you won't risk losing control of your bot in the heat of battle.
• Aim the remote at your bot at all times. If the signal is disrupted for any reason, your bot won't respond at crucial moments.

Training—You Gotta Get The Cards!
The first step in training your bots is the swipe of the Power Cards. The outcome of your battles will depend upon how you choose your cards. Every aspect of your bot in battle will depend on the cards.

Additional cards, including higher level cards, can be found in the Rumble Robots Starter Deck and Booster Packs. For more information on these, check out Section 5: You Gotta Get The Card To Get The Power!

Rumble Robots with their durable, rubber-coated wheels can surmount many kinds of obstacles, from books and videotapes to other Rumble Robots. Build pyramids of paper cups or cards and set your bot on a mission to destroy! See how quickly your bot can reach his desired destination and fulfill his mission! But watch out! If your bot climbs too steep an obstacle, his Gravometric Switch will be tripped and your bot will instantly deactivate.

Troubleshooting Guide
Check at the end of this manual for a complete troubleshooting guide, including operation and high level cards.

5. YOU GOTTA GET THE CARDS TO GET THE POWER!
Building with Boosters
Build you bot up with booster packs (#32134)! You will uncover a new world when you obtain new card through booster packs (#32134). Collect and trade these cards with friends to set up massive new battles with ferocious new abilities! Additional cards included in booster packs include higher level upgrade and attribute cards, Taunt, Repair and Treasure cards.

• Taunt Cards can be swiped right after Upgrade cards for a bit of trash talk before the main event begins!
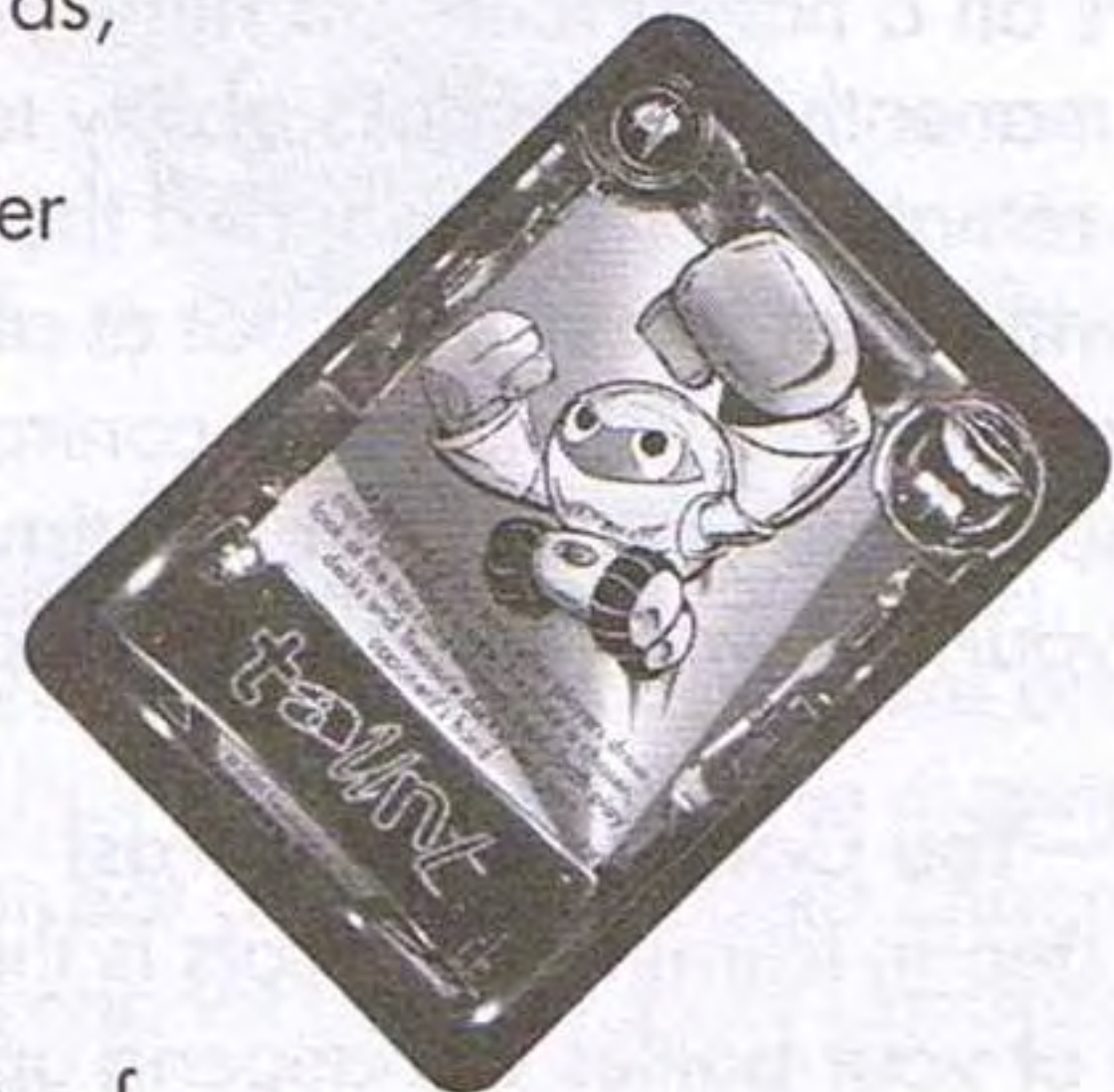
• Repair Cards repair different aspects of your bot if your bot has been deactivated.
  ○ Standard Repair Cards will nullify a Terminate Switch deactivation.
  ○ Tilt Repair Cards will repair a hit Gravometric Switch.

○ Gets The Red Out Repair Cards will reactivate your bot if he has been defeated by laser attack.

○ Gold Repair Cards instantly rejuvenates your bot to its original fighting condition, regardless of how he was deactivated.

• Treasure Cards are worth fighting for. Your bot can retain Treasure Points from a swiped Treasure Card after he has won a battle.

• A complete list of every available card can be found on the Collectible Power Card Poster included with your Rumble Robot (#32133).

NOTE: With greater power comes greater risk of failure. Your Rumble Robot will make a Limitation Check at the higher levels and, occasionally, will "time out" a skill or attribute to make the battle more challenging.

For additional information on how these cards can be used in battle, check out Section 6: Battling Bots.

Team Red
Lobjaw
Lug Nut
Bitor

Team Blue
Bolt Man
Clamster
Me-Fisto
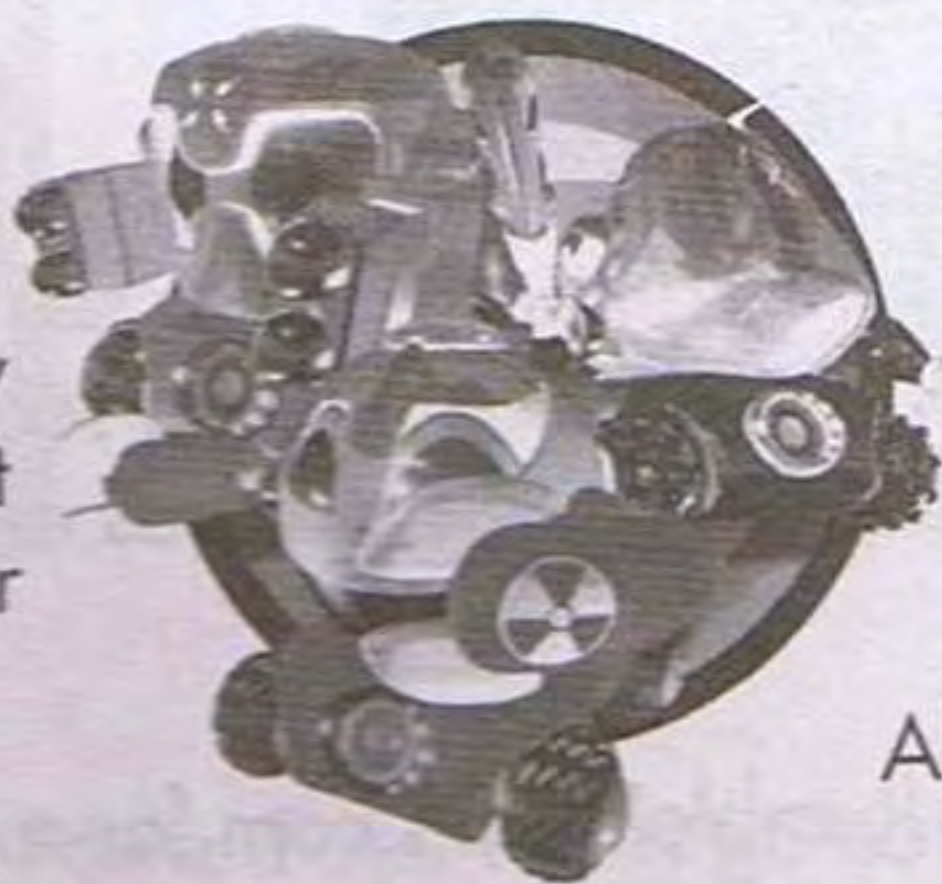
Team Cards
Each Rumble Robot belongs to either Team Red or Team Blue at right.

All levels one and two cards are specific to a team. If you try and scan a Team Blue card into Lobjaw, Lug Nut or Bitor, the bot will respond negatively to the swipe. Team Card swipes will only register if the bot is on the same team as that the card indicates.
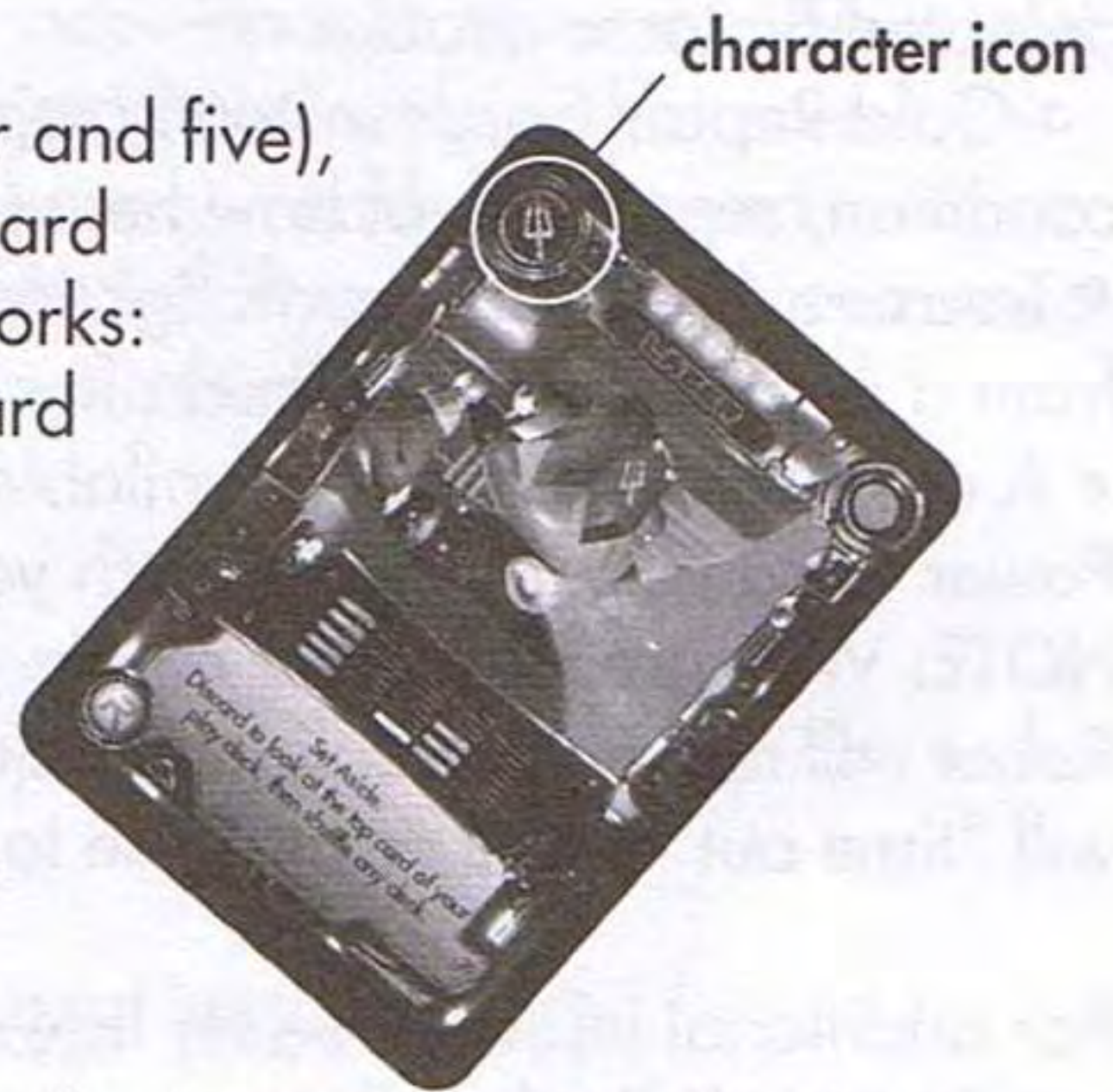
Bot Specific Cards

For higher level skills (levels three, four and five), you'll need to obtain the higher level card specific to YOUR bot. Here's how it works:

character icon

- Obtain the proper level Upgrade Card and swipe it through your bot.
- Obtain the high level, bot specific card with which you want to program your bot.
- Once swiped, your bot will state the card's power and level.

Bot specific cards will also work for that bot's team, but at a level one point lower than that printed on the card. For example, if you swipe a Lobjaw Upgrade Level Four Card into your Lug Nut robot, Lug Nut will have an upgrade level of three.

Kung Long Master Secret Combo

As you obtain Power Cards, try different combos to see what works best for you and your bot in each battle. Every bot has a secret Kung Long Master move! Experiment with combinations of cards and try to uncover the secret!

Join the Rumble Robots club at RumbleRobots.com for more information.

6. BATTLE PLAY
Gear-grinding, fist-flying action!
Follow these rules for a battle between the bots!
- **Step 1—Decide The Winnings.** Each player will wager, three Treasure Cards per battle. The winner may either actually obtain ownership of the defeated bot's Treasure Cards or the winner may simply swipe the Treasure Cards through his bot. The bot will

record and remember the value of the Treasure Cards he has scanned. Set aside the agreed upon Treasure Cards first.

- **Step 2—Choose Attributes.** <u>Before you begin swiping cards</u>, you should choose an upgrade card, three attributes with which to charge up your bot, and one type of Repair Card, if you have one. These are your weapons for battle, so choose wisely.
- **Swipe an Upgrade Card first.** It is in your best interest to swipe the highest level Upgrade Card that you can so your bot will pack the most punch in battle.
- **Swipe attribute cards next.** Scan each of your previously chosen attribute cards, loading up your bot for battle.
- **Taunt Cards.** To set the stage, you can choose to swipe a Taunt Card, if you have one, <u>before</u> swiping your final attribute card and your Rumble Robot will dish out some trash talk.
- **Fight Time!** Set fists to flying and send your fully stocked bot into the battle arena!

Battle Strategies

When your bot's Power Point Lights go out, so does your bot and its back to the garage to fight another day. There are three basic ways to deactivate a bot.

- **Gravometric Switch.** This is an internal device that reacts when a bot is flipped on its side or turned over. This automatically deactivates a bot and you must play a Gold or Tilt Repair Card or the battle is over.
- **Terminate Switch.** When this switch on the back of the bot is thrown, your bot is immediately deactivated. Play a Gold or Standard Repair Card or your battling days are over.

• **Power Level.** Your opponent can drain your Power Points with laser attacks. If he blasts all your Power Points away, you are defeated and must play a Gold or Get The Red Out Repair Card to reenter the battle.
NOTE: Repair Cards can only be used once per battle.

Game Over

Once a victor has been determined, follow these procedures to register a win and claim the treasure:

• Put each bot face to face. The loser should fire his laser. This will record the victory for the winner.
• The victor should then swipe three of the Treasure Cards that were up for grabs at the beginning of the battle. The winning bot will report how many Treasure Points he has.
NOTE: Bots can only register three Treasure Cards per win, so be sure to pick the most valuable cards.
NOTE: There is a time limitation for registering a victory and scanning Treasure Cards. As soon as the battle is completed, the victory procedure should be completed as soon as possible.
• Use a rub-down from the defeated opponent's sheet as a trophy for the winning bot. Victory is sweet!

Memory

Your bot will remember Treasure Points as long as you have working batteries loaded into it. Your bot will erase or forget Treasure Points if:
• All the batteries are removed (both AA and LR44 button cells)
• Your bot's reset button is pushed.
Keep this in mind when participating in several battles!

8. TROUBLESHOOTING YOUR BOT

If your bot is unresponsive:
• Check the life and position of your batteries. Low battery life or incorrect installation will result in poor bot performance.
• Make sure the remote control is pointed at your bot and nothing is obscuring either the signal emitter on the remote or the signal receiver on the bot.
• Make sure you are operating the remote control within ten feet of your bot. The farther the distance between bot and remote, the more likely it is you will lose contact with your bot.
• Make sure that the Terminate Switch on the back of the bot is not stuck to one side. The Terminate Switch should be fairly centered and upright.
• Press the reset button.
• After a battle, the winning bot, once it has received its treasure points, must be turned off and on again and the card must be reswiped in order for it to battle again. The winning bot cannot continue battling once a battle has been won.

If your bot is not reading the cards:
• Make sure that the bar code is facing down, toward the bot's wheels.
• Swipe the card in a single, fluid motion with the edge of the card pressed firmly against the back of the reader.
• Make sure that the card you are swiping can be read by your particular bot. Blue Team cards will not work with Red Team bots. For more information on which bot belongs with which team, see Section 6: Battling Bots.

- Make sure you are swiping your card right to left.
- If you operate the remote control (trigger, punch button or movement button) before swiping the full allotment of your cards before battle, your bot will automatically enter Specific Mode. Turn your bot off and on again to reset him.

If you swipe a level two card and your bot only registers a level one power:
- Check your Upgrade Card. If your Upgrade Card is only a level one, that is the maximum level at which your bot can perform. Any level two or higher level card that is scanned can only be applied at level one.
- To enable higher level attributes, you MUST obtain a higher level Upgrade Card.

If your bot has power but no sound:
- Check the power and installation of the batteries.
- Press the reset button.

Bot won't punch or turn:
- Assure that you have correctly swiped a Speed and Punch Card.

Bot does not fire lasers when trigger is pulled:
- Check battery life and installation.
- Lasers will not continuously fire. You must wait approximately five seconds between trigger pulls before the bot is ready to fire again. This applies even with higher level Laser Attack Cards.

At higher levels, bot does not always respond to commands:
• With greater power comes greater risk of failure. Your Rumble Robot will make a Limitation Check at the higher levels and, occasionally, will "time out" a skill or attribute to make the battle more challenging.

After installing batteries, bot moves or makes sound on its own, without remote input:
• Press the reset button.

After long battles, the robot seems sluggish and unresponsive:
• Try replacing the batteries in your bot and remote control when you notice sluggish or slow responses.

After approximately five minutes of inactivity, the bot does not respond:
• Rumble Robots are programmed to go to sleep after a period of inactivity to save battery life. Press the reset, trigger or punch button on the remote and the on/off button on the bot to wake them up.
• **NOTE:** Resetting your bot will cause him to forget all accumulated Treasure Points.

When two identical bots battle, there is often interference between them.
• Make sure that one bot and remote are set to channel A and the other is set to channel B.

When some bots are battling, there is often interference.

• Due to limited frequencies available, some bots' frequencies overlap. Make sure that each bot is set to channel A, unless two of the same bot are battling. Experiment with different combinations of frequencies when you are battling your bots to see which one works the best.

• Also due to limited frequencies, some bots' signals do overlap. Known channel conflicts are as follows:

If your bot will not advance to a higher level:

• Your bot needs to be turned off and on again to set him to the next level. You cannot program your bot, battle and then advance to the next level.

Robot	Channel	Conflicts	Robot	Channel
Bitor	A	with	Lobjaw	B
Bitor	B	with	Lobjaw	A
Bolt Man	A	with	Clamster	B
Bolt Man	B	with	Clamster	A

Got a question? Want to get more involved?
Just let us know! You can reach us by phone at 1-800-771-1810 or send us an
e-mail at RumbleRobots@trendmasters.com. Our shipping address is:
Trendmasters
St. Louis, MO. 63101
If you have a question about the rules, please phrase it so that it may be
answered with a "Yes" or "No" if possible. Check our website first and if you
can't find the answer there, e-mail or write us.

FCC COMPLIANCE

⚠ **WARNING:**
CHOKING HAZARD - Small parts
Not for children under 3 years

Item No. 32133

Log onto the web and join the
Rumble Robots™ Combat Club. Free!

Visit
www.rumblerobot.com
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