**Program-a-BOT**

**Package Contents:**
- Program-a-BOT
- One Maxi Pals Robot
- Instruction manual

**Key Features:**
- Program-a-BOT
- 35 Programmable Actions
- Sound Sensor & Intelligent Detect Obstacle Sensor
- Communicates With his Robot Family
- Motor Driven
- Performs Animation & Responsiveness

**Maxi Pals**
- Wind Up & Release To Go
- Press The Button To Activate Light

**WARNING:**
CHOKING HAZARD – Small parts. Not for Children under 3 years.

**Safety Precautions:**
- Parents, this toy is recommended for children 5 years and older. To ensure that your child's play is both safe and fun, please review the operating instructions with your children. If toy is in the presence of children under 5 years of age, adult supervision is recommended.
- DO NOT pick up moving robot.
- Keep hands, hair and loose clothing away from the tires and the wheel hubs when power switch is turned ON.
- DO NOT operate your robot on the street. Avoid hitting people, pets or furnishings. Recommended operation is on a clean, flat surface.

**Cautions:**
- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type are to be used.
- Batteries are to be inserted with correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

**Battery Installation:**

1. Battery compartment is located on the back of the robot.
2. Use the Phillips head screwdriver to loosen the screw (turn counter-clockwise) (pic.5).
3. Install 2 'LR44' button cell batteries.
4. Align '+' and '-' sign as shown (pic.6).
5. Close the battery door and tighten the screw.

**Getting Started:**
- Turn the "ON / OFF" switch to "ON" position to wake up Program-a-BOT and he will begin to move around.

1. **Sound Detection:**
   1.1 Wait until Program-a-BOT stops moving.
   1.2 Gasp your hands or make a loud noise.
   1.3 Program-a-BOT will respond with robotic sounds and actions.

2. **Program Function:**
   2.1 Wait until Program-a-BOT stops moving.
   2.2 Press any combination of action keys on the keypad (you can enter up to 36 actions in one run).
   2.3 Press Go key to activate the robot.
   2.4 Press the Go key again to stop Program-a-BOT.

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**Index To Parts:**

Turning Head
Flashing Eyes
IR Communicator
Adjustable Joints
Swinging Arms
Moving Legs and Feet
Holds Simple Objects

**Battery Installation : Maxi Pals (Included)**

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   2.3 Press Go key to activate the robot.
   2.4 Press the Go key again to stop Program-a-BOT.
3. Object Detection:
3.1 Program-a-BOT can automatically sense an obstacle in front of him while walking.
3.2 Program-a-BOT will stop his movement and turn around to avoid an obstacle.

4. Room Guard Function:
4.1 Wait until Program-a-BOT stops moving.
4.2 Press "Alert" key and his eyes will flash two times. Program-a-BOT will enter into Room Guard mode.
4.3 Program-a-BOT will alert you with lights, movement and sounds when any object moves in front of him.
4.4 Press the "Alert" key again to exit the Room Guard mode.

5. Interaction with Maxi Pals:
5.1 Program-a-BOT will interact with Maxi Pals (included).
5.2 Hold the Maxi Pal Robot near the IR communication of Program-a-BOT.
5.3 Press the button on the top of Maxi Pals to send a light signal.
5.4 Program-a-BOT will respond and move.

6. IR Communication:
6.1 Program-a-BOTs love to talk to each other. If you and another friend have two or more Program-a-BOTs, you can get them to talk to each other.
6.2 Face them together and no more than 2 feet apart for them to see and respond to each other. If they don't start talking to each other, try again.

Note: This illustration shows the maximum distance for Program-a-BOTs to communicate with each other or other Robot Family members.

7. Programming other Robots:
7.1 Program-a-BOT can communicate with any other Robot Family members.
7.2 Wait until Program-a-BOT stops moving.
7.3 Press any combination of action keys on the keyboard.
7.4 Press Go key TWO TIMES to activate the other robot.

Hints to Play:
- Once Program-a-BOT is waiting for your commands, give him the command in a clear sound. It is best to be between 1 and 3 feet away from Program-a-BOT when giving commands.
- It is important that the environment is free of obstacles Program-a-BOT.
- Surrounding noise will interfere with your commands.
- Operate only on flat, smooth (but not slippery), dry surfaces.
- Do not use Program-a-BOT in sand, water or snow. If your Program-a-BOT is trapped in a confined area for a long period of time, he will go to Power Saver Mode.

8. Battery Specification:

<table>
<thead>
<tr>
<th>Program-a-BOT</th>
<th>Maxi Pals</th>
</tr>
</thead>
<tbody>
<tr>
<td>Power Supply:</td>
<td>DC 6V 4W</td>
</tr>
<tr>
<td>Use: 4 x 1.5V &quot;A&quot; batteries (included)</td>
<td></td>
</tr>
<tr>
<td>Requires 4 &quot;AA&quot; alkaline batteries</td>
<td></td>
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</tbody>
</table>

9. Collect them all!

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