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## Introducing LEGO® SPYBOTICS

LEGO SPYBOTICS is an on- and off-PC gaming experience, enabling you to combine the virtual experience of video game play with real-time, interactivity in the physical world. With LEGO SPYBOTICS, you have been selected to become a secret agents by downloading action and strategy games from the SPYBOTICS CD-ROM software to your SPYBOTICS Robot in the form of “missions.” You then complete single or multi-player missions with your high-tech partners – any one or more of the four unique SPYBOTICS Robots. The objective: to successfully complete the mission to earn status and ascend the secret agent ranks.

### Quick Start

- Insert batteries into the SPYBOTICS Robot and controller
- Connect the Serial Cable to the PC (while the PC is turned off)
- Install and run the SPYBOTICS CD-ROM
- Select your SPYBOTICS model from the four shown
- Follow the building instructions given on screen
- Turn on and connect to the Serial Cable your built SPYBOTICS robot
- Follow the System check instructions placing the controller close to the Robot and with the dial switched to the right
- Select the SPYBOTICS species that you have just constructed from the menu that pops up and name your Robot
- Close the window by clicking on the close box
- Click on the globe icon found on the Gadget placed at the left hand side of the screen
- Select a secret mission from the world map by clicking on its icon
- Listen to your mission briefing
- Adjust the mission settings
- Click on the download area button to access your controller and SPYBOTICS robot settings.
- Download the mission into the connected SPYBOTICS robot by clicking on the triangular download button.

### The Don'ts

- Robots are designed for indoor use only and may not respond to IR messages out of doors
- DO NOT immerse Robots in Water
- Avoid exposing Robots to extreme temperatures (no fridges /freezer or oven experiments)
- DO NOT disassemble Robots casing
- DO NOT cover the Robots body or controller window, as this may disrupt the IR transmissions.
- Avoid fluorescent lighting and direct sunlight as this may disrupt IR transmission.

## **SPYBOTICS ROBOT AND CONTROLLER**

### **What batteries do I need?**

The SPYBOTICS Robot requires 3x LR 6 AA 1,5V batteries (these are not included in any set).

The batteries are placed in a compartment found underneath the SPYBOTICS Smart brick (the large coloured semitransparent plastic brick). Insert the batteries as indicated into the compartment, making sure that the plus and minus signs are positioned correctly.

The controller takes 3x LR03 AAA 1,5 batteries (these are not included in any set). The battery compartment on the controller can be found at the front beneath the transmitter window. You will need a small Philips screwdriver to open the controller battery compartment. Insert the batteries as indicated, making sure that the plus and minus signs are positioned correctly. Close the battery compartment door on the controller using a small Philips screwdriver. It will now be operational.

### **Can I turn the controller off to save battery life?**

To save battery life in the remote controller, make sure the lever is switched all the way to the left before putting it away. (If you keep the lever all the way to the right, the remote controller will remain on and drain the batteries. You can see this because a light flashes.) The batteries will last longer this way.

### **How does the SPYBOTICS Robot switch on?**

Turn on and off your SPYBOTICS robot by pressing the 'black' button found on top of the SPYBOTICS Smart brick and a sound will play.

### **How do I know when the batteries need changing on my SPYBOTICS Robot?**

Your SPYBOTICS robot will inform you that battery power is low by repeatedly playing two short sounds. You should replace the batteries in your robot as soon as you can. If the batteries are too low your SPYBOTICS Robot will automatically shutdown.

If the SPYBOTICS Robot and cable are connected to the PC the Robots battery level is indicated on the Status screen within the SPYBOTICS software as a percentage. To access the Status screen click on the SPYBOTICS Robot icon on the gadget.

### **What do the lights do on top of my SPYBOTICS Robot?**

On top of your SPYBOTICS robot, you will find a series of different coloured lights. These lights are the Robots primary form of communication with you.

The 'Arc' Lights – the semi-circle of red and green lights have a number of purposes.

Each time you turn on your robot, the Arc lights will indicate the security level you have achieved so far. If all of the Arc Lights and the Alert light display – you and your SPYBOTICS robot have achieved the highest level. The Arc lights are used on missions to indicate things like energy left, time left, and direction commands. – so pay careful attention to mission briefings.

The Yellow Alert light is used on missions to indicate important things – like countdowns, energy levels low, and so forth.

### **What does the controller do?**

Your controller controls the SPYBOTICS Robot. There are three modes that the controller can be set to this is done using the dial at the front of the controller. Left sets to Remote control mode, this means that you can control your SPYBOTICS Robot manually as you would a remote control car. Right sets to action control mode and centre to link mode.

### **What is Action mode on my controller for?**

Turning the dial on the controller right sets it to Action Control mode (this has a flash symbol on the controller), used for interactivity in some missions, such as when you are not using the RC to manually control the Robot. This mode can be used to activate special abilities downloaded to your SPYBOTICS robot for strategic advantage over other robots. (The special abilities can be found in the download screen.) This mode can also be used when the controller is interacting with the SPYBOTICS robot as a physical target within a mission, such as a “satellite uplink station” (i.e. it can communicate to the robot). This is possible because, in this mode, the remote controller is continuously broadcasting its position information for other robots to see

### **What is a Secure Comms Channel?**

Each SPYBOTICS Robot communicates with its Controller on a specific channel, which is important when you're playing a multi-Robot mission.

### **How do I link my SPYBOTICS Robot to the controller?**

- ❑ Make sure your Robot is switched on.
- ❑ Turn the dial on your controller to the centre as this will set it to link mode.
- ❑ The controllers IR window close to the front of the Robot. Press one of the numbered buttons on your controller (Channel 1, 2, or 3). Make sure you are close to the SPYBOTICS Robot around 10-15cm.
- ❑ Hold and press the “link button” (bottom right, looks like a key). You should hear a little sound indicating that the link has been successful.

## **What is the red button for on the controller?**

The red button has a particular significance because it works the same in either Remote or Action control modes. This is your 'command' button in missions you can assign actions to it, or certain commands, use it to upload data, or transfer energy.

## **What does the LEGO SPYBOTICS Robot Built in Program do?**

The SPYBOTICS Robots come with an already built in programme installed.

The built-in program scans the LEDs a couple of times while playing a short tune, prior to starting to move around. When no target (SPYBOTICS Robot or controller) is around, the SPYBOTICS Robo spins, make a twittering sound, moves forward a random distance, moves a little like a bug, waits, and does this sequence all over again. RC controller mode can be used to drive the SPYBOTICS Robots around, overriding the built-in movements. At any time **button 2** (the red button) can be used to fire the laser. When a target is detected (such as the controller set to Action mode), the SPYBOTICS Robot advances towards it and tries to get it into the Here zone, making the magnet sound. The SPYBOTICS Robot can be made to follow a controller (or another SPYBOTICS Robot) at the border between the Here and There zones (distance around 0.5 metres). The LED displays a radar showing the target direction. **Button 3** on the controller switches the SPYBOTICS Robot behaviour to Retreat - pressing **button 1** again, restores it to Advance. When retreating the SPYBOTICS Robot backs away from any target (SPYBOTICS Robot or controller) in the Here zone, making the repulse sound. The controller can be used to push the SPYBOTICS Robot around. Pressing buttons 1 & 3 alternately while keeping the controller in the same position can be used to send the SPYBOTICS Robot back and forwards. If at any time the SPYBOTICS Robot bumper hits something, it makes Ouch sound, moves backward and spins. More than one SPYBOTICS Robot or controller can be used with the built-in program - the nearest is selected as target.

To reinstall the Default built-in program to your SPYBOTICS Robot (after you have downloaded a mission), go to status, accessed through the gadget and download the default program.

## **My SPYBOTICS robot is moving in the wrong direction!**

The SPYBOTICS Robots have two motors which require initialisation by the software to ensure that the motors run in the correct direction according to the SPYBOTICS Robot type you have constructed. This is because some of the SPYBOTICS robots use gears to drive the robots. These gears sometimes need to work in different directions depending on the SPYBOTICS robot type. To initialise your Robot type connect your SPYBOTICS robot to the software programme, then select its type from the drop down list found in the Robot Status area. This will automatically set the correct motor direction and your SPYBOTICS robot will move in the correct direction.

## **CD-ROM AND BUILDING INSTRUCTIONS**

### **Are there any paper Building Instructions in my SPYBOTICS Kit?**

No there aren't, the SPYBOTICS Robot Building instructions are held on the CD-ROM that comes with the SPYBOTICS Kit.

### **Do I need a PC to play SPYBOTICS?**

Yes, essentially you need the SPYBOTICS software to download missions (games) to your SPYBOTICS robot. You will also need to be able to run the CD-ROM to get the robots building instructions.

### **What's on the CD-ROM?**

The LEGO SPYBOTICS CD-ROM contains three main sections – 1) building instructions for each Robot; 2) 10 missions for your SPYBOTICS Robot (five are single SPYBOTICS Robot missions, the other five require two SPYBOTICS Robots and within those five are two that accommodate multiple Robots); and 3) a mission creation area.

### **Does SPYBOTICS run on Macintosh?**

No SPYBOTICS has only be tested to ensure that it runs on Windows 98, ME or Windows XP.

### **What are the system requirements I need to run SPYBOTICS?**

350 MHz or Faster Processor

64 MB RAM

200 MB of free HD space (More space is required if QuickTime, Flash and DirectX installation is needed)

16 bit Colour (or more) Super VGA monitor

4Mb graphics card (DirectX 8.0 compatible)

Sound Card (DirectX 8.0 compatible)

1 free 9 pin RS-232 Serial Port

**Optional:** Modem 28.8 Kbps, Netscape 4.0 or higher OR I.E. 4.0 or higher

#### **Required software:**

QuickTime(tm) 5 is required and will be installed as needed. DirectX 8.0 is required and will be installed as needed. This will not require any intervention from the user. Macromedia Flash(tm) & Macromedia Shockwave(tm) 8 are required for accessing the S.M.A.R.T. network and will be installed as needed.

## **How do I install the CD-Rom software?**

To install the LEGO SPYBOTICS software, place the CD-ROM in the CD-ROM drive of your computer and close the drawer. A SPYBOTICS window will automatically open allowing you to; Install, go to [www.spybotics.com](http://www.spybotics.com), access the readme file or exit. Click Install then Select the correct language to be installed.

You have two types of install to choose from, Typical install (180MB) which install some of the software to your PC. You will still require the CD-ROM to run the SPYBOTICS software. Full install (600MB) this installs all the SPYBOTICS software to your PC. You will not require the SPYBOTICS CD-ROM to then run the software. Then follow the on-screen instructions.

## **How do I start the SPYBOTICS program?**

Click the SPYBOTICS Icon to run the software this will start SPYBOTICS. Alternatively Click the Start button on the task bar, go to Programs/LEGO Software/SPYBOTICS, and select the SPYBOTICS Icon.

## **Why is the software sometimes slow when I first start the application?**

On entering the software there is a short pause while the programme searches for a connected SPYBOTICS Robot serial cable. While the software is searching for the SPYBOTICS Robot cable the Gadget display will read Searching for cable.

If a SPYBOTICS Robot is connected to the cable and switched the display will show the Robot Name and the unique Robot ID number.

## **How do I get to the Building instructions?**

Install the CD-ROM on to your PC and then run the application. By clicking on your SPYBOTICS robot type (one of four shown on the screen at the S.M.A.R.T headquarters') you will be taken through its building steps.

## **How do I get back to the headquarters' screen to select the Robots building instructions?**

If you have selected the wrong building instructions for your SPYBOTICS robot just click on the icon found at the top of the right-hand side of the screen this will take you back to the Headquarters' screen where you can select another SPYBOTICS robots building instructions.

## **What does the Gadget do on the building instruction screen?**

The gadget can be found on all screens at the bottom left hand corner. Within the building instructions phase the gadget navigates you through the building steps. By clicking on the Gadgets icons you are able to carry out a series of functions.

- **Previous step**-takes you back through previous building instruction steps

- ❑ **Play\Pause**- some building steps include animations. Pressing play when the button becomes active shows the sequence.
- ❑ **Next step**- progress to the next building instruction
- ❑ **Show part list\hide part list** – this allows you to show or hide the part list window
- ❑ **Number of Steps**- Displays where you are in the building instructions and how many steps are left.
- ❑ **Slide through Steps**- Select the bead by clicking mouse down and then drag the bead, the bead is released you will jump to that building step.
- ❑ **Help**- Clicking on the help button will give a brief description of all of Gadgets features.
- ❑ **Exit**- Clicking on the DOOR (with the arrow) icon will exit the software

### **Can I save where I am within the building instructions?**

Don't worry once you have started the construction of your SPYBOTICS robot you can leave the building Instruction and even close down the program and the SPYBOTICS software will remember the building step you where last on. Just start the programme again and select the Robot from the headquarters' that you where constructing. The programme will return you to the last building step you where on.

### **What does the System Check do?**

The software will ask if you have your SPYBOTICS Robot is connected and turned on and your controller switched to Action mode (turned to the right). The system Check looks to see if you have the cable connected to the PC and the robot. Also checks that your robot is turned on. A quick test by the software checks that the communications are working properly on your SPYBOTICS robot.

### **What is the unique ID Number?**

Each SPYBOTICS robot carries a unique robot Identity number. The number can not be changed and is burnt into your robots memory this identifies your robot and make it unique.

### **How do I navigate through the CD-ROM?**

On all screens, you will also see a gadget this allows you to navigate to each section of the SPYBOTICS software by clicking on the icons. When you reach a screen you will see that the gadget projects further icons linking to other areas of the SPYBOTICS software.

### **What are the buttons on the gadget for?**

The buttons on the gadget will take you to the various sections of the SPYBOTICS software.

- ❑ **Special operations**- this will take you to the Mission Creation area, where you are able to create your own missions.
- ❑ **Mission map icon**- here you will go to a map screen giving you the option to select one of the 10 mission games available on the CD-ROM.

- ❑ **S.M.A.R.T Headquarters** – This will return you to the headquarters screen where you can access the SPYBOTICS Robots construction files.
- ❑ **Help function-** the help function gives you a description of the items available on screen and their functions. Click on the help button and hold your cursor there and you will get a full description of the screen. Click anywhere on screen except on the help button and narration will stop. If you roll off the help button you will enter help mode this is indicated by a question mark attached to the cursor. Roll over the item you want help on and the narration will tell you all about it. Click on the screen to exit help mode.
- ❑ **SPYBOTICS Status-** this gives access to your SPYBOTICS Robots status, agent points, trouble-shooter and technical manual.
- ❑ **Exit icon-** will let you exit the software.

## **PLAYING MISSIONS**

### **How do I select a mission?**

Click on the GLOBE icon found on Gadget to access the mission map. Here you can choose what mission you want to download to your SPYBOTICS robot and play. As you move your mouse over each mission, you will get a mini-brief, plus play requirements: number of agents/players required and number of SPYBOTICS robots required. Click on the mission icon that you want to accept.

### **What missions can I play with just one SPYBOTICS Robot?**

There are five missions that can be played with just one robot; you can also create your own missions using the special operations area of the software. Already on the CD-ROM are:

**Mission:** Laser maze

**Requirements:** 1 agent, 1 Robot

**Mission:** Command override

**Requirements:** 1 agent, 1 Robot

**Mission:** Gamma Overload

**Requirements:** 1 agent, 1 Robot

**Mission:** Energy Crisis

**Requirements:** 1 agent, 1 Robot

**Mission:** X-Factor

**Requirements:** 2 agents, 1 Robot

### **Can more than one SPYBOTICS robot be used in a mission?**

Yes, you can play many missions with two or more SPYBOTICS Robots and create additional missions using the special operations area of the software. These are;

**Mission:** The Mole

**Requirements:** 1 or 2 agents, 2 Robots

**Mission:** Critical Countdown

**Requirements:** 1or 2 agents, 2 Robots

**Mission:** Robot Rescue

**Requirements:** 1agent, 2 Robots

**Mission:** Face Off

**Requirements:** 2 agents, 2 Robots

**Mission:** Circuit breaker

**Requirements:** 1 agent, 2 Robots

## **What is the mission board for?**

The mission board displays the top ten scores achieved with the SPYBOTIC Robots that have been connected to the application. You can return here by clicking on the agent displayed on the holographic icons.

## **What are the icons for on the mission board screen?**

When you select a mission you will arrive at the Mission Board screen, you have four holographic icons, an AGENT (top), a MOVIE CAMERA (upper centre), a MISSION DIAGRAM (lower centre), and a COUNTDOWN TIMER (bottom).

**Mission board-**The AGENT takes you back to the [mission board](#) (high score).

**Mission Brief-** The MOVIE CAMERA lets you see the [mission movie](#). The video and narration will set the scene in the virtual spy world.

**Mission set up-**The MISSION DIAGRAM lets you see the [mission brief](#). The brief shows you how to translate the virtual mission into a physical environment in your bedroom. You can use office or household objects to create the physical obstacles in the mission. (For the ENERGY CRISIS, the electro-magnetic pulse generators can be shoes, books, etc., and the power grid can be a desk lamp or flashlight.)

**Mission settings-**The COUNTDOWN TIMER lets you see the [mission settings](#).

**Accept Icon-** Clicking the “accept” icon (ROBOT+PC icon) at the bottom of the will take you directly to the download area.

## **What are the Mission settings for?**

This screen shows aspects about the mission you can change to make it easier or more difficult. The number of points awarded for a mission will also change as you change the settings. Rolling over the setting with your mouse will highlight what the setting alters in each mission.

## **Can I save my favourite mission settings?**

Yes, if you have a favourite mission setting you can save it by selecting the save button the save icon is found on the bar at the top of the screen. A dialogue box will open allowing you to name your setting.

### **Are all mission settings saved when I save them?**

Not all, when saving a Special Operation that has the option of being played with more than one agent or robot, the "number of agents/robots"-setting is not stored. All other settings are stored. In effect this means that when the mission settings are re-loaded at a later stage, it will be required to re-set the agent/robot-value before downloading to the SPYBOTICS robot.

### **How do I reload a saved mission setting?**

If you click on the load icon placed on a bar at the top of the mission settings screen a dialogue box will open given a list of missions settings saved for that mission. Select the mission setting you saved by clicking on it and then click on the load button.

### **Can I load other settings from other Missions?**

No, you can not load mission settings into any other mission other than the mission they where saved in.

### **How do I change the mission settings back to there original defaults?**

If you click on the reset button found on the bar at the top of the mission settings screen the mission settings will return back to the mission default.

### **What are mission points?**

Mission points are the number of points that you can receive for completing a mission. The amount of points awarded on a mission can be altered by adjusting the mission settings on the Mission Settings screen.

### **How do I get my name on the high score list?**

The mission board displays the top ten scores achieved with SPYBOTIC Robots connected to the application. To get your robots name and score on to the board you will need to get in to the top ten.

### **Can I turn scores off so I can practice a mission?**

Yes, from the mission download area you can select to have scores turned off.

### **What is the download area for?**

From here you can customise your controller, SPYBOTICS Robot and download the mission to the connected Robot. This is the most vital area of SPYBOTICS. If your Robot is connected and turned on, an image of it will display on the download area. If your Robot is not displayed please check that your Robot is turned on, and that the cable is connected to both the SPYBOTICS Robot and the computer. If you are still unable to see your SPYBOTICS Robot on the download area, use the 'trouble shooting' program. You can run this program at any time by going to Spybot status and pressing the 'trouble shooting' button.

## **How Do I download a mission?**

To download a mission go to the mission area, this is the screen with the robot and computer displayed on the interface. Downloading requires a direct connection between computer and robot. Connect your download cable to your SPYBOTICS robot (triangle up). Make sure to look at the "smart brick" icon on the computer screen when you connect the cable to your robot. If the "smart brick" icon changes to an icon of your robot when you plug it in, the connection is good and you can download your mission by pressing the blue triangle on the cable. Downloading should take approximately 20 seconds. During download the blue triangle changes into a red square. Pressing the red square will cancel the download process.

\*\*\*Remember to re-connect the light sensor and LED "laser" connectors after unplugging the download cable from the robot.

**MAKE SURE YOUR SPYBOT IS TURNED ON BEFORE YOU DOWNLOAD A MISSION!  
PLAYING MISSIONS WITHOUT DISCONNECTING SPYBOT .**

## **Do I have to remove my SPYBOTICS robot from the cable to play a mission?**

Yes, playing a mission without removing the serial cable from your robot will result in mission score and time not being updated until the robot has either been turned off and on, or disconnected and reconnected. It is not recommended playing any missions with the robot still connected to the PC as pulling the cable could result in damage to your computer's serial port.

## **What are SPYBOTICS robot roles?**

At the top of the download area the name of the currently selected SPYBOTICS robot role is highlighted, robot role determines the part that each SPYBOTICS robot will play during a mission. Each robot will need to have its own role to play out the mission. Select the role - that you want to download to the SPYBOTICS robot currently connected. You may then use SMART programming to add special actions and abilities to their controller and robot settings in this role. When you are happy with your SPYBOTICS robot role settings, download the mission to the robot. Once the mission completes downloading, disconnect the robot from the cable and connect the next robot. Then select the next robot role.

## **How do I know what mission points I have scored while playing missions**

When you connect your SPYBOTICS Robot to the PC and while the application is running a dialog will appear containing the latest scores. This will appear at any point in the application when the robot is connected. The upload box gives the following information: Mission Time,

mission success (number of wins), mission attempts (number of mission starts), mission failures (missions lost), mission points, mission bonus's and total points.

### **How does my robot know when it's bumped in to something?**

At the front of your machine you will find a touch sensor. When the front bumper of the robot strikes an object, its touch sensor is activated. The robot will react accordingly – for instance starting a mission, or to take evasive action. In this way your robot can respond to touch during missions.

### **How does my robot see Light**

At the rear end of the SPYBOTICS robot, you will find a light sensor. This is used in a number of missions. Once you have downloaded a mission to your robot using light as a goal agents must disconnect the robot. Then reconnect the light sensor to your SPYBOTICS robot. Each time you start the mission, you will need to help the SPYBOTICS robot light sensor identify the mission goal.

### **How do I calibrate my SPYBOTICS robot to recognize light as a mission goal?**

Here is an example of calibration, using a mission that has a desk lamp as its goal. First place your robot on the floor under the lamp. Then press the grey 'run' button after a short time, the Yellow alert light will blink slowly. This indicates that the light sensor has calibrated and your SPYBOTICS robot can now identify the lamp as the mission goal. Your robot will then be ready to start the mission and be able to recognize the light as the mission goal.

### **How does the SPYBOTICS robot radar work?**

One of the SPYBOTICS robots most important functions is its ability to 'see' different distances and directions. SPYBOTICS programming refers to these different distances as 'zones': Here zone, There zone and Anywhere zone.

'Here' is very close to the robot.

'There' is a mid-range distance.

'Anywhere' is the furthest distance – literally anywhere else in the mission area.

SPYBOTIC robots can identify when other objects – SPYBOTICS robots, or other controllers are in any of these zones. Once detected in a particular zone, your robot can react accordingly to the object – based on how far away it is.

### **How can I see the SPYBOTICS robots radar zones?**

In the SPYBOTICS software application, from the robot status area you will see a tab that links to the technical manual from here you will find a button that links to a test program that shows how the robot detects various zones. Make sure your robot is connected to the PC and turned on then press the download button. Switch the controller to Action mode. Place the controller in front of the robot and move the controller towards or away while moving the

controller from side to side. The direction is shown on the red and green arc lights and the distance is shown on the yellow Alert light. The nearer the controller the faster it will blink.

## **What is the Robot setting screen for?**

The Robot settings screen is where you can program your robot with some automated actions, or create a program for a fully autonomous robot which can run the mission on its own. The SPYBOTICS robot has the ability to 'see' other SPYBOTICS robots and controllers at different distances. SPYBOTICS programming refers to these different distances as 'zones', the Here zone, the There zone and the anywhere zone. These zones are illustrated on the robot setting screen. The SPYBOTICS robot can identify when other objects - controllers or SPYBOTICS robots - are in any of these zones.

Once your robot detects a target – another SPYBOTICS robot or controller – it will automatically activate the actions you program in this area. Based on whether the target is here there or anywhere, your robot will activate the appropriate action. You can assign actions to any of the three zones by placing action capsules in the holders for these zones.

## **How do I use capsules on the robot setting screen?**

You may place a capsule in an empty holder placed around the SPYBOTICS robot on the robot setting screen, or swap a new capsule for one already assigned. These capsules contain Special SPYBOTICS programming controls and commands that will affect your robot during a mission. The capsules are organised into different categories according to their functional abilities. Use the arrows above the capsule magazine to switch between these different types of capsules.

## **How do I assign a capsule to a holder?**

To assign a capsule to a holder, first find the capsule you wish to use from the capsule Magazine. Click on the capsule to pick it up. Then, move it to the desired holder and click once again to place it. You can also replace existing capsules in the same way. To remove a capsule from its holder, click on the capsule and move it over to the garbage then click again to discard it.

## **What will the holder trigger pointing to the robots bump sensor?**

SPYBOTICS programming also allows you to assign an automated reaction for when your robot hits an obstacle. The holder for bump sensing will activate its capsule when the robots bump sensor is triggered.

## **What does the holder pointing to the robots light sensor do?**

The SPYBOTICS robot can automatically react to light, place a capsule in the holder for light sensing. When your robots light sensor sees a flash of light it will activate the capsule placed here.

## **Why can't I place a capsule in a holder?**

Some capsules may be locked to the zone, bump or light holders during a mission.

These locked capsules are essential for the success of your mission and cannot be changed.

## **How do I add special abilities to my controller?**

For most missions, you are able to assign different functions to the controller's buttons using SPYBOTICS programming. This means that by pressing a given button during a mission, you can send a command to your robot to perform the actions, which you program on the Controller settings screen. This is accessed from the download area.

## **How do I assign actions to a button on my controller?**

You can assign actions to any of the five controller buttons by placing action capsules in the holders surrounding the controller on the controller setting screen found in the SPYBOTICS software application. You may place a capsule in an empty holder, or swap a new capsule for one already assigned to a Controller button.

To assign any capsule to a controller button, first, find the capsule you wish to use from the capsule Magazine. Click on the capsule to pick it up. Then, move it to the desired holder and click once again to place it. You can also replace existing capsules. However, some capsules may be locked to a controller button during a mission these locked capsules are essential for the success of your mission and cannot be changed.

## **What are Capsules used for?**

Action capsules contain Special SPYBOTICS programming. They contain controls and commands that will affect your Robot and possibly other SPYBOTICS Robots as well. Capsules are organised into different categories, sorted according to their use and special abilities. These are found in the capsule magazine. Use the arrows above the capsule magazine to switch between these different types of capsules. You can activate most capsules during a mission as many times as you like. Special Ability capsules are different though – you can activate them only a limited number of times. How many times is shown on each capsule.

## **How do I activate capsules on my controller?**

The action capsule placed in the holder for the top, red button can be activated in either Action mode or RC mode during a mission. The remaining capsules can only be activated in Action mode during a mission.

### **Can I save my favourite Robot and controller settings?**

You can Save and reload your favourite settings – to run again or to improve upon them. Click on the save icon found at the top of the settings screen. A window will open where you may name and save your mission.

### **How do I remove capsules from the controller setting screen?**

To remove any other capsule from its holder, click on the capsule, move it over to the garbage, then click again to discard it.

### **How do I reload a saved robot or controller setting?**

If you click on the load icon placed on a bar at the top of the settings screen a dialogue box will open given a list of missions settings saved for that mission. Select the mission setting you saved by clicking on it and then click on the load button.

### **Can I load other settings from other Missions?**

No, you can not load mission settings into any other mission other than the mission they where saved in.

### **How do I change the robot or controller settings back to there original defaults?**

If you click on the reset button found on the bar at the top of the mission settings screen the mission settings will return back to the mission default.

### **What is a Strategy?**

Strategies allow your robot to carry out a mission's objective; these objectives are broken down into smaller tasks and shown as 'strategies'. When you are on the Robot settings screen you are seeing the Strategy that is highlighted. Rollover the tab to see what the strategy does, if there is more than one Strategy rolling over the buttons will tell you what each does. Clicking on the button will take you to that Strategy, the action capsules (if there are any placed) will change according to which strategy mode you are in, this is because capsules are placed on the screen as a part of that strategy.

For example: In Critical countdown the Rival robot has two strategies;

Strategy 1, follow the other robot to get rid of the energy draining leech. In other words Look for another Robot and advance towards it

Strategy 2, Avoid the other robots to avoid getting the energy sucking binary leech. The robot will automatically switch between each of these strategies during a mission depending on the situation. I.E. whether the robot has or has not got the binary leech.

## **SPECIAL OPERATIONS**

### **What are special operations?**

Special Operations are missions that you design and create yourself. You access the special operations section through the gadget interface positioned on the lower left-hand side of the screen. The Special Operations centre gives you the power to be your own mission commander. You may select a Special Operation Template that best describes the type of mission you want to create:

1 SPYBOTICS robot templates – allow agents to create operations for a single robot.

2 plus SPYBOTICS templates – allow agents to create operations for two or more SPYBOTICS robots

Advanced templates – allow you to create operations that require either a greater degree of programming skill or extra SPYBOTICS equipment.

### **How do I select a saved special operation?**

You will see all your newly created missions on the special operations: assignment screen.

Your missions are displayed saved in the template area relative to your mission type. Any of the missions you create can be reloaded, run again in your robot, and improved. To select an Operation, click on the description to highlight it, and then click on the tick button.

### **How do I delete a Special operation?**

If you wish to delete a special operation click to select it and the delete button will become active, click delete.

### **What is the log book for?**

The log book allows you to describe and name your own Special operation. Describe where your operation takes place and what is the problem at hand. Be sure to explain how to succeed in this operation, and whether there are special challenges that agents will face along the way. Also, mention if any additional props are required, such as obstacles or lights. Click in the text box to make it active and key in your operation notes. Click in the title text field and highlight the default SPYBOTICS name to replace. Once you have reviewed the operation briefs and challenges click on the download icon to proceed to the download area where you can adjust the controller and robot settings.

## **Can I send a friend my created special operation?**

Yes you can provided your friend has the SPYBOTICS application installed on there computer.

When you create a special operation it automatically saves a file in [C:\Program Files\LEGO Software\Products\SPYBOTICS\Bookmarks\SpecialOperations]. The file carries the extension .lif, if you have named your own operation then the file will be YOUR NAME .Lif . These Files can be transported to another PC containing SPYBOTICS software. You can transfer these files via email attachment or by copying to a floppy disc.

To do so first look for the directory:

[C:\ProgramFiles\LEGOSoftware\Products\SPYBOTICS\Bookmarks\SpecialOperations] then copy the file or attach it to an email.

Then on the other PC find the directory

[C:\ProgramFiles\LEGOSoftware\Products\SPYBOTICS\Bookmarks\SpecialOperations] and copy the files. The special operation will then appear in the special missions section of the application.

## **EXAMPLE MISSION**

### **ENERGY CRISIS (single Robot)**

Make sure that your SPYBOTICS robot is connected to the PC and turned on.

- ❑ From the headquarter screen where you select your SPYBOTICS robot, select the mission map by clicking on the globe icon placed on the gadget interface at the bottom left-hand side of the screen
- ❑ From the Mission Map now click on the mission Energy Crisis' icon to be transported to the Mission board screen and the mission briefing area
- ❑ Click on the holographic Camera Icon found on the left hand side of the screen to receive the full Mission Brief movie
- ❑ Once you have viewed the mission brief click on the Mission Set-up movie to fan-out what the mission requirements are
- ❑ Click on the triangular play button on the screen to view the whole movie. The set-up movie will tell you how the mission should be played out in the physical world. Use the tabs Start, Area, Mission, and Success at the top of the screen to play a mission chapter or review a stage of the mission. Click on the small Icons in the heading bar to find out more about your SPYBOTICS robots light sensor, linking to your robot and its touch sensor
- ❑ Now go and check the mission settings screen by clicking on the holographic icon. Here you can see the setting that increase mission difficulty and reward levels – the tougher the challenge, the more points are awarded on successfully completing the mission.

**What are the various mission settings for?**

**Setting “Impulse Generator strength”** – This adjusts the amount of energy lost when striking an object, this is shown on your Robots arc lights. The lights on your robot will go out to indicate the energy lost.

**Setting “Fatigue on/off”**- If you accept the mission with “fatigue on” your SPYBOTICS robot will slowly lose energy as it progresses through the mission. As energy decreases your robot will slow down.

**Setting “Static interference”** - Set the frequency of static interference, this disrupts your SPYBOTICS robots systems. The higher the frequency, the more often the robots control systems will be disrupted and the more frequently you'll lose control of your robot.

**Setting “Mission time”** - Set the time limit to reach the Grid reserve and flip the override switch (the mission's objective).The lower the mission time, the harder it is to reach the Grid reserve, but higher the rewards.

**Setting “Countdown timer”**- Set the amount of mission time remaining before countdown starts. The lower the countdown, the less warning you get before mission time runs out. The countdown is shown on the yellow alert light.

- ❑ Now click on the download area icon (the computer and robot icon) at the bottom of the screen.
- ❑ From the download area you can access the SPYBOTICS robot and controller setting screens.
- ❑ To alter the program that your SPYBOTICS robot will act out during the mission click on the Robot settings icon.
- ❑ To alter the Control settings click on the Controller settings icon.

**What do the capsules do?**

Use the “**first aid**” capsule to get energy back; you can place the first aid capsule on the red button on your controller, you can use this up to three times during a mission.

The “**Shield**” capsule will give you immunity to obstacle damage for a while. This can be used up to six times during a mission.

- ❑ Once you are happy with your settings return to the download screen by on the download area icon (the computer and robot icon) at the bottom of the screen.

- ❑ Make sure your Robot is connected to the PC and turned on. Then click the large triangular download button on the screen. The SPYBOTICS programme will now download to your SPYBOTICS Robot.
- ❑ Disconnect the SPYBOTICS Robot from the PC and make sure the controller is linked correctly and is in RC mode by turning the controller dial left.

### **Playing the mission Energy crisis in the field**

- ❑ Set up obstacles around the room heavy enough for the Robot to bump into such as books or shoes.
- ❑ Position the robot under the light source (for calibration) and press the grey RUN button on the Robot. When the yellow light starts blinking, press the Robot's front bumper hard enough so that it beeps – now you are ready to start the mission!
- ❑ Navigate the Robot around the obstacles. Notice that when you hit an obstacle the Robot “shudders” and disables remote controller for a few seconds. Each time you hit an obstacle, a light disappears (indicating you are running out of energy). Also, random “static bursts” cause the robot to move about erratically and lock out RC control for a few seconds. Static bursts may cause the Robot to run into an obstacle.
- ❑ After a while, you'll hear a “ticking” sound – this is the countdown timer and means you are almost out of time.
- ❑ When the time runs out, the Robot makes a sad sound and the game is over.
- ❑ OR if the light sensor (tube that plugs into the “eye” in the back of the Robot) detects the light within the designated time, the Robot will do a victory dance and play the application theme tune to signal that you have successfully reached the power grid and completed the mission.
- ❑ After the game is over, you can connect your Robot to the cable to upload your mission scores to rank your secret agent status and track your progress.