

SPOKEN INSTRUCTIONS

Here are the 11 instructions that you can give to your virtual partner and to the head of unit:

- **Ok:** to listen to the following clue
- **Repeat:** to listen to the previous clue again
- **Go Back:** to listen to the penultimate clue again
- **Red / Green / Blue / Orange / Yellow / White:** to indicate the colour of the wires to be cut
- **Yes:** to confirm the colour of a wire that's to be cut, or start a new mission
- **No:** To change the colour of a wire that's to be cut, or stop the game

Please note: you cannot interrupt your virtual partner or the head of unit when they are talking. Wait until they have finished speaking to give your instructions.

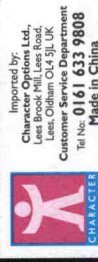
Important:

- Do not put the toy close to the ear.
- If your commands are not recognized, make sure that you are holding the red button while talking.

If voices become slow or distorted: replace the batteries.

Requires 3 x AAA Batteries. (Batteries Not Included).

- Alkaline batteries recommended.
- Rechargeable batteries must only be recharged under adult supervision.
- Rechargeable batteries must be removed from the toy before recharging.
- Non-rechargeable batteries must not be recharged.
- Different types of batteries, or new and used batteries must not be mixed.
- Only batteries of the same or equivalent type as recommended should be used.
- Batteries should be replaced by an adult.
- Batteries must be inserted following the correct polarity.
- Exhausted batteries should be removed from the product.
- The supply terminals must not be short-circuited.
- Batteries should be removed from the product when not in use.
- Do not dispose of batteries in fire.



WARNING: This toy produces flashes that may trigger epilepsy in sensitized individuals.

Item: Stop the Robots
Item Number: 1121112
Age Grade: 7 years plus

www.character-online.co.uk

- Contains:
- 1 walkie-talkie
 - 36 two-sided cards
 - 1 instruction manual

VERY SPECIAL UNIT STOP THE ROBOTS!

INSTRUCTION MANUAL



7+



1 to 6 players



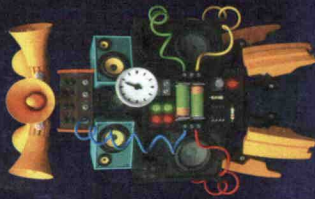
Duration: 15min

AIM OF THE MISSION

Alone or with others, identify the robots using the clues given by your virtual partner!

Together, solve puzzles to deactivate the robots who are threatening the city!

Be quick, time is running out!



GETTING STARTED

- Place the cards on the robot side, and in a way that allows you to see them all.
- The walkie-talkie enables you to communicate with your virtual partner.
- Important:** Press and hold the red button on the left side and start talking after the indicated sound. Release to hear her answer.
- To turn it on, turn the knob from OFF to ON position.

Let's go! You can start your mission straight away, without even reading these rules. The head of unit and your virtual partner will guide you, and explain the mission to you.

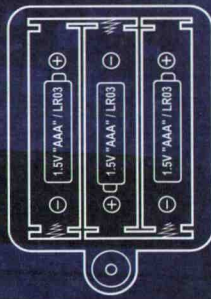


Diagram for battery installation

1.5V 3 x AAA

WARNING! CHOKING HAZARD.

Not suitable for children under 36 months. Choking hazard (small parts). Please remove all packaging attachments before giving this product to a child. Please use discretion if making purchases for children younger than the age recommended on the package. At the end of the useful life of this product, do not dispose in normal household waste. Check with your local authority for the appropriate recycling of electrical and electronic equipment. Product specifications, colour and contents may vary from those illustrated. **IMPORTANT:** Please retain packaging instructions and purchase details for future reference as they contain important information.



Proudly designed and produced by:

Zanzoon

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France

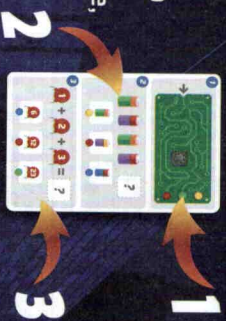
www.zanzoon.net

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MISSION ROLL-OUT

- 1 The walkie-talkie countdown has begun! Listen carefully to the clues given by your virtual partner. They will allow you to identify the robot among your cards! Depending on the levels, several clues can be given at once.
- 2 The robot has been identified, now you have to deactivate it! Flip the card, there are 3 puzzles that you have to solve, in a specific order. For each puzzle, tell your virtual partner which wire colour to cut. Hurry, the clock is ticking!
- 3 Well done, you solved the 3 puzzles in the given time! The robot is deactivated! Ready for a new mission? Say "YES" or "NO". If you answer "NO", or if you don't answer, the game turns itself off. To turn it back on, turn the knob to Off and then back to On.



DIFFICULTY LEVELS

The game includes 9 levels of adaptive difficulty which are unlocked while playing. At the start of each mission, the screen displays the current difficulty level.

If you successfully complete 2 missions in a row, you unlock the next level. Watch out, it only takes one failure to go down a level!

Good news! When the walkie-talkie is turned off or if you change the batteries, it keeps in memory the last level you played and the missions done.

Any level is accessible by pressing the LEVEL button once on the back of the walkie-talkie. Press it again to change level. Once the level is selected, wait a few seconds to return to the game.

Example: You have reached level 5, and you start a mission with younger players. To adapt your level, press the LEVEL button at the start of the mission. All levels are available.

Tip: The button is not easily accessible, that's normal. Use the tip of a pen (not included) to activate it.

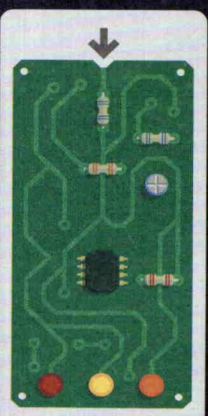
Important: To change level, press the button during the instructions at the start of the game and before the countdown is given.



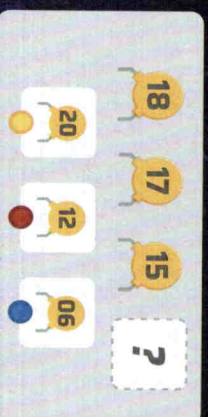
PUZZLES

The puzzles are on the back of the cards, they are logic challenges, calculation challenges ... When solo, trust your brain. As a team, each to their own specialty. Use paper and a pen if necessary.

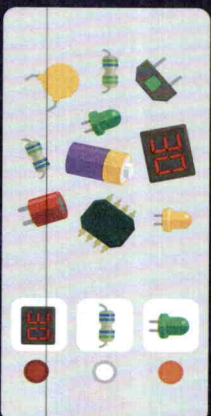
Here are a few tips:



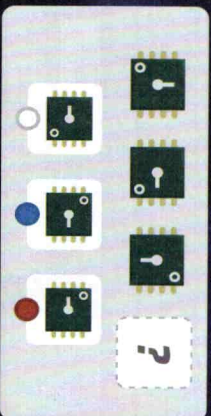
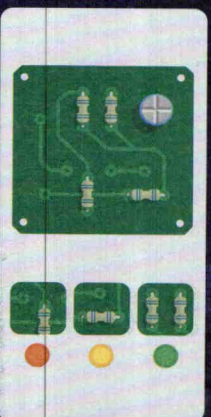
The components are bridges. You must fully cross them, by going either over or under them, but never change direction whilst in the middle of the bridge.



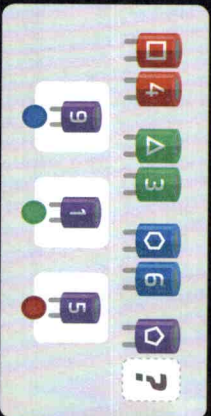
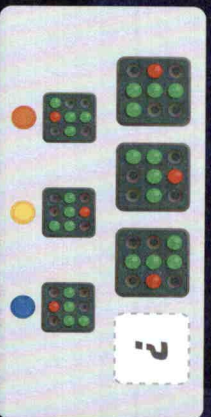
Add, subtract, or multiply! Watch out, sometimes you need to carry out several calculations.



Take a good look at the different elements on these two types of puzzles. You have to find the intruder.



Observe the arrangement of the different elements, the underlying logic is in their rotation.



Observe the sides of the different geometric shapes. For some levels, an extra calculation is necessary.

If you're stuck, you can always find the answers to the puzzles on www.very-special-unit.com

