

No. 730700/2212

## APOLLO 7 — PROGRAMMABLE ROBOT



- \* FLASHING EYES
- \* PROGRAMMABLE MOVEMENT SEQUENCES
- \* FREE MOVING ARMS
- \* SPEAKER FOR PLAYING MUSIC

- \* SEVEN DIFFERENT ACTIONS
- \* BUMPER SWITCH
- \* ON/OFF SLIDE SWITCH ON THE BACK
- \* ON/OFF INDICATOR

## I BATTERY INSTALLATION

Apollo 7 is powered by 4 "AA" size batteries and one 9V battery, which fit into a compartment in his back. To insert:

- Remove the battery door by lifting on the catch at the bottom and lifting outwards.
- Insert the batteries, paying attention to the correct polarity. Just follow the diagrams inside the battery compartment.
- Close the battery cover by sliding the two lugs at the top into the slots provided, and push the bottom inwards until the catch snaps back into place.

## BATTERY LIFE


For longer battery life, and better function, we recommend that you use alkaline batteries.


## OPERATION


- Turn Apollo 7 on by pushing the switch at its back. You will feel a click. Apollo 7's eyes will light up and then go off, and a tone will play for a second. The red On/off indicator light will come on.


## Action Keys


- You play with Apollo 7 by using the action keys on his chest. There are 7 different action keys, and a "GO" key. The "GO" key is the circle which is half red and half green.
- Apollo 7 has an "action memory". This means you can store a series of actions in his memory, and when you tell him to go he will do the actions. He can remember up to 18 different actions at one time.
- Each action key has a symbol. The symbols, and the actions which Apollo 7 will perform for each are:


 Forward motion


 Backward motion

 180 degree clockwise turn

 Circular motion

 Left-right twist

 Music

 Eye flash

## **Programming Apollo 7**

To program Apollo 7, just follow the steps below:

- Put him on the floor. Smooth, hard floors are better than floors with a thick carpet.
- Push the slide switch at its back to turn him on.
- Select the actions you want Apollo 7 to perform by pushing the appropriate action keys on his chest. A tone will play as you press each key. (Remember, you cannot key in more than 18 different actions, because Apollo 7 cannot remember any more).
- Press the "GO" key, and stand back. A long tone will sound, and Apollo 7 will begin to act out the actions which you have keyed into his memory, one by one. When all of the actions have been completed, a short tone will sound.
- Repeat the same actions by pressing the "GO" key again.
- Get Apollo 7 to do something different by keying in a different series of actions.

## **The Bumper**

Apollo 7 has a bumper switch in front. If he bumps into something when he is moving forward the switch will cause him to stop, back up, and then turn around before going on with the sequence of actions which you have programmed.

## **CARE AND MAINTENANCE**

- Do not pick Apollo 7 up by his head as you may damage the Robot.
- When not using Apollo 7 be sure to turn him off, and the On/Off light on his Chest will go out.

NOTE: Apollo 7 has a power conservation warning. If you forget to turn him off, a tone will sound every few minutes.

- Do not leave old batteries inside Apollo 7. They may leak and cause damage. Whenever you are not going to use Apollo 7 for some time, it is best to remove the batteries.
- Never use strong cleaning agents as they may damage the finish.
- Do not let Apollo 7 get wet.
- Do not store in excessively hot, or cold, places.

## DECORATION DECAL:

Each also comes with decal for decorating the Robot.

