

Ages: 4+



B.I.O.-BUGS™

A REVOLUTION IN EVOLUTION

INSTRUCTION MANUAL

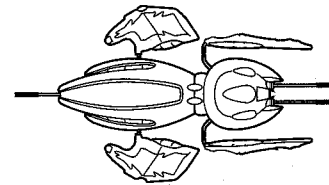
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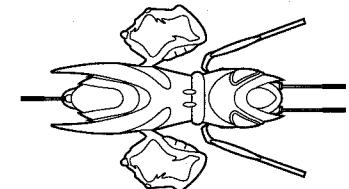
WHAT ARE B.I.O-BUGS?

- B.I.O-Bugs are Bio-mechanical Integrated Organisms, a new breed of artificial intelligence!
- Take command of the B.I.O-Bugs using the hand controller or just leave them to roam independently and discover their new environment!
- The longer a B.I.O-Bug stays alive, the more it learns from exploration and interaction!
- Let your B.I.O-Bugs roam free and be a part of a Revolution in Evolution!

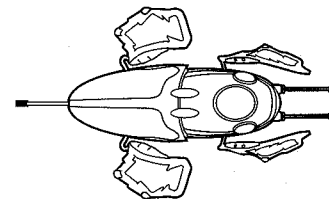
SPECIES OF B.I.O-BUGS



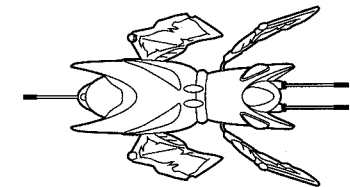
XP.01 B.I.O-Predator
As the most aggressive of all B.I.O-Bugs, it may even attack its own species.



XS.02 B.I.O-Stomper
The most flexible B.I.O-Bug clammers and hops over obstacles.



XD.03 B.I.O-Destroyer
This big B.I.O-Bug has a supreme defensive exterior.

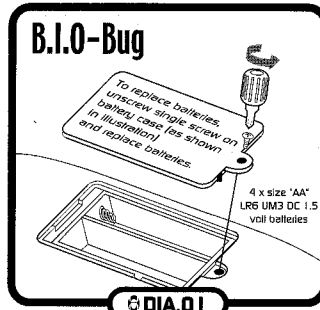


XA.04 B.I.O-Acceleraider
This speedy B.I.O-Bug quickly scampers across surfaces.

**B.I.O-BUGS
COLLECT THEM ALL!**

SEC.01 BATTERY INSTALLATION AND DETAILS

B.I.O-BUG BATTERY REQUIREMENTS:



4 x "AA" size 1.5 volt alkaline batteries (B.I.O-Bug)
 2 x "AAA" size 1.5 volt alkaline batteries (HAND CONTROLLER)

BATTERY INSTALLATION:

- Remove the battery case cover using a screwdriver as shown in dia.01.
- Remove the battery holder as shown in dia.02.
- Insert correct battery - as shown in dia.03, making sure to match the polarity direction.
- Insert battery holder into battery case.
- Replace the battery case cover as shown in dia.04.

IMPORTANT BATTERY INFORMATION:

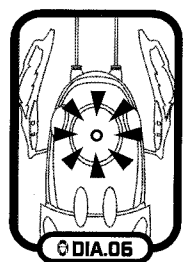
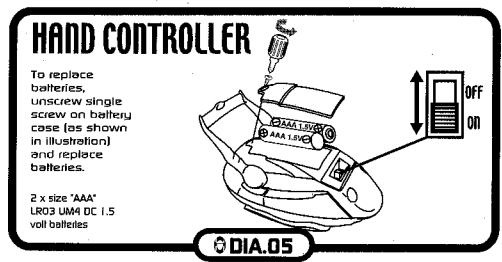
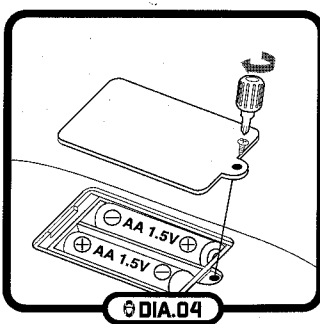
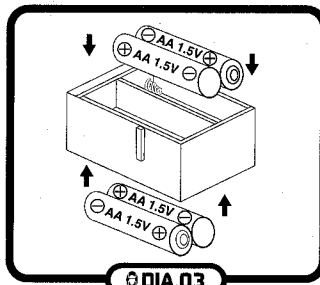
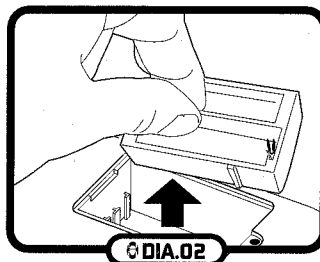
- * Do not dispose of batteries in fire, batteries may explode or leak.
- * Do not mix old and new batteries.
- * Do not mix alkaline, standard (Carbon zinc) or rechargeable (Nickel-cadmium) batteries.
- * Only batteries of the same or equivalent type as recommended are to be used.
- * Batteries should be replaced by adults because of small parts.
- * Batteries are to be inserted with the correct polarity.
- * Exhausted batteries are to be removed from the toy.
- * The supply terminals are not to be short-circuited.
- * Non-rechargeable batteries are not to be recharged.
- * Rechargeable batteries not recommended.

Note:
 - A short "tweezing" noise will sound when batteries are properly inserted at the start of a new life or if the B.I.O-Bug is Reset.
 - When changing B.I.O-Bug's batteries, ensure that new batteries are quickly inserted after removing old batteries (within approx. 30 seconds) to retain memory and save the B.I.O-Bug's current level.
 - Infra-red control may be impaired under fluorescent lighting.

Please Remember: Always point Infra-red transmitter (on hand controller) directly at Infra-red receiver (on the head of B.I.O-Bug) for best reception.

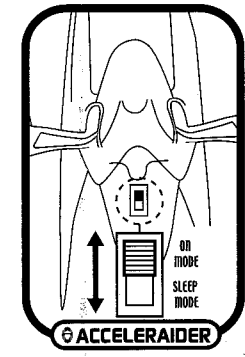
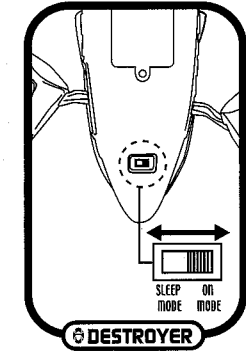
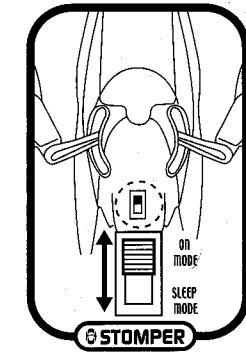
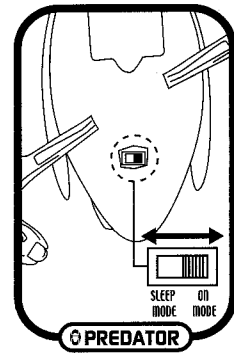
Warning : Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Helpful Tip: When battery power is low, the Low Battery Indicator in the B.I.O-Bug's forehead will flash red. (see dia.06). For more information see Low Power section.



SEC.02 ACTIVATE LIFE

As soon as batteries are inserted, a B.I.O-Bug is alive. A B.I.O-Bug wakes up when you switch the ON / SLEEP button to ON, responding with a short "ee-ee" activation sound. The ON / SLEEP button is situated on the underside of the B.I.O-Bug's body (see dia.07).



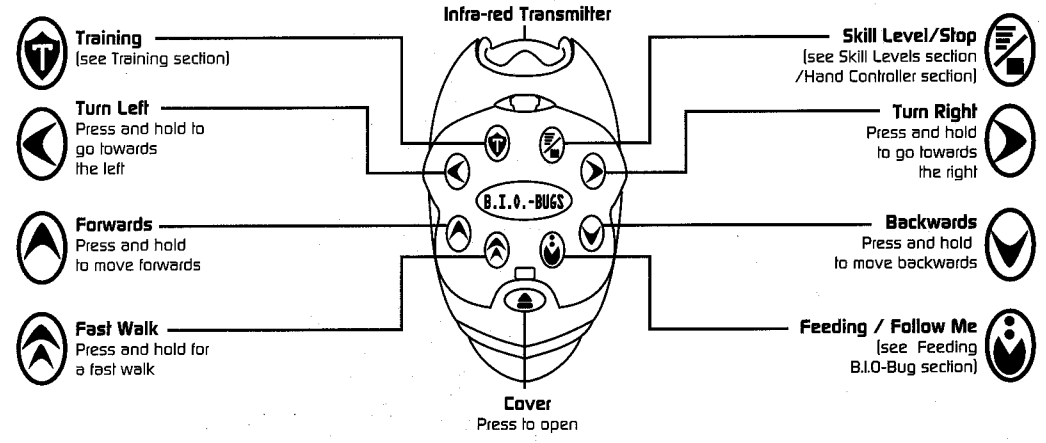
DIA.07

SEC.03 HAND CONTROLLER (BRIEF OVERVIEW)

Interact with your B.I.O-Bugs by using the Hand Controller!

The Hand Controller allows you to interact with your B.I.O-Bug, feeding, training, and directly controlling the B.I.O-Bug's actions. For further information, see Hand Controller section.

To power on the hand controller, lift up the stand which is located on the underside of the hand controller and turn the ON / OFF switch to ON (see dia.05). When turned On, a light will flash in the center of the hand controller when a button is pressed.



GETTING STARTED

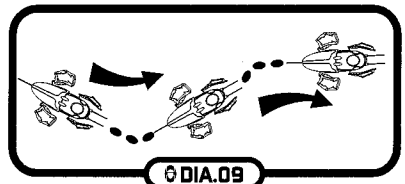
SEC.04 QUICK B.I.O-BUG OVERVIEW

Your B.I.O-Bug is a complex living organism that interacts and reacts randomly with its own environment. We recommend that you read through each section of the instruction manual to better understand your B.I.O-Bug. However, if you want to start playing with your B.I.O-Bug right away, then read this Quick B.I.O-Bug Overview first and you can learn as you play.

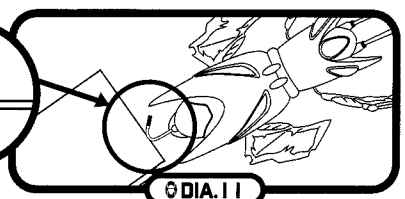
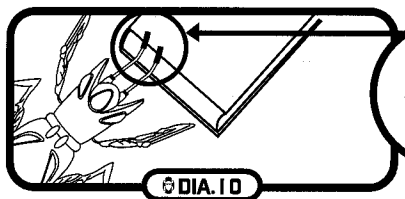
If you want to learn all about your B.I.O-Bug before playing, skip this overview and start reading the section on Autonomous Mode.

FIRST STAGE OF LIFE:

Your B.I.O-Bug first starts life as a baby, gradually maturing as it learns new skills to survive. So watch and be a part of the changes your B.I.O-Bug experiences, as it grows through 12 stages of Skill Levels.



Like a real insect, your B.I.O-Bug will go off on its own to explore and discover the new surroundings. The B.I.O-Bug can climb over small obstacles or roam around in its unique meandering walk (see dia.08 and dia.09).



As a baby or adult B.I.O-Bug, it travels by feeling objects in front or behind with its touch sensitive antennae (see dia.10 and dia.11).

Survival Needs:

Keep your B.I.O-Bug alive and active by feeding it 'energy'. When you hear special 'tweeling' sounds, your B.I.O-Bug is hungry. Baby B.I.O-Bugs need a lot of 'energy' and always want to be fed. However, adult B.I.O-Bugs need to be fed about every 20 minutes. After the first 'energy' feeding, the baby B.I.O-Bug advances to Skill Level 2 making it an adult B.I.O-Bug!

To Feed:

1. Press the FEEDING button on the hand controller.
2. A red light starts flashing on the hand controller sending out an Infra-red signal.
3. The B.I.O-Bug walks in a slight zig-zag searching out the signal.
4. The B.I.O-Bug shivers and makes an 'ee-ee' sound when it receives the 'energy' feeding.
5. To quit, press the FEEDING button again.

Helpful Tip: Interact with your B.I.O-Bug by using the hand controller to alter its traveling path or even try flicking its rear antenna continually making it charge forward!

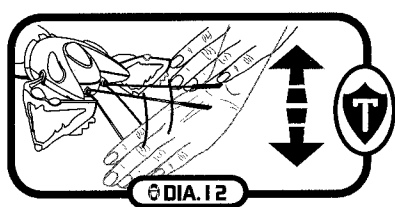
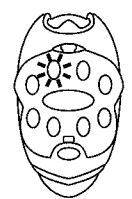
LIFE AS AN ADULT B.I.O-BUG:

As an adult B.I.O-Bug at Skill Level 2, it is ready to take on any situation or encounter! You can now manually train it to gain skill levels (not through feeding) or engage in battles against other B.I.O-Bugs!

To Train:

Increase your B.I.O-Bug's skill levels through challenging manual training. The higher the skill level, the more strength and combat endurance a B.I.O-Bug will have.

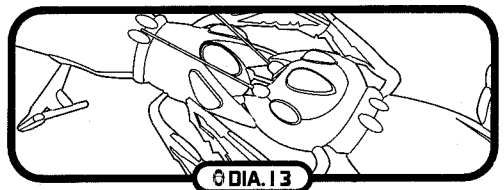
1. Press and hold the TRAINING button on the hand controller until you hear a loud fighting roar and growl.
2. Then take hold of the B.I.O-Bug.



3. Stimulate its front antennae just enough to gain one skill level (see dia.12).
4. If the B.I.O-Bug lets out a victory cry then it has increased one skill level. Hear a squealing alarm sound and it has decreased by two skill levels.

MEETING OTHER B.I.O-BUGS:

When two B.I.O-Bugs come into contact, they exchange information through Infra-red signals and feeling each other's antennae. Then they react. Depending on their species type (same or different species) and skill level, each B.I.O-Bug can respond in a friendly, scared or aggressive way. Watch out when both B.I.O-Bugs start charging forward, engaging in B.I.O. Combat!



B.I.O. Combat:

If B.I.O. Combat begins, the outcome is unpredictable.

1. Both B.I.O-Bugs try to stomp on the other's head (see dia.13).
2. Or they try ramming and battering forward until the other backs down.
3. One or even both B.I.O-Bugs can emerge as the winner or loser.
4. The winner makes a victory cry and increases one skill level.
5. The loser rapidly retreats with a squealing alarm sound and decreases two skill levels.

As a "last resort" defence strategy, a defeated B.I.O-Bug will broadcast out a short range Panic Signal to other B.I.O-Bugs of the same species to come and help!

Reactivating Life:

Your B.I.O-Bug can decrease to below Skill Level 1 from being overworked in Training or losing in B.I.O. Combat. When this happens, your B.I.O-Bug will have a full system shut down and become completely inactive, called B.I.O. Failure.

Reactive Life By Following The Steps:

1. Press the RESET button on the underside of the B.I.O-Bug's body.
2. Now the B.I.O-Bug has been reactivated, but as a baby B.I.O-Bug.

B.I.O-BUG'S SKILL LEVELS:

Quickly identify the B.I.O-Bug's skill levels by looking at its eyes. The eye color, number of times they blink and how often show what the current skill level is (see chart below).

Skill Level	Eye Color	Number of Blinks
1 (Baby)	Green	x 1 Every Second
2	Green	x 2 Every Few Seconds
3	Green	x 3 Every Few Seconds
4	Green	x 4 Every Few Seconds
5	Orange	x 1 Every Few Seconds
6	Orange	x 2 Every Few Seconds
7	Orange	x 3 Every Few Seconds
8	Orange	x 4 Every Few Seconds
9	Red	x 1 Every Few Seconds
10	Red	x 2 Every Few Seconds
11	Red	x 3 Every Few Seconds
12	Red	x 1 Every Second

SEC.05 AUTONOMOUS MODE

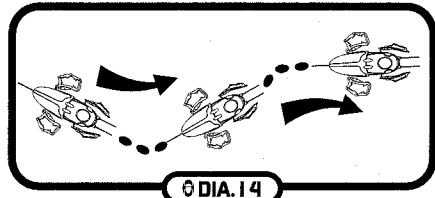
Autonomous Mode allows a B.I.O-Bug to roam independently and explore its new environment on its own! So let a B.I.O-Bug loose and watch it go!

BABY B.I.O-BUG:

Similar to other living organisms, a B.I.O-Bug first starts out as a baby (at Skill Level 1 - see Skill Levels section). During this stage, it makes special hungry 'tweeling' sounds for food, its eyes flash rapidly, walks slower than adult B.I.O-Bugs and is too young to participate in B.I.O. Combat or Training. However, the first time you give it an energy feeding (see Feeding B.I.O-Bug section), it quickly reaches maturity at Skill Level 2. Now as an adult B.I.O-Bug, it makes mature 'chit-chit' sounds and is ready to face any situation or encounter!

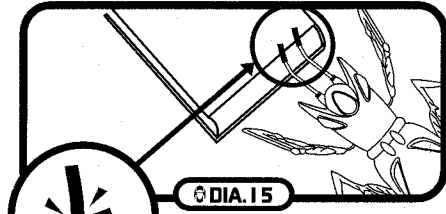
WALKING INDEPENDENTLY:

After the Power is switched to the ON position, the B.I.O-Bug roams independently making a 'tweeling' sound for food as a baby, or making 'chit-chit' walking sounds as a mature B.I.O-Bug.

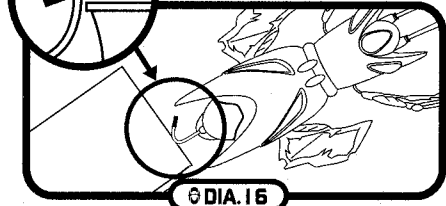


DIA.14

1. It has a unique meandering walk, stopping or running along the way (see dia.14).

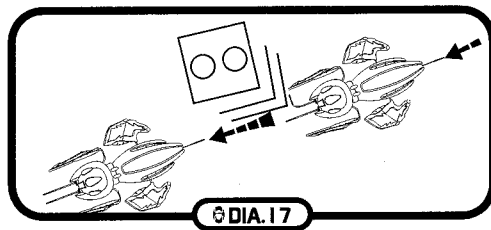


DIA.15



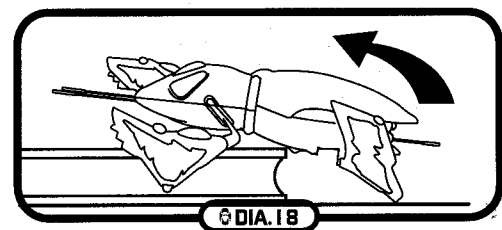
DIA.16

2. Its touch sensitive antennae feel objects in front or behind (see dia.15 and dia.16 above).



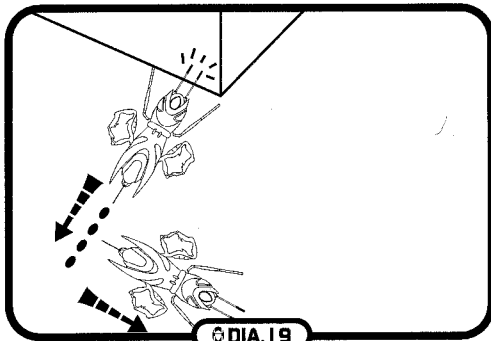
DIA.17

3. If a B.I.O-Bug comes into contact with an object, it will first try to push through (see dia.17).



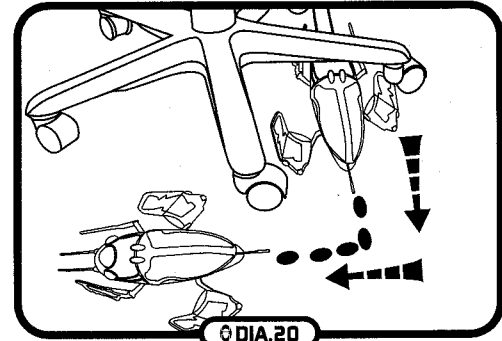
DIA.18

4. Or try to climb over the obstacle with its strong legs (see dia.18)!



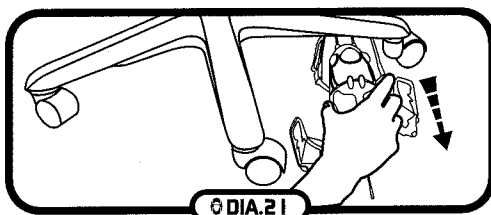
DIA.19

5. If it cannot go through or over an obstacle, it will then back up and maneuver around the obstacle (see dia.19).

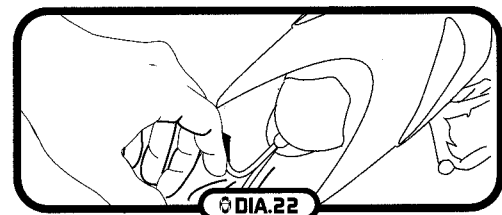


DIA.20

6. When the B.I.O-Bug gets trapped without the antennae being stimulated (i.e. the B.I.O-Bug becomes stuck under a chair leg, or caught in deep carpet strands etc.), it tries to retreat out of the situation, and then moves forward again (see dia.20).



DIA.21



DIA.22

7. If the B.I.O-Bug remains trapped or gets trapped again, it will soon stop moving and go into Power Down Mode waiting for rescue (see Power Down Mode). When this occurs, remove the B.I.O-Bug from the trapped area and then flick any of its antennae or press the FEEDING button on the hand controller to "wake up" the B.I.O-Bug (see dia.21 & dia.22).

Helpful Tip: In any situation, flicking the rear antenna continually will make the B.I.O-Bug rush forward.

Note: Like many living creatures, each species of B.I.O-Bug is either left or right 'handed'. When the B.I.O-Bug's path is blocked by an obstacle, it will naturally back up and then move towards its natural side. Find out if your B.I.O-Bug is right or left handed!

Warning: When power is on, a B.I.O-Bug has a 24 hour internal clock. To keep a smooth running system, feed the B.I.O-Bug at least once every 24 hours or it will have a B.I.O. Failure, lose all learned skill levels, and cease being alive. To reactivate the B.I.O-Bug, press the RESET button (see Reset B.I.O-Bug section) and its internal system will reset to Skill Level 1 (see Skill Levels section).

Note: When a B.I.O-Bug is in Power Down Mode, batteries are still being used. To thoroughly save battery power, switch a B.I.O-Bug into Sleep Mode using the On / Sleep button (see dia.07).

SEC.07 SKILL LEVELS

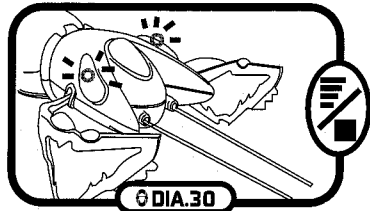
As a B.I.O-Bug grows, it has 12 stages of skill development beginning life as a baby at basic Skill Level 1 and maturing up to advanced Skill Level 12. Depending on its B.I.O-experiences, levels can be won or lost in B.I.O. Combat against other B.I.O-Bugs or through manual training. The more the B.I.O-Bug advances in skill level, the more daring and powerful it becomes in combat!

IDENTIFYING SKILL LEVELS:

Look at the B.I.O-Bug's eyes. The color, the number of times they blink and how frequent they blink (approx. every second or approx. every few seconds) indicate the B.I.O-Bug's current level, and change as it grows and matures (see dia.29).

Skill Level	Eye Color	Number of Blinks	Frequency (Approx.)
1 (Baby)	Green	x 1	Every Second
2	Green	x 2	Every Few Seconds
3	Green	x 3	Every Few Seconds
4	Green	x 4	Every Few Seconds
5	Orange	x 1	Every Few Seconds
6	Orange	x 2	Every Few Seconds
7	Orange	x 3	Every Few Seconds
8	Orange	x 4	Every Few Seconds
9	Red	x 1	Every Few Seconds
10	Red	x 2	Every Few Seconds
11	Red	x 3	Every Few Seconds
12	Red	x 1	Every Second

DIA.29



DIA.30

Helpful Tip: Another way of identifying the B.I.O-Bug's current skill level is by pressing and holding the SKILL LEVEL button until it stops moving (see dia.30). Both eyes will blink once for each skill level (i.e. eyes blink seven times for Skill Level 7).

SKILL LEVEL 1:

- All B.I.O-Bugs begin life as babies, making special "tweeling" sounds asking for food, walking slowly and being too young to fight or be trained. However, feed it just once (see Feeding Baby B.I.O-Bug section) and its skill level will increase to Skill Level 2, making it mature enough to face any situation or encounter!
- Left on its own, the B.I.O-Bug will mature naturally to Skill Level 2 through exploration and teaching itself the necessary skills to survive (after approx. 10 minutes).

SKILL LEVEL 2:

At Skill Level 2, the B.I.O-Bug has reached maturity and is able to travel at a normal walking / running pace. It makes mature "chil-chil" walking sounds and its eyes blink less frequently (see chart opposite).

INCREASING LEVELS:

Starting at Skill Level 2, it can increase levels only through manual Training (see Training section) or by winning in B.I.O. Combat, a fight against another B.I.O-Bug (See Contact With Other B.I.O-Bugs section). Winning in B.I.O. Combat or Training increases the B.I.O-Bug's skill level one level at a time.

DECREASING LEVELS:

Levels are decreased by losing in B.I.O. Combat against another B.I.O-Bug or by being over challenged in Training. Losing in B.I.O. Combat or over training decreases the B.I.O-Bug's skill level, two levels at a time. If the skill level is reduced to below Skill Level 1, then it will have a B.I.O. Failure and need to be Reset (see Reset B.I.O-Bug section).

SEC.08 CONTACT WITH OTHER B.I.O-BUGS

If a B.I.O-Bug shares its environment with other B.I.O-Bugs, at some point they may come into contact!

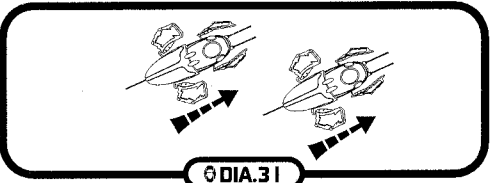
B.I.O-Bugs can sense each other through physical contact and Infra-red signals. When they meet, each B.I.O-Bug decides whether it is a friend (same species) or enemy (different species) and reacts with a friendly nudge, rapid retreat or an aggressive attack!

CONTACT WITH SAME SPECIES:

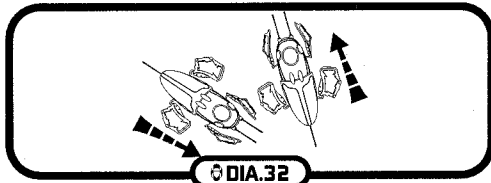
If two B.I.O-Bugs of the same species happen to meet, their behavior is unpredictable but amicable. However, when two Predator species meet, wait and see; these very aggressive B.I.O-Bugs may even start to attack each other!

Possible Outcomes of Same Species Encounters:

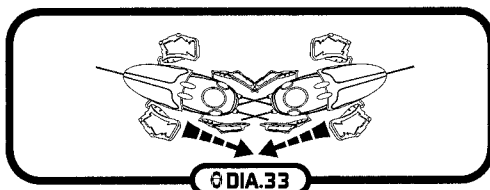
1. Two same species B.I.O-Bugs meet and make friendly greeting calls as they exchange information.



2. They start traveling together for a short period (see dia.31).



3. Continue walking on their own path, in different directions (see dia.32).



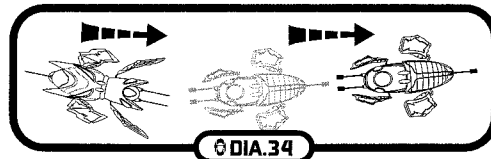
4. Have a friendly 'play fight', pushing and shoving, but without the aggression of real combat! (see dia.33).

CONTACT WITH OTHER SPECIES:

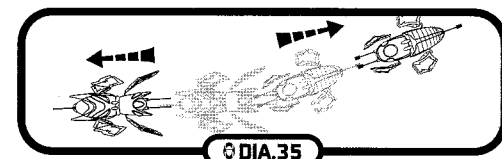
Different species of B.I.O-Bugs all treat each other as an enemy, a threat to their territory. As Predator species are very territorial in nature, contact with another Predator species may also be treated as a threat!

Possible Outcomes of Other Species Encounters:

1. Both enemy B.I.O-Bugs start B.I.O. Combat (see B.I.O. Combat section).



2. One B.I.O-Bug is much weaker than the other and rapidly retreats, trying to escape (see dia.34).



3. Both B.I.O-Bugs may try to push and shove the other out of the way, then continue traveling in separate directions (see dia.35).

4. One B.I.O-Bug attacks another from the side or back.

Note: For B.I.O-Bugs to sense that each other is close by, it is best for them to meet directly head on (not to one side) and at the same time, so that they do not miss receiving information when it is exchanged.

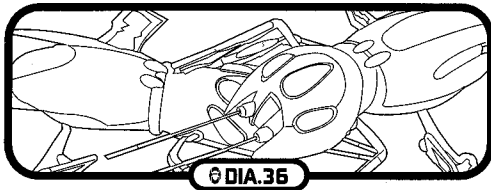
SEC.09 B.I.O. COMBAT

When two different species of B.I.O-Bugs meet, they may start B.I.O. Combat! To engage in B.I.O. Combat, they both need to be sure that they have a chance in victory and have similar skill levels as their opponent.

STAGES OF B.I.O. COMBAT:

1. Two different species of B.I.O-Bugs or two Predators meet up and assess each other by exchanging information.
2. Skill levels are compared. If skill levels are close enough in range, then B.I.O. Combat begins!
3. Both B.I.O-Bugs start roaring and growling and their eyes will turn on to full alert!
4. Both B.I.O-Bugs charge forward attempting to seize victory.
5. The higher the skill level a B.I.O-Bug has, the stronger it will be in its ramming charge and combat endurance.
6. Remember, unlike other species, the Predator species is the most aggressive of B.I.O-Bugs and tends to challenge a much more skilled opponent.
7. The Predator species has a natural combat instinct and will fight longer and harder than another species at the same skill level.

THE B.I.O. COMBAT GOAL:



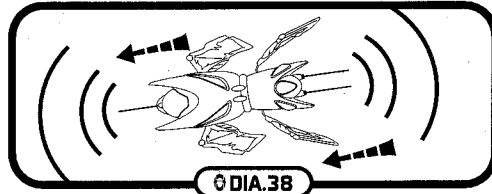
1. To try and stomp over their opponent's head / body, the ultimate victory! (see dia.36).



2. Continue ramming into and battering its opponent until backs down and retreats (see dia.37).

VICTORY AND DEFEAT:

1. A winning B.I.O-Bug lets out a victory cry and increases its skill level by one.
2. A defeated B.I.O-Bug shivers and rapidly retreats with a squealing alarm sound (see dia.38). The alarm also works as a Panic Signal to other B.I.O-Bugs (see Panic Signal section). Its skill level decreases by two.
3. Occasionally both B.I.O-Bugs may win or both may lose in B.I.O. Combat. Their skill levels will be increased / decreased appropriately, according to the outcome.



Helpful Tip: After a B.I.O-Bug's fate! Place or direct two B.I.O-Bugs to face each other and flick their rear antennas continuously, making them CHARGE into B.I.O. Combat!

Helpful Tip: After B.I.O. Combat, point the hand controller towards the B.I.O-Bug's eyes and press the SKILL LEVEL button until it stops moving. It will blink its new skill level.

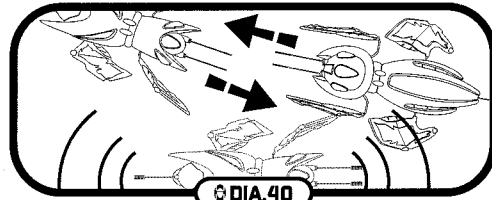
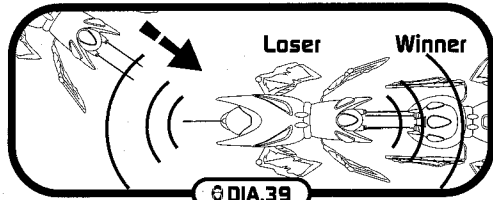
Note: If a B.I.O-Bug reduces to below Skill Level 1 after B.I.O. Combat, it will have a B.I.O. Failure. Press the RESET button to restore life (see Reset B.I.O-Bug section).

PANIC SIGNAL:

A B.I.O-Bug has a back-up defence system when it is defeated in B.I.O. Combat. A Panic Signal is triggered when the loser retreats from B.I.O. Combat, alerting other B.I.O-Bugs of the same species in the close vicinity to come and help!

Receiving a Panic Signal:

1. When a Panic Signal is received by a B.I.O-Bug (from its own species), the B.I.O-Bug decides whether or not it can help.
2. If a B.I.O-Bug thinks it can help defend the territory, then it charges forward towards the Panic Signal making a friendly greeting call (see dia.39).



3. If the 'helping' B.I.O-Bug is too afraid to fight since it is weaker, it will also retreat (see Victory and Defeat section).
4. As a B.I.O-Bug moves closer to the signal, it may come into contact with the enemy B.I.O-Bug and another B.I.O. Combat may begin! (see dia.40).

Note: No Panic Signal is sent from a B.I.O-Bug if it was defeated and has gone into B.I.O. Failure.

Note: When receiving / searching out for another B.I.O-Bug's Panic Signal, the B.I.O-Bug may lose the signal's source and end up calling off its search.

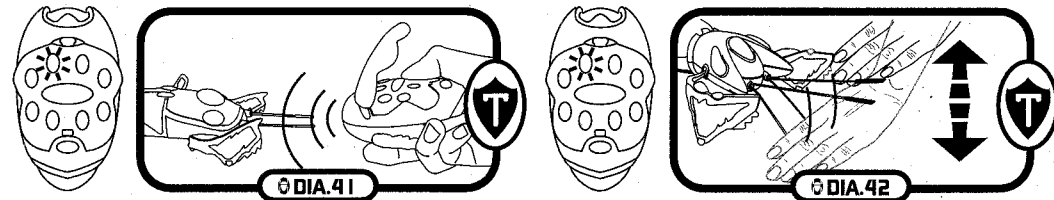
SEC.10 TRAINING

Manually train your B.I.O-Bug's ability in combat, to increase one skill level at a time. Challenge your B.I.O-Bug's strength too much, and its skill level will decrease!

TO MANUALLY TRAIN:

1. Point the hand controller towards the B.I.O-Bug's eyes. Press and hold the TRAINING button until you hear a loud fighting roar and growl (see dia.41).
2. Then take hold of the B.I.O-Bug and stimulate the front antennas, this training method simulates real B.I.O. Combat (see dia.42).
3. At this point, the B.I.O-Bug has an equal chance of increasing or decreasing its skill level.
4. Stroke the antennas too much and it will start making a squealing sound and shiver. This means that you have over worked the B.I.O-Bug and it has lost two skill levels.
5. Stop stroking the antennas at the right moment and the B.I.O-Bug will build up enough strength to gain one skill level, succeeded with a victory cry!

Helpful Tip: To check the B.I.O-Bug's current skill level, see the chart in the Skill Levels section or press and hold the SKILL LEVEL button on the hand controller until it stops moving.



SEC.11 B.I.O. FAILURE

All B.I.O-Bugs are vulnerable to B.I.O. Failure, a condition that causes all its internal mechanisms to stop functioning! The first signs of B.I.O. Failure are shivering then a deactivation sound is released, followed by the B.I.O-Bug completely stopping all movements and turning its eyes off.

A B.I.O. FAILURE OCCURS WHEN:

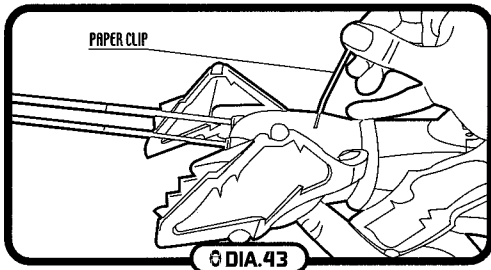
1. A B.I.O-Bug has been left hungry and unfed for more than a 24 hour period (see Feeding B.I.O-Bugs section) with the power switch in the On position.
2. A B.I.O-Bug loses a fight against another B.I.O-Bug and its skill level reduces to below Skill Level 1 (see Contact With Other Species section).
3. The B.I.O-Bug is overworked during manual Training (see Training section) and loses a practice fight, reducing it to below Skill Level 1.

SEC.12 RESET B.I.O-BUG

The only way to wake up a B.I.O-Bug after a B.I.O. Failure, is to reset all of its internal systems back to Skill Level 1, as a Baby B.I.O-Bug.

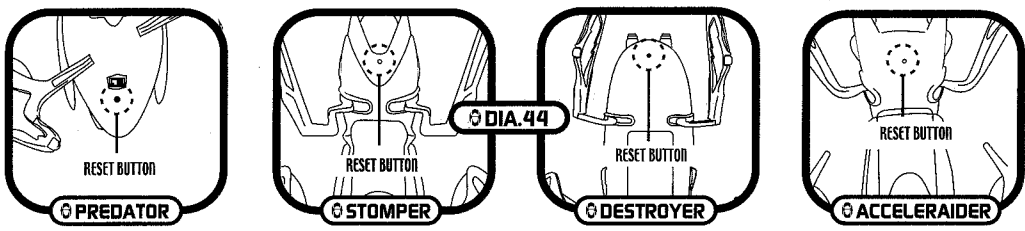
TO RESET:

1. Press RESET using a small pointed object (i.e. a straightened paper clip) and you will hear a quick "tweezing" reconnection sound (see dia.43 and dia.44).
2. OR remove the battery pack for more than approx. 3-5 minutes and reinstall (see Battery Installation and Details section).
3. Now the B.I.O-Bug has been reactivated, but as a Baby B.I.O-Bug (see Skill Levels section). It will be hungry and ready to explore its environment!



Caution: The Reset B.I.O-Bug section should be supervised or handled by an adult.

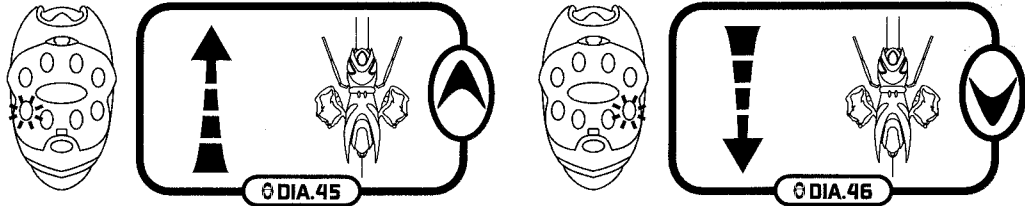
Note: It is important NOT to Reset unless necessary, as all previously learned skill levels will be lost.



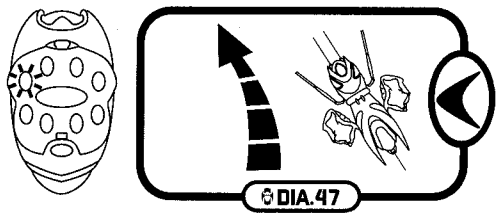
SEC.13 HAND CONTROLLER

You can interact with a B.I.O-Bug by using the hand controller! Alter the B.I.O-Bug's traveling path before it bumps into an obstacle, back it up when stuck or even direct it towards another B.I.O-Bug in the vicinity! As each B.I.O-Bug species is unique, the hand controller will only interact with its own species. When a hand controller button is pressed, a light will flash.

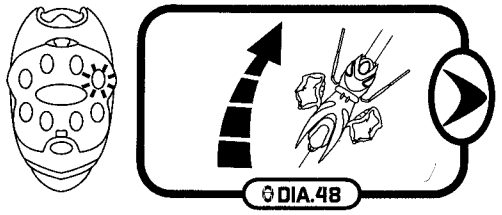
DIRECTION CONTROL:



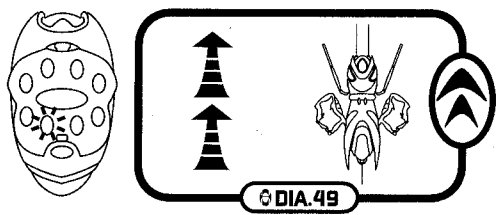
1. Press and hold the FORWARDS button to move forwards (see dia.45).
2. Press and hold the BACKWARDS button to move backwards (see dia.46).



3. Press and hold the TURN LEFT button to go towards the left (see dia.47).



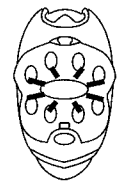
4. Press and hold the TURN RIGHT button to go towards the right (see dia.48).



5. Press and hold the FAST WALK button for a fast walk (see dia.49).

FUNCTION BUTTONS:

1. **Feeding / Follow Me** - The B.I.O-Bug wants an energy feeding when you hear it make "tweezing" sounds. Point the hand controller towards the B.I.O-Bug's eyes (with a range of up to 6 ft. or 1.8 m.) and press the FEEDING / FOLLOW ME button, a red light on the hand controller will flash.



As the B.I.O-Bug hunts for food, walk with the hand controller and it will act as a homing beacon or 'Follow Me' feeding station. The

B.I.O-Bug searches out the feeding signal in a slight zig-zagging walk, stopping to make an 'ee-ee' sound and shivering when it feeds. To quit, press the FEEDING / FOLLOW ME button again. For more information see Feeding B.I.O-Bugs section.

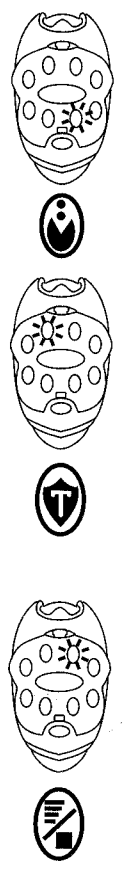
2. **Training** - Manually train the B.I.O-Bug to advance in skill levels. Point the hand controller towards the B.I.O-Bug's eyes. Press and hold the TRAINING button until it makes a loud fighting roar and growl. Then take hold of the B.I.O-Bug and gently stroke its head antennas (see Training section).

3. **Skill Level / Stop** - Identify the B.I.O-Bug's current skill level. Point the hand controller towards the B.I.O-Bug's eyes. Press and hold the SKILL LEVEL / STOP button until it stops moving. The B.I.O-Bug will blink its eyes once for every skill level (see Skill Levels section).

To stop the B.I.O-Bug, press and hold the SKILL LEVEL / STOP button for approx. 4 seconds or more. To continue walking, press any button on hand controller or flick any of its antennas.

Helpful Tip: Point the hand controller towards the B.I.O-Bug's eyes at roughly the same height as the B.I.O-Bug for best results.

Note: The B.I.O-Bug's Feeding / Follow Me function will auto-shut off after approx. 3 minutes, returning it to Autonomous Mode.



SEC.14 TAKING CARE OF YOUR B.I.O-BUG

- For best results only use Alkaline batteries.
- Do not play with B.I.O-Bugs outdoors, in thick carpet, loose gravel, slick surfaces or in bright sunlight which may interfere with Infra-red transmission.
- Do not get your B.I.O-Bug wet.
- Do not cover the B.I.O-Bugs eyes, forehead dome, rear transmitter or antennas.
- Do not overly bend or crimp B.I.O-Bug's antennas.
- Do not place objects on top of B.I.O-Bug.
- Do not place B.I.O-Bug in areas of high traffic or crowded areas.
- Supervise B.I.O-Bugs in areas containing pets or animals.
- Do not play with B.I.O-Bugs on table tops, stairs or near other edges where they may fall.
- Do not leave active B.I.O-Bugs unattended.
- Please do not step on your B.I.O-Bug.

SEC.15 LOW POWER

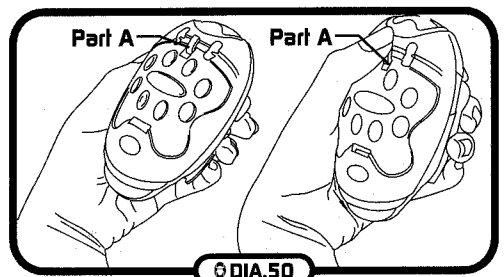
When battery power is low, the B.I.O-Bug may start to walk slowly, triggering the Low Battery Indicator (a red light) in its forehead to start flashing. As the B.I.O-Bug becomes progressively weaker, the red light flashes faster until the B.I.O-Bug cannot move and the red light glows in full (no flashing).

SEC.16 TROUBLE SHOOTING

A B.I.O-Bug is designed for fun and play. If you are having trouble with your B.I.O-Bug, try checking these areas:

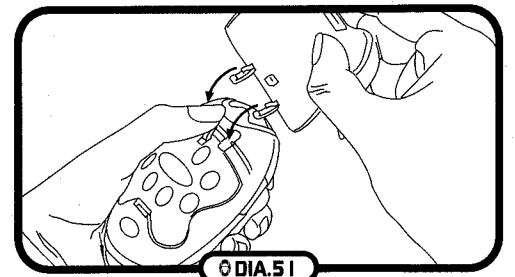
Problem:

1. Cover on the hand controller cover becomes detached:



Solution:

- a. Push in part A (see dia.50)
- b. Gently clip cover back into housing (see dia.51).

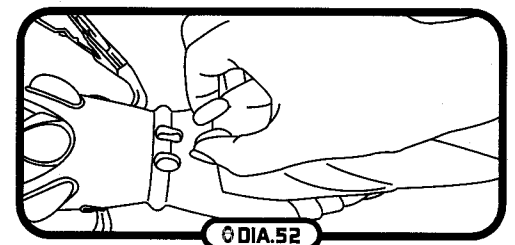


Problem:

2. B.I.O-Bug's back wing becomes detached:

Solution:

- a) Gently clip back wing back into housing (see dia.52).



3. B.I.O-Bug does not activate (no power):

- a) Check your B.I.O-Bug is switched to the ON position (see dia.07).
- b) Check batteries are inserted correctly and polarity of batteries follows battery diagram illustration (see dia.03).
- c) Check that batteries have been inserted into both sides of battery holder (see dia.03).
- d) Ensure that battery screw is tightened properly and battery cover is fully closed.
- e) Change batteries for fresh alkaline batteries (see dia.01 to dia.04).
- f) RESET your B.I.O-Bug, see Sec. 12 Reset B.I.O-Bug.

4. Function Buttons on Hand Controller do not seem to work:

- a) Check both B.I.O-Bug and Hand Controller are switched to the ON position (see dia.05 & dia.07).
- b) Check Hand Controller is the correct controller type for the species to be fed (Hand Controller color matches B.I.O-Bug color).
- c) Point Hand Controller at the B.I.O-Bug's eyes roughly along the same height level as the B.I.O-Bug (see dia.23).
- d) Check that B.I.O-Bug's eyes or front of Hand Controller are not blocked preventing signal transmission.
- e) Use B.I.O-Bugs indoors. Bright sunlight may interfere with Infra-red transmission.

Problem:
(continued...)

4. **Function Buttons on Hand Controller do not seem to work:**

Solution:

- f) Check to see if there is fluorescent lighting, if yes, this may impair function control. Play with B.I.O-Bug in area that does not use fluorescent lighting.
- g) Change batteries for fresh alkaline batteries (see dia.01 to dia.04).
- h) RESET your B.I.O-Bug, see Sec. 12 Reset B.I.O-Bug.

5. **B.I.O-Bug makes strange bleeping sounds, continuously shivers, legs jam or is behaving in an unusual manner:**

- a) RESET your B.I.O-Bug, see Sec. 12 Reset B.I.O-Bug.
- b) Change batteries for fresh alkaline batteries (see dia.01 to dia.04).

6. **B.I.O-Bug is walking slower than before:**

- a) It may be hungry and need an energy feeding, see Sec. 06 Feeding B.I.O-Bugs.
- b) Battery power may be low, check if a red light is flashing in the B.I.O-Bug's forehead, see Sec. 15 Low Power.
- c) It may have changed back to a baby B.I.O-Bug after B.I.O. Combat, see Sec.05 Baby B.I.O-Bug.

7. **B.I.O-BUG. does not follow / receive the FEEDING signal:**

- a) Check that red light is flashing in center of hand controller, if not, press the FEEDING button on the hand controller.
- b) Ensure B.I.O-Bug is within a 6 ft. or 1.8 m. range.
- c) Ensure the hand controller is within line of sight of the B.I.O-Bug.
- d) See Problem 3 (no power).

8. **B.I.O-Bug has completely stopped moving, but its eyes are still blinking:**

- a) Wake it up by pressing the FEEDING button on the hand controller (see dia.23).
- b) Flick any of its antennas, see Sec.06 Power Down Mode.

9. **B.I.O-Bug has completely stopped moving and its eyes have turned off:**

- a) B.I.O. Failure may have occurred and you need to RESET your B.I.O-Bug, see Sec. 12 Reset B.I.O-Bug.
- b) No battery power, see Problem 3.

Problem:

10. **B.I.O-Bug keeps backing up:**

Solution:

- a) Check to see if red light in the B.I.O-Bug's forehead is flashing indicating that battery power is low, see Sec.15 Low Power.
- b) Check to see if its legs keep getting trapped (i.e. in thick carpet).

11. **B.I.O-Bug avoids B.I.O. Combat (does not fight):**

- a) Check to see if it is a baby B.I.O-Bug, which will not fight, see Sec.05 Baby B.I.O-Bug.
- b) Check to see that both B.I.O-Bugs are of different species or Predator species.
- c) Check if both B.I.O-Bugs have a big difference in skill level, if yes, then the weaker one will run away, see Sec.09 B.I.O. Combat.
- d) Ensure that both B.I.O-Bugs are exchanging information at the same time by flicking the rear antennas at the same time.
- e) Ensure that both B.I.O-Bugs are directly facing each other and in close contact.

12. **No B.I.O-Bug seems to receive the Panic Signal:**

- a) Check to see that 'helping' B.I.O-Bug is the same species as the B.I.O-Bug sending the Panic Signal.
- b) Check that both B.I.O-Bugs are within a 6 ft. or 1.8m. range before or shortly after the Panic Signal was sent.
- c) Ensure that 'helping' B.I.O-Bug is facing in the direction of the Panic Signal's source.
- d) Check that 'helping' B.I.O-Bug is a higher level than the loser B.I.O-Bug, see Sec.07 Skill Levels.
- e) No Panic Signal was sent. The defeated B.I.O-Bug decreased to below Skill Level 1 and went into B.I.O. Failure.

13. **Training does not seem to work:**

- a) Baby B.I.O-Bugs cannot be trained, instead first feed the baby B.I.O-Bug. Upon reaching Skill Level 2, the B.I.O-Bug can now be trained.
- b) Ensure that front antennas are not stroked too vigorously.
- c) See Problem 4.