Aibotoys Hangman v.1.0 - How to Install

Step 1. DOWNLOAD the files from the web site at the location given to you when you purchased the software. This is your electronic delivery. Keep the files you download in a safe place so you always have a copy!

Step 2. With your AIBO Programming Memory Stick in the reader, OPEN THE MEMORY STICK DRIVE from the My Computer icon. Your memory stick drive is usually drive E:\ or F:\ .

> Note: Install * ONLY * on a Sony AIBO Programming Memory Stick model number ERA-MS016 or ERA-MS008.

> Note: You absolutely need a Sony brand memory stick reader to program the AIBO Programming Memory Stick. Any other brand can corrupt the memory stick sooner or later.

If there are files already on the Programming Memory Stick, keep a backup of your important files if you had any. Then REMOVE the existing "open-r" directory on the Programming Memory Stick.

Step 3. Double-click the file "Aibotoys-Hangman-v1.0-ERS-xxx.zip" you downloaded. In Winzip, PRESS THE "EXTRACT" BUTTON on the tool bar, select the drive letter where your Programming Memory Stick is located (ex. E:\ or F:\ as in Step 2), make sure the "Use folder names" is selected, then press the "Extract" button to install the files.

> Note: You will need a version of the WinZip program from http://www.winzip.com for this installation.

Step 4. VERIFY that you now have the following files in your memory stick drive (Open your E:\ or F:\, as in step 2):
> Aibotoys.txt
> Aibotoys Hangman v. 1.0 user manual.pdf
> Redist_E.txt
> Redist_J.txt
> OPEN-R\   (This directory contains about 3.5MB of data)

Step 5. Put your Programming Memory Stick in your AIBO, and enjoy the game!

> Email us at contact@aibotoys.com if you need any help!

Aibotoys Hangman v. 1.0 – How to Play

Aibotoys Hangman is an AIBO version of the traditional game "Hangman". In this game, AIBO randomly selects one word from its secret 100 words dictionary, and will tell you how many letters the word has. Your objective is to find out which word was chosen, before you miss 8 times!

> Note: The Aibotoys Hangman program is made using Sony's R-Code technology and is very large. It requires approximately two minutes when waking up AIBO.

To play Hangman with AIBO, insert your Programming Memory Stick in AIBO and wake up your AIBO. The program will take about 2 minutes to start up, then AIBO will select a word. Afterwards, you will hear AIBO say how many blanks there are in the word, and ask you to select a letter. Press the left and right paw sensors until you hear the letter you want to try, and press the head sensor (ERS-310 owners: rotate the tail clockwise) to confirm. AIBO will then tell you if the letter was found or not, and will replace any blank you discovered by the appropriate letters. You have 8 chances for selecting the wrong letter, so be quick!

> Note: All feedback from AIBO is given via audio instructions. Make sure to turn on the volume on AIBO so you can hear it.

ERS-311/312 and ERS-31L Command Summary
- Hangman
    - Select next letter : Press AIBO's Left paw sensor (your Right hand)
    - Select previous letter : Press AIBO's Right paw sensor (your Left hand)
    - Confirm selected letter : Rotate the Tail Clockwise
    - Repeat the letters you found : Rotate the Tail Counter-Clockwise
    - Give up : Hold the Tail to the AIBO's Left for 3 seconds
- After a game ("Would you like to play again?")
    - Repeat the last word you had to guess : Rotate the Tail Counter-Clockwise
    - Change yes/no selection : Press AIBO's Left paw sensor (your Right hand)
    - Change yes/no selection : Press AIBO's Right paw sensor (your Left hand)
    - Confirm selection : Press the Head sensor (the "antenna" switch)

ERS-220/220A Command Summary
- Hangman
    - Select next letter : Press AIBO's Left paw sensor (your Right hand)
    - Select previous letter : Press AIBO's Right paw sensor (your Left hand)
    - Confirm selected letter : Press the Head sensor (i.e. the "antenna")
    - Repeat the letters you found : Press the Back sensor (i.e. the round button)
    - Give up : Hold the Face sensor for 3 seconds
- After a game ("Would you like to play again?")
    - Repeat the last word you had to guess : Press the Back sensor (i.e. the round button)
    - Change yes/no selection : Press AIBO's Left paw sensor (your Right hand)
    - Change yes/no selection : Press AIBO's Right paw sensor (your Left hand)
    - Confirm selection : Press the Head sensor (i.e. the "antenna")

ERS-210/210A Command Summary
- Hangman
    - Select next letter : Press AIBO's Left paw sensor (your Right hand)
    - Select previous letter : Press AIBO's Right paw sensor (your Left hand)
    - Confirm selected letter : Press the Head sensor
    - Repeat the letters you found : Press the Back sensor
    - Give up : Hold the Jaw sensor for 3 seconds
- After a game ("Would you like to play again?")
    - Repeat the last word you had to guess : Press the Back sensor
    - Change yes/no selection : Press AIBO's Left paw sensor (your Right hand)
    - Change yes/no selection : Press AIBO's Right paw sensor (your Left hand)
    - Confirm selection : Press the Head sensor

General precautions when using your Aibo

The following precautions should always be taken when using your Aibo, whether using Aibotoys Hangman or not:

- Never apply pressure against AIBO's articulations, especially when trying to activate a sensor while Aibo is moving;
- Don't allow your Aibo to swing it's head rapidly between different pink objects; you should not leave pink objects around if AIBO's ball tracking is going to be used;
- When starting your Aibo, don't let it rest on a sticky surface, such as the supplied game board or tile flooring.

Made in Canada.
Aibotoys web site: http://www.aibotoys.com
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