

# PERCIVAL

## THE GENIUS



**Your robot friend that  
plays with you**



Read instructions carefully

The robot consists of (fig. 1)  
and a remote control unit (fig. 2)

COLOURED FIXED LENSES

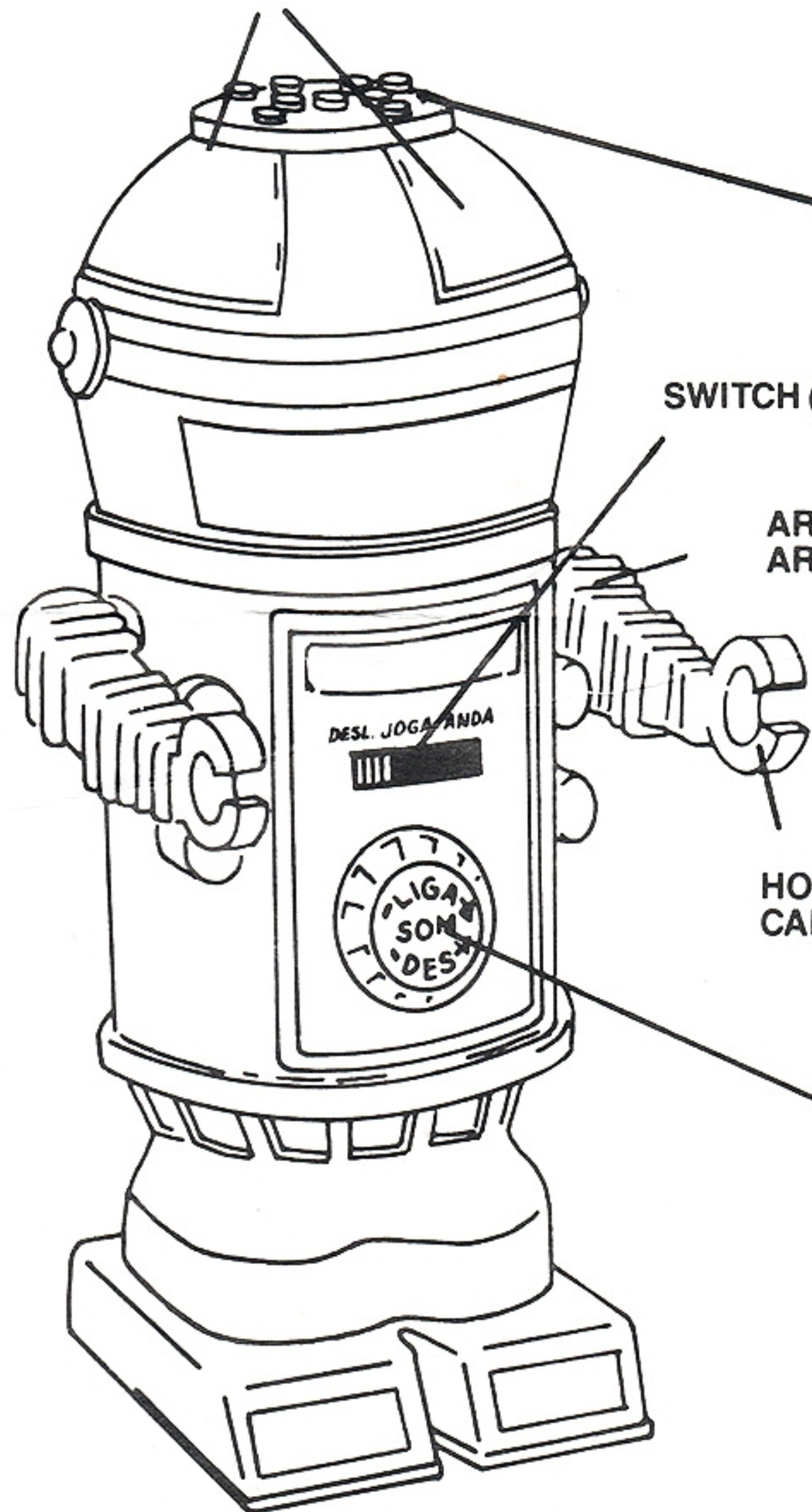


Figura 1

SWITCH (OFF - PLAY - WALK)

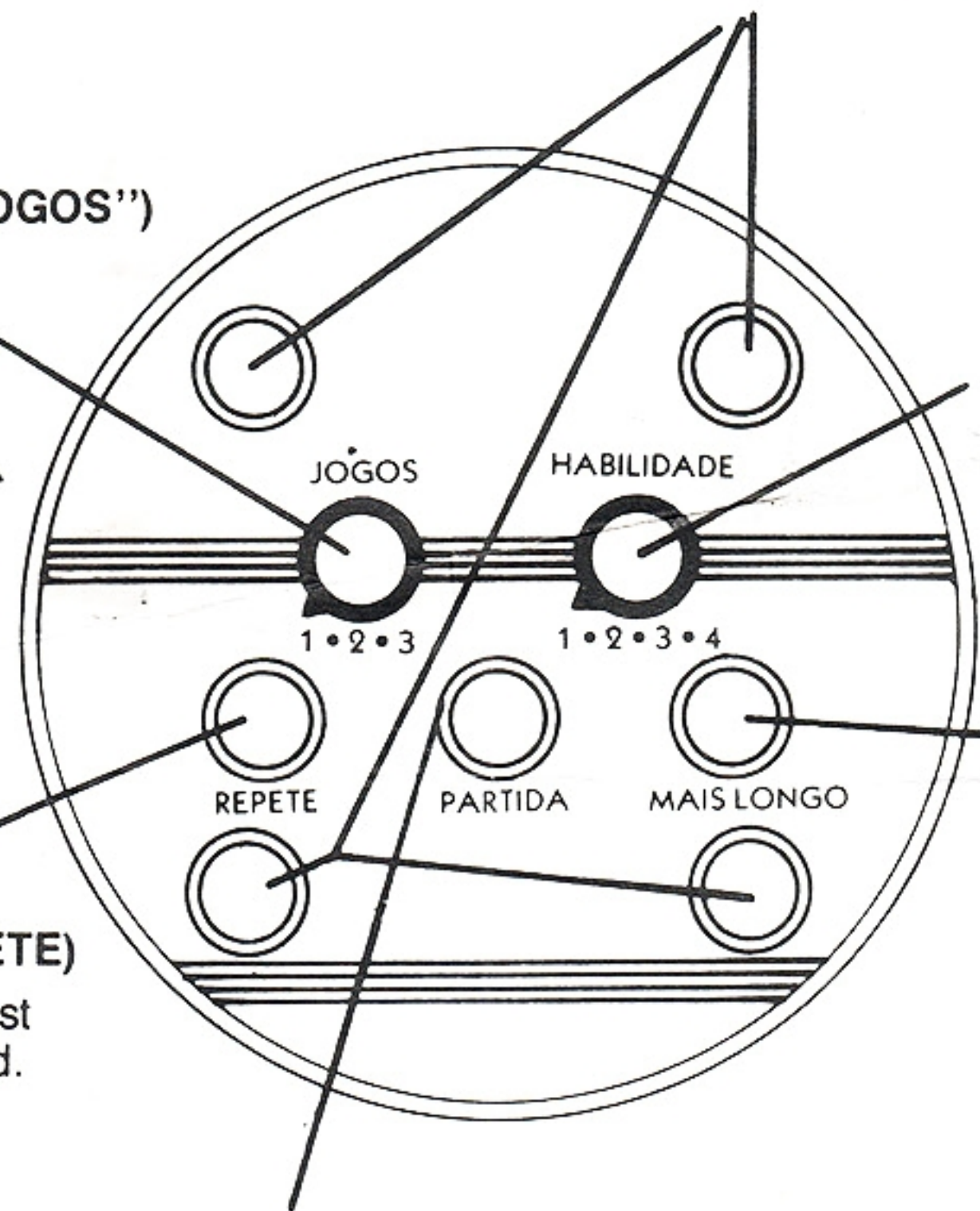
ARTICULATED  
ARMS

HOOK FOR  
CARRYING

SOUND SWITCH ON  
- SWITCH OFF

GAME SELECTOR BUTTON ("JOGOS")

SOUND LENSES



REPEAT BUTTON (REPETE)

Pushing this button the last  
sequence will be repeated.

Push this button to start  
playing (Partida).

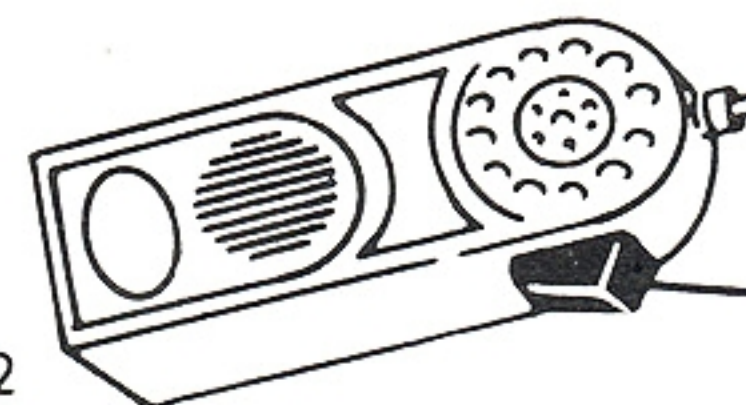
ABILITY LEVEL BUTTON  
(HABILIDADE)

Position 1 = 8 sequences  
Position 2 = 14 sequences  
Position 3 = 20 sequences  
Position 4 = 31 sequences

LONGEST SEQUENCE BUTTO<sup>M</sup>  
(MAIS LONGO)

Pushing this button as the end  
of the game PERCIVAL will  
repeat the longest sequence  
obtained during the game.

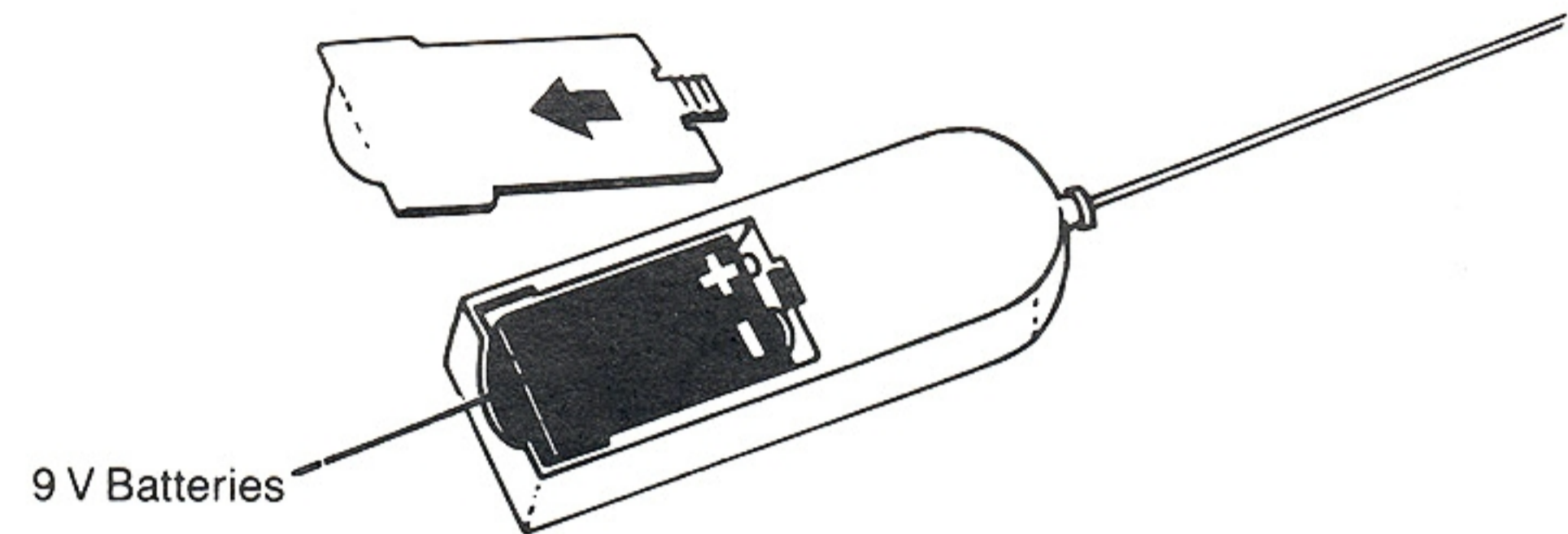
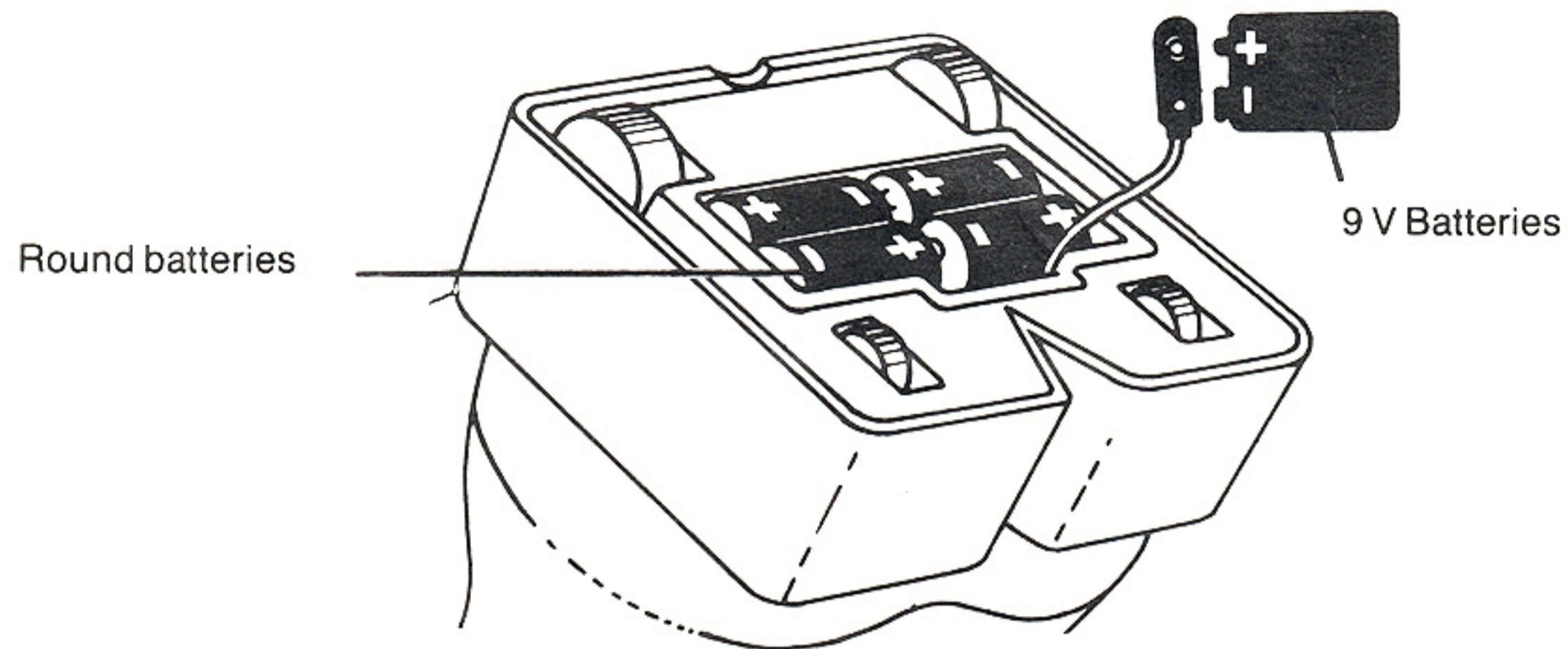
Figura 2



REMOTE CONTROL BUTTON

# BATTERIES

The robot uses 4 batteries of 1.5 V and 1 battery of 9 V.  
The remote control unit uses 1 battery of 9 V.  
Insert batteries as shown in illustrations.



## IMPORTANT:

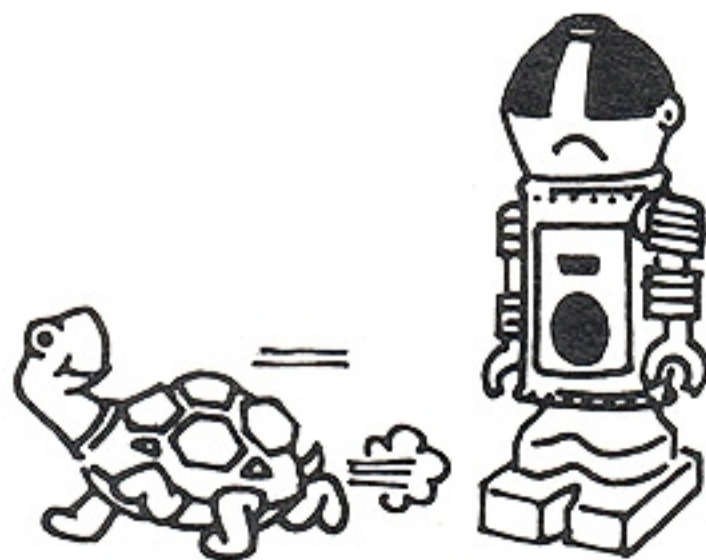
Be sure the switch is in the off position when inserting the batteries.

# CHECKING THE BATTERIES

When the movements of the PERCIVAL become slow, the batteries have to be changed.

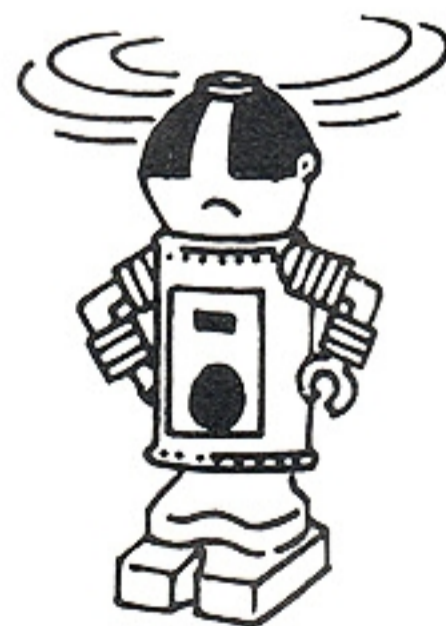
## SPEED IS SLOWING DOWN

1. Check whether the wheels are obstructed.
2. Check whether the contacts are well pressed against the batteries.
3. Check whether the batteries are charged.



## DOES NOT RESPOND TO THE REMOTE CONTROL

1. Check whether the contacts are well pressed against the battery
2. Empty battery



## FAILING OF REMOTE CONTROL UNIT

1. Check whether the contacts are well pressed against the battery
2. Empty battery.

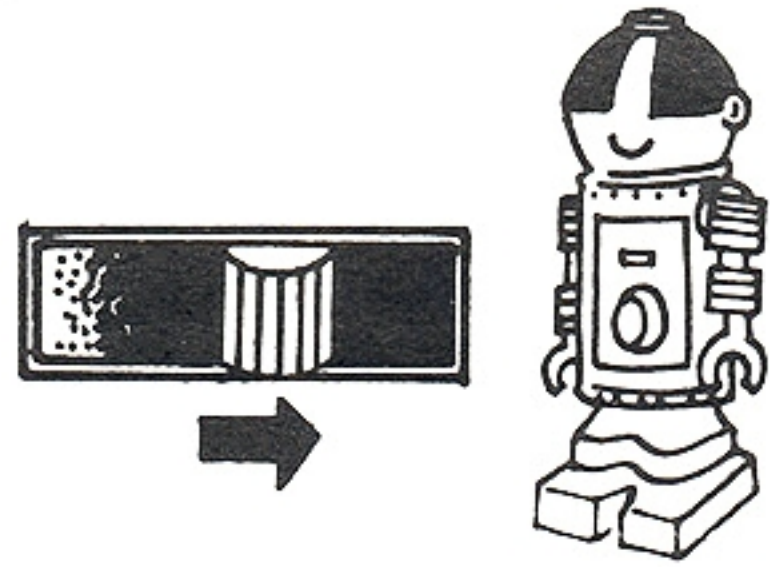


## BASE OF PERCIVAL TREMBLES

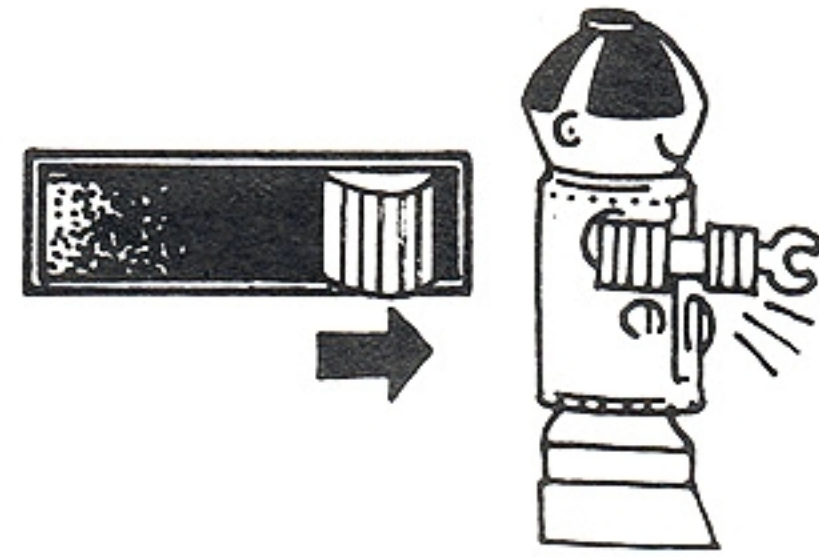
Check whether wheels are obstructed.



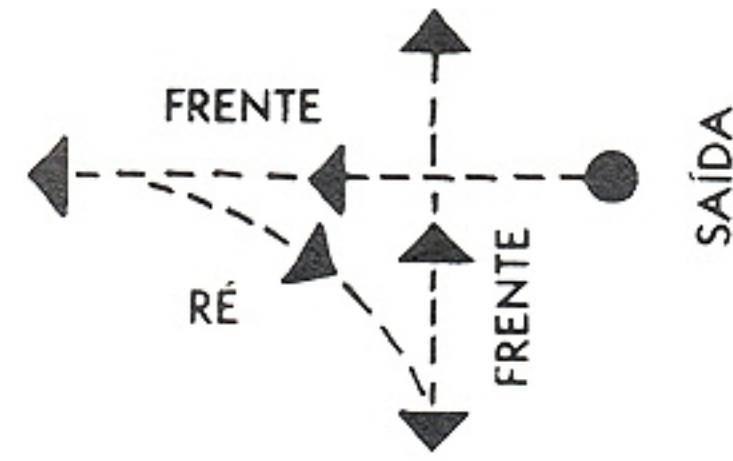
# OPERATING INSTRUCTIONS



1. The switch is located in the front part of the PERCIVAL
2. Switch into the "joga" position: PERCIVAL is ready to play and walk



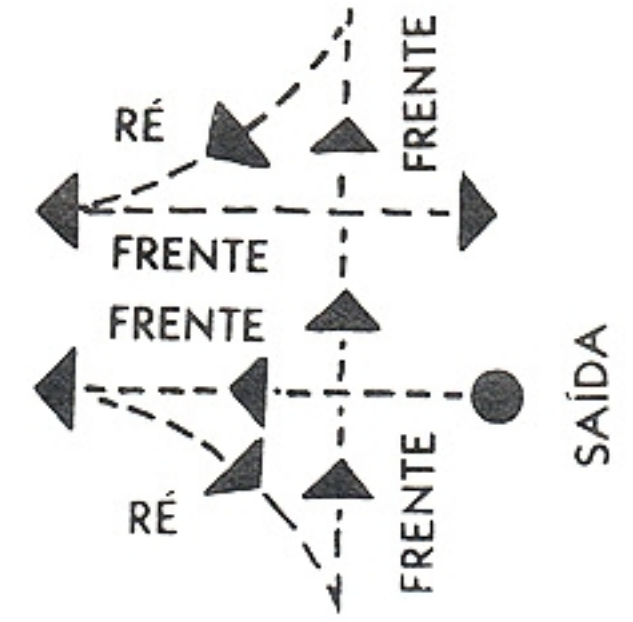
3. With the switch in the "anda" position the PERCIVAL will walk forward making an electronic sound and flashing the light on his head.



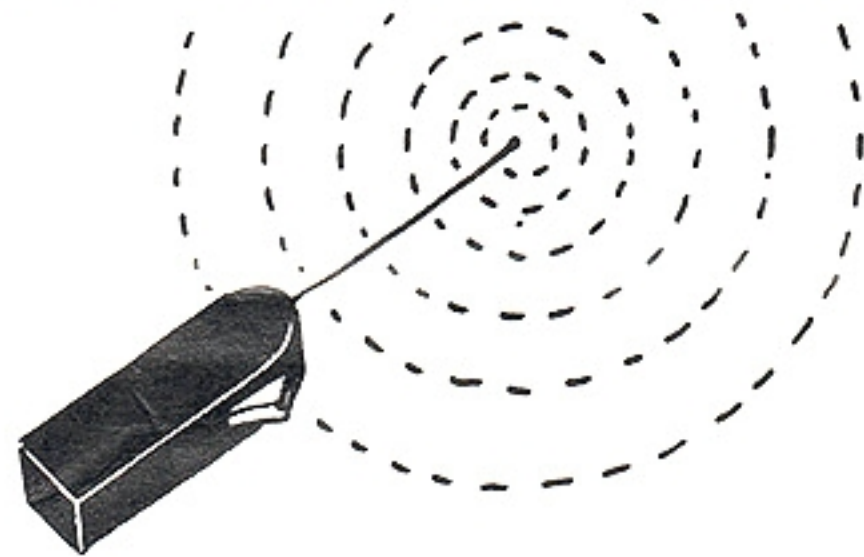
4. Pushing the button of the remote control unit, PERCIVAL will walk backward making a turn.



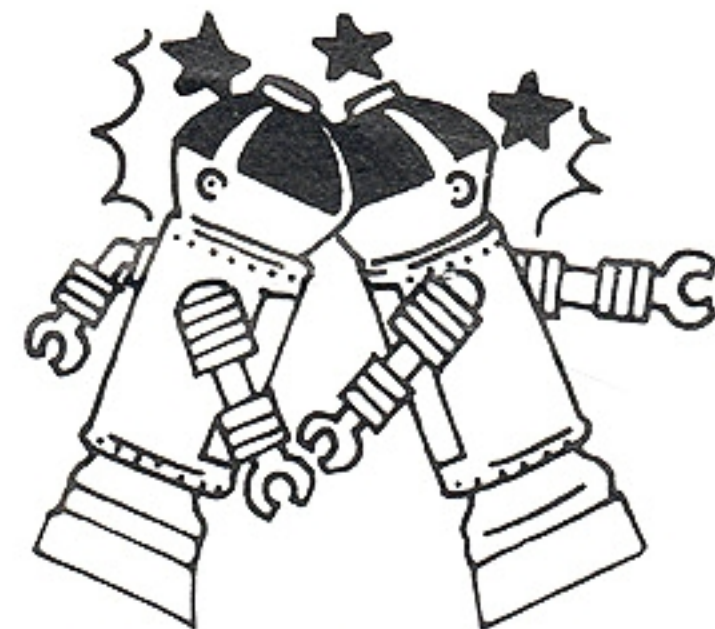
5. Hold the antenna of the remote control unit in a vertical position.



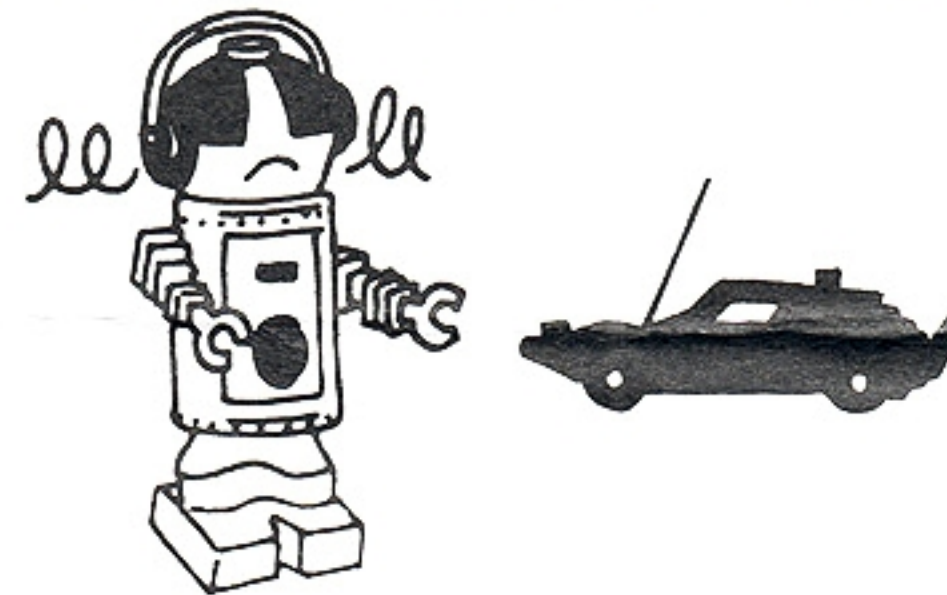
6. PERCIVAL moves in the following directions: Straight-forward, and backwards making a turn.



PERCIVAL has been projected to operate at a maximum distance of about 60 m.



PERCIVAL operates in a frequency of 40 Mhz. For this reason when playing with 2 PERCIVALs together, interference will occur.



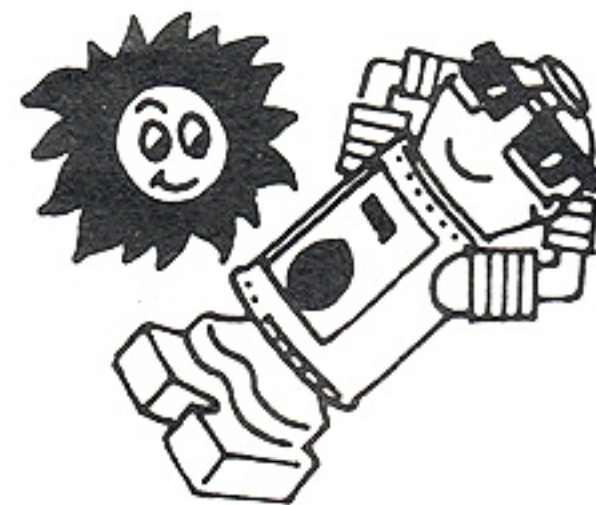
Interference may also be caused by other sources such as Radio hams and other electronic toys operating in the same frequency.



Play on a clean and smooth surface, preferably outside and avoid wet surfaces.



Do not play with the PERCIVAL on carpets or grass.



Do not expose PERCIVAL to heat sources, fire, and direct sun.



Never operate PERCIVAL when he is on a steep surface.

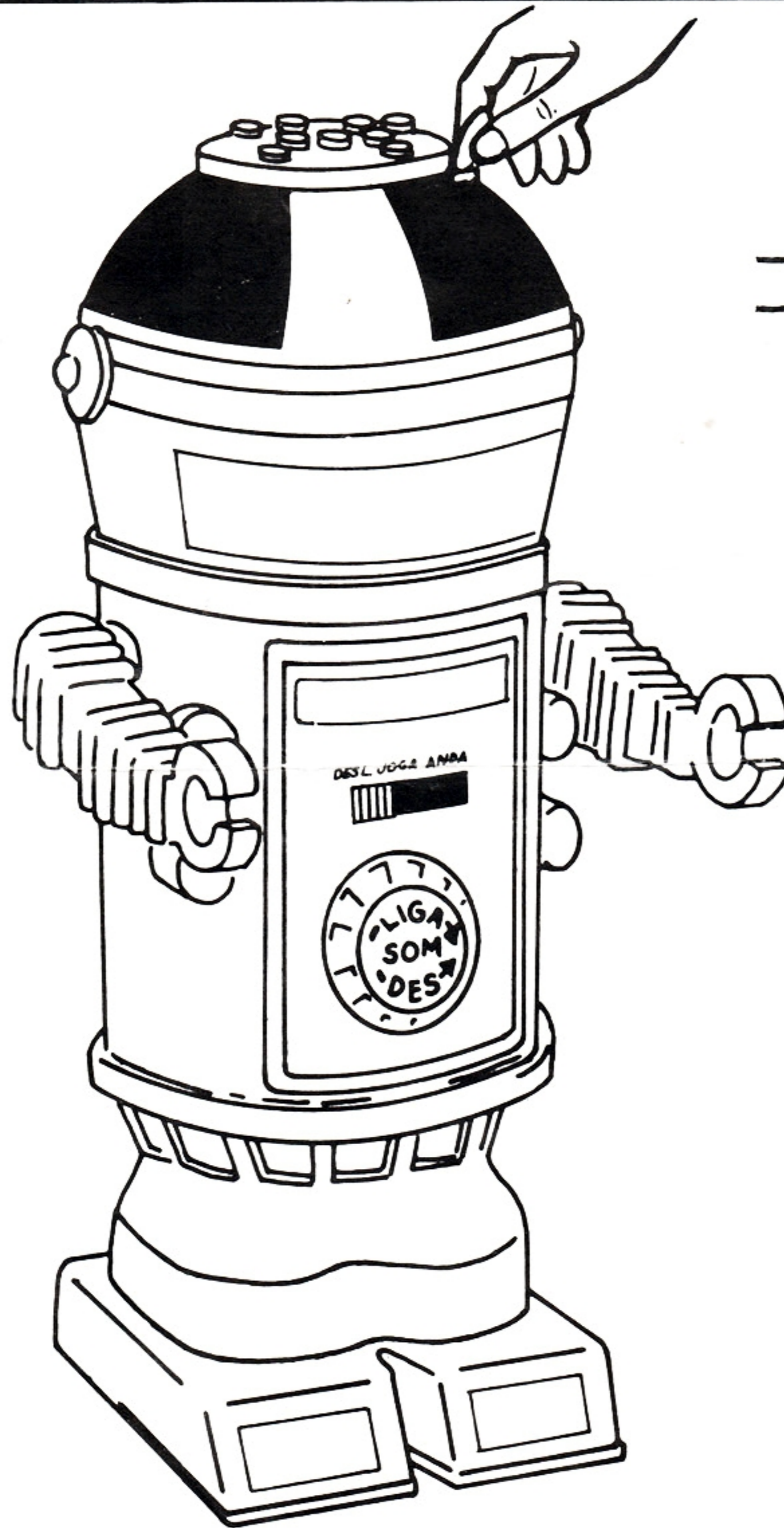
# CONTROL OF THE PERCIVAL COMPUTER

## 1. IF THE LIGHTS AND/OR THE SOUND DOES NOT FUNCTION:

- the batteries positions are not correct.
- the batteries are empty.
- the batteries do not make proper contact.

## 2. IF ONE OF THE LIGHTS DOES NOT FUNCTION.

Check whether the lamp is burnt down or whether it makes proper contact.



## REPLACEMENT OF LAMPS

- Put the switch in the off position (Desl.)
- Use a coin to open compartment (see illustration).
- The lamps used for the lenses are 3 V.
- To close the compartment, first insert the lower part and then push the upper part gently in its place.

## 3. IF LIGHTS GO ON IN A DISORDERLY FASHION OR IF SOUNDS ARE IRREGULAR.

Charge batteries.

## 4. WEAK LIGHT OR SOUND.

Charge batteries.

## HOW TO PLAY: GAME N° 1    PERCIVAL STARTS

### OBJECT

Repeat correctly the sequence of signals: Sounds and lights as long as you can.

1. Put the switch into "Joga" position.
2. Turn the game level button in position 1, 2, 3, or 4 (jogos).
3. Push the play button (partida) and PERCIVAL will give the first signal.
4. Repeat the signal pushing the lens of the corresponding colour.
5. PERCIVAL will repeat the same signal and will add another one.
6. Now repeat the 2 signals and PERCIVAL will add one more.
7. PERCIVAL will automatically increase the speed sequence of the signals.
8. If you do not manage to correctly repeat the sequence of the signals or if you need more than 5 seconds to repeat one signal PERCIVAL will reply with a false note.

If you manage to repeat correctly the sequence of the signals, PERCIVAL will congratulate you with an accoustic sound.

## GAME N° 2. THE PLAYER STARTS (1 OR MORE PLAYERS)

### OBJECT

Create an each time longer signal sequence.

1. Push the start button (partida). Put the switch into the "Joga" position.
2. Turn the game selector button ("Jogo") to position 2.
3. Turn the ability button level (habilidade) to position 4.
4. Push the start button (partida) again. PERCIVAL will give the first and only signal.
5. Repeat PERCIVAL'S signal and add one more, repeat the sequence and add another signal and so on. The speed must be as high as possible.
6. If you make an error or if it takes too long, PERCIVAL will advise that you lost.
7. Push the repeat button ("repete") and you will be informed by the number of sounds how many points you scored. At the same time PERCIVAL will repeat the last sequence played.
8. If you want to win from PERCIVAL you will have to repeat a sequence of 31 signals.

## GAME N° 3 "CHOOSE YOUR COLOUR" (2, 3 OR 4 PLAYERS)

### OBJECT

Repeat correctly the longest possible signal sequence.

1. Put the switch to play position ("Joga").
2. Turn the game selector ("Jogos") to number 3.
3. Turn the ability level button ("habilidade") to number 4, the longest sequence you can obtain is 31 signals.
4. Each player chooses his colour and will use only that colour during the game.
5. Press the "partida" button and PERCIVAL will give the first signal.
6. The player that chooses the same colour as the one given by PERCIVAL has to repeat the signal.
7. The game continues in the same way as game number 1, however, each player continues with his chosen colour in the right sequence.
8. If he does not follow the right sequence or if he needs more than 5 seconds, PERCIVAL advises and his colour will be eliminated from the game.
9. PERCIVAL will start a new game with the colours that stayed in the game. The player who remains longest in the game is the winner and PERCIVAL will confirm this with 6 short signals corresponding to the colour chosen by the winner.