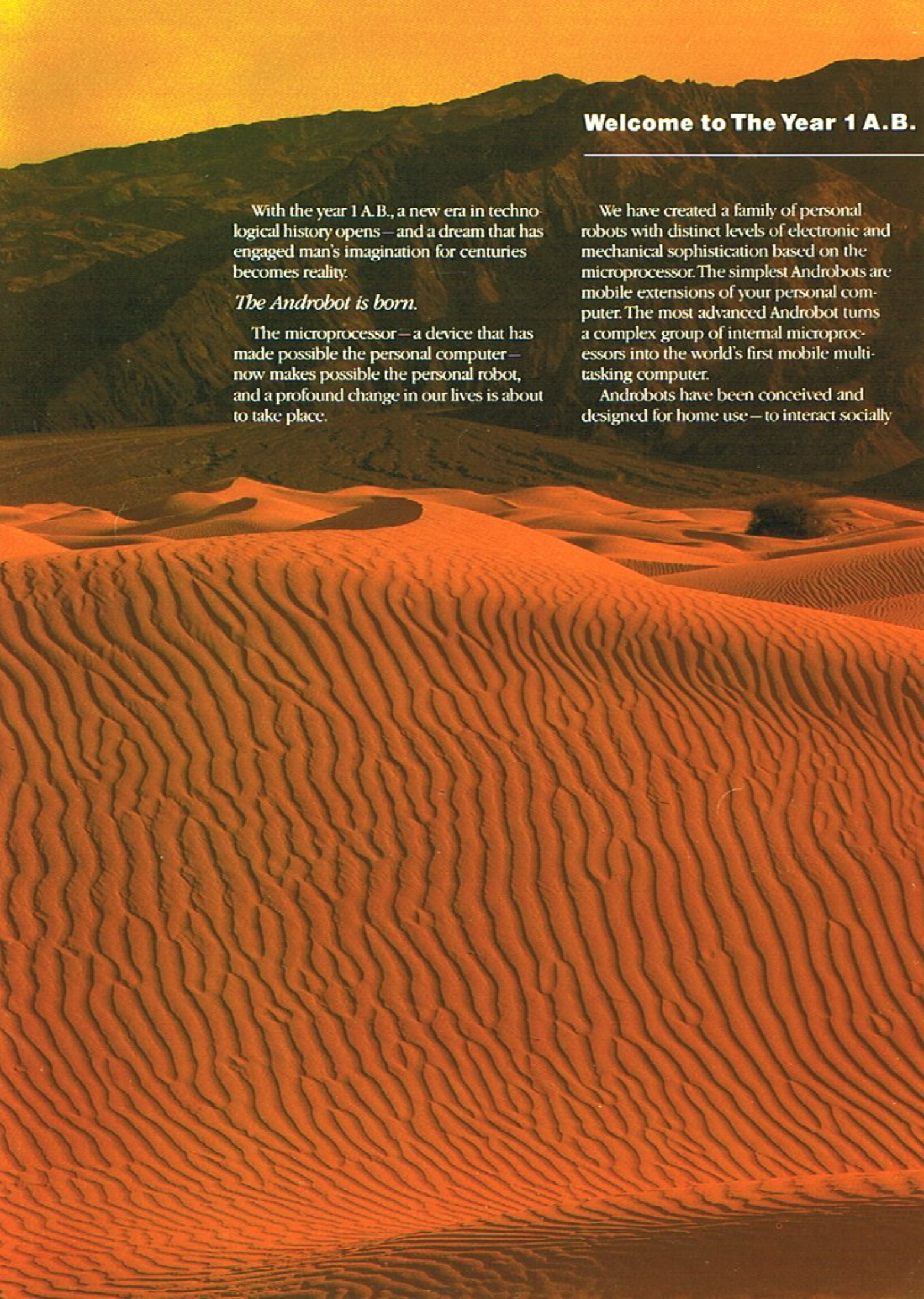You're in The Year 1 A.B.

With the year 1 A.B., a new era in techno logical history opens — and a dream that has engaged man's imagination for centuries becomes reality.

The Androbot is born.

The microprocessor — a device that has made possible the personal computer — now makes possible the personal robot, and a profound change in our lives is about to take place.

We have created a family of personal robots with distinct levels of electronic and mechanical sophistication based on the microprocessor. The simplest Androbots are mobile extensions of your personal computer. The most advanced Androbot turns a complex group of internal microprocessors into the world's first mobile multi-tasking computer.

Androbots have been conceived and designed for home use — to interact socially

Your guide to the new age of personal robots has a mind of his own.

B.O.B. (Brains On Board) is independent: He makes autonomous decisions to move, to avoid objects, to choose a human friend, to communicate. He decides what his next action will be.

Androbot B.O.B. is the leader of personal robot technology. He's more than a mobile computer — he's also a friend. Like all Androbots, B.O.B. has been designed for home use.

And like all Androbots, B.O.B. contains a most remarkable engineering feature:

Planned expandability.

B.O.B. has been designed to grow with advancing technology. Your B.O.B. can accept software and accessory items available today and his native intelligence, skill levels and memory powers can be continually upgraded in the future.

His skills today are remarkable.

B.O.B.'s robot "brain" gives him the ability to "see," to "remember," to "walk" and to "communicate" based on the computer software with which he's been programmed.
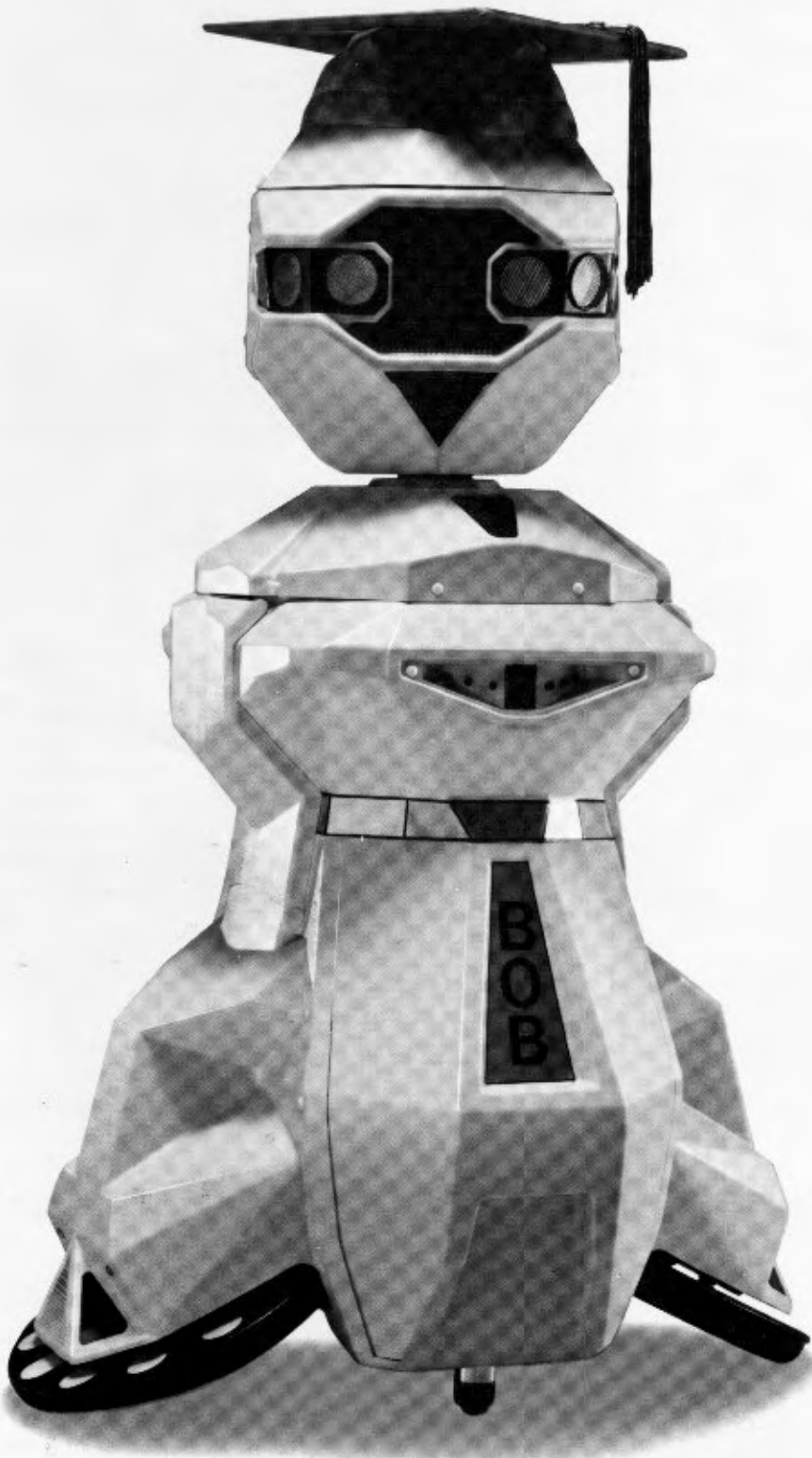
Two Intel 8086 microprocessors and 3 megabytes of operating capacity give B.O.B. his impressive abilities. Ultrasonic sensors allow him to determine the position and range of objects within ½ inch. Infrared sensors let him detect and go to humans.

B.O.B. can communicate in three ways: he comes with "stored speech" already in his memory; with optional accessories you can program him to speak, either through a computer keyboard or by recording your own voice and adding it to B.O.B.'s memory.
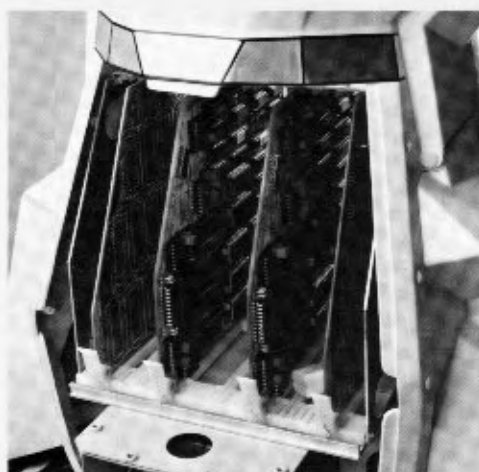
The Androbus™: rapid transit for a growing B.O.B.

At the core of B.O.B.'s electronic intellect is the Androbus™ and his powerful operating system. It's the stem connecting present and future components of B.O.B.'s "brain."

The Androbus is configured to accept whatever software cartridges or peripherals the future will bring. B.O.B.'s capacity for expansion is greater than any personal computer ever built!

B.O.B.'s programmer package (optional).

If you're a computer buff, then B.O.B.'s Programmer Package is for you. With it, you cable-connect him to any ASCII terminal and have access to high-level control functions using his specially created Androbot Control Language (ACL™) similar to Forth.™ Now you can easily write your own program and create a B.O.B. unlike any other B.O.B. in the world—one that says and does whatever your mind can conceive and your programming skills accomplish.

B.O.B.'s Androbus, handles up to 3 megabytes of operating capacity with slots for expansion.
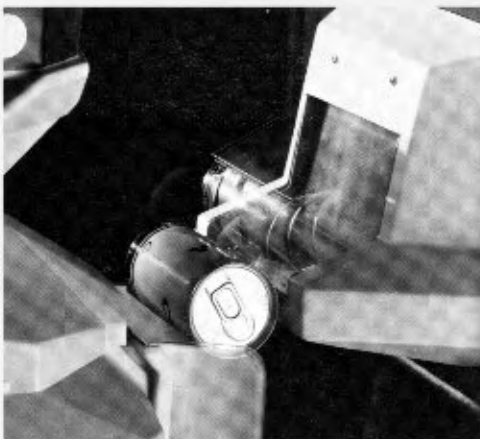

B.O.B. and Andromotion.™

B.O.B., like Androbot Topo, enjoys a unique drive system that provides maximum stability and safety with optimum maneuverability and control. It's called Andromotion,™ and it provides stability on just two independently-driven wheels. Andromotion gives B.O.B. a unique personal gait. And he will never tip over or run over an object in his path.

B.O.B. tomorrow.

As exciting as B.O.B. is today, he'll be even more so tomorrow. As software and associated hardware accessories are developed, his ability to perform utilitarian tasks around the home will increase—dramatically. He'll fetch a frosty can of your favorite brew from his optional AndroFridge.™ He'll entertain your guests and help educate your children. An AndroSentry™ cartridge will enable him to patrol and safeguard your home. And B.O.B. will have voice recognition. He'll react to your voice and appropriately carry out a variety of tasks.

You'll watch B.O.B. grow with each technological advance. And you'll be an active participant in the Age of Androbotics.

B.O.B.'s Androwagon, with fruit and friend.

B.O.B. lasts.

Even a cursory look reveals that B.O.B. is no toy. Industrial grade batteries, machined steel shafts, high-torque motors and cast aluminum gearboxes assure structural integrity throughout.

Meet Topo™

He's a mobile extension of your personal computer.

He teaches you about computers. He entertains. Socializes. He's one of the family. Your friend and guide to the incredibly sophisticated new Age of Androbotics. He's Topo. You'll wonder how you ever got along without him.

You command: Topo performs.

Once you've acquainted Topo with his new home, a simple computer command or joystick movement will start him off and running. For instance, while you're in the kitchen, the keyboard command "Topo to patio" will send him scurrying over a previously-memorized route to serve drinks to guests from his optional Androwagon." A wireless infrared communications link relays information between Topo and your computer throughout your house.

Topo software is available now for Apple™ computers, and will soon be available, along with new Topo software, for all popular personal computers.

Multi-talented Topo.

You can direct Topo to speak in many languages with his optional programmable voice. Or make him sing by controlling the pitch, volume and speed of his speech.

With Topo's optional joystick "teach mode" you'll maneuver him around the room while the computer saves the list of commands being executed. Later, you can replay the action and voice routines and watch Topo do his stuff again and again. He doesn't forget.

You'll never tire of Topo because Topo never stays the same. He keeps growing, expanding his capabilities, getting smarter with every new software program, getting more useful with every new hardware accessory. Your fun and your wonder will grow along with him!

Meet F.R.E.D.™

He's a creative extension of your personal computer.

As a junior member of the Androbot family, F.R.E.D. is an educational introduction to the world of personal robots. His size is small (12 inches), but his abilities are spectacular.

F.R.E.D. (Friendly Robotic Educational Device) can be on the go almost anywhere you choose, on the floor or on a table top. And he can be controlled by his portable Remote Infrared Controller or via your personal computer keyboard or joystick. When you use your computer and his software to guide him, he's constantly updating your computer on his progress. An optional "teach mode" lets him remember his travels, and duplicate those moves on command.

F.R.E.D. Your pen pal.

A drawing pen attachment lets you turn F.R.E.D.'s artistic talent loose. While you create patterns on your computer screen, he'll translate those designs into precise drawings. A voice synthesizer with a 45-word vocabulary gives F.R.E.D. literally hundreds of communications phrases. And he's designed so that new software can be added as it becomes available.

You'll wonder how a short Androbot could be so long on talent.

Meet AndroMan™

AndroMan is a sophisticated mini robot and a real-life video game set designed specifically for your Atari™ VCS 2600 now, and other compatible VCS systems later.

A video game cartridge supplies action on your TV screen, and an adapter module lets you control AndroMan with a joystick, using an advanced two-way infrared data link.

The game play.

Each game includes realistic dimensional playing pieces you arrange on a full-size Gamescape.™ Play alternates between your video screen and your real life AndroMan.

AndroMan helps and heckles.

Your objectives are to manipulate AndroMan, step by step, through the 3-D Gamescape, before you can proceed through ever challenging video play. Then, while you're deep in concentration on the screen, AndroMan talks to you—warning, encouraging or cajoling.

He'll grow on you.

Accessory game cartridges—with their own dimensional pieces and target cards—will add new challenges to the excitement of AndroMan.

AndroMan will be available later in the Year 1 A.B.

The Age of Androbotics.™

with people and to perform an ever-widening range of useful tasks as new software becomes available. You'll discover that no matter which Androbot you choose, each has a personality and capability that makes it educational, useful and entertaining.

Who's behind it all?

A dedicated group of gifted mathematicians, scientists, engineers and marketing minds has worked together to turn the concept of the personal robot into a reality.

The Androbot idea was conceived by its Chairman, Nolan Bushnell, founder of Atari and Pizza Time Theater. He provided the faith, encouragement and resources that enabled Androbot, Inc. to create useful, enjoyable products that will enhance our lifestyles for years to come.

It is The Year 1 A.B.

ANDROBOT