

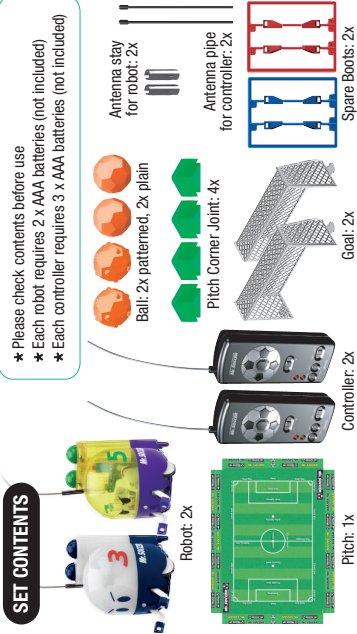
# Mr. SOCCER

## ロボットサッカーゲーム

# R/C ROBOT FOOTBALL GAME

# Mr. SOCCER

### SET CONTENTS



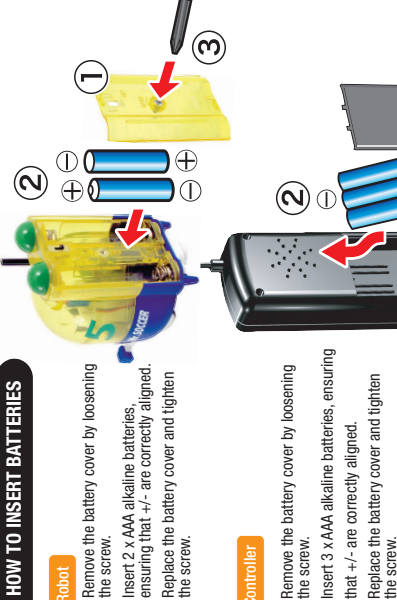
### ROBOT DIAGRAM



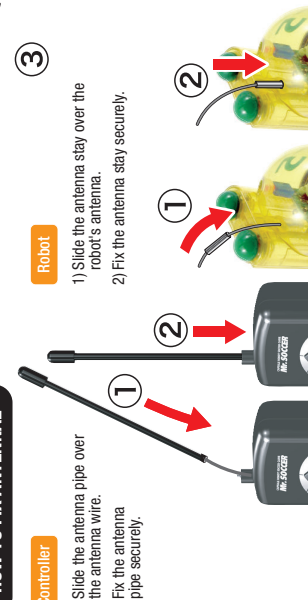
### CONTROLLER DIAGRAM



### HOW TO INSERT BATTERIES



### HOW TO FIX ANTENNAE



### HOW TO PLAY

**Before playing**  
 Be sure to set each robot's ID separately, if they are set to the same ID, robots will not move independently.  
 1) Decide which robot and controller to set first.  
 2) Turn on the robot's power switch. The indicator light will flash red.  
 3) Turn on the controller's power switch. You will hear a noise and the ID lights (top/bottom) will flash red.  
 4) Choose an ID from the table below. Toggle the colour of the controller's ID lights (top/bottom) to the chosen ID colours, by pressing the ID SELECT button.

ID	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
ID Light (Top)	Red	Red	Red	Red	Green	Green	Green	Green	Orange	Orange	Orange	Orange	No light	No light	No light	No light
ID Light (Bottom)	Red	Green	Orange	No light	Red	Green	Orange	No light	Red	Green	Orange	No light	Red	Green	Orange	

5) When the lights are matched with the chosen ID, press the ID SET button.  
 - You will hear a beep, and the robot's indicator light and the controller's ID lights will come on.  
 - Occasionally the robot's indicator light and the controller's ID lights may not come on, due to a weak signal. In this case, please turn off and return to the beginning of the ID setting instructions.  
 6) Check the robot's movements by pressing the controller's forward/reverse/right/left/shoot buttons.  
 7) Set the ID for the other robot(s) and controller(s). At instruction 4), choose a different ID to that already chosen.  
 8) You can play Mr. Soccer with a maximum of 15 robots at one time!

### Starting the game

- Each player selects a robot and controller.
- Decide on the length of the match and choose rules.
- Toss a coin: winner chooses end and loser kicks off.
- Place the ball on the centre mark and kick-off to start the match.
- The aim is to outscore your opponent.

### Rules

- Either play "throw-ins" or indoor rules (continuous play) - it's up to you!
- In a draw, the winner is decided by playing extra time or a penalty shoot-out.

### Penalty shoot-out

- Each team takes it in turns to shoot (5 shots each) at the goal.
- The goalkeepers wheels should be behind the goal line.
- Place the ball on the penalty mark and shoot at your opponent's goal.
- After 5 shots, the team with the highest score wins.



### TROUBLE SHOOTING

Problem	Solution
Robot doesn't move (or moves erratically)	<ul style="list-style-type: none"> <li>Are both the robot and controller switched ON?</li> <li>Do the batteries need replacing?</li> <li>Has the robot been set with the same ID as another robot? Has the robot ID been set correctly?</li> <li>Is the robot's antenna broken? Please fix the antenna stay securely.</li> <li>Has some debris become caught in the robot's wheels?</li> <li>There could be interference from other R/C devices in the area.</li> <li>Only use genuine Mr. Soccer accessories.</li> </ul>
ID setting problem	<ul style="list-style-type: none"> <li>If several robot's IDs are set at the same time, the first person to push the ID SET button will have control of the robots. Please ensure that each robot's ID is set separately.</li> </ul>

### HOW TO SET UP THE PITCH AND TRAINING PITCH

