

RECON 6.0

Specs

CONGRATULATIONS!

You're the new owner of a RECON 6.0 Programmable Rover, developed by the robot experts at SmartLab. In your capable hands they place this complex and sophisticated robot, which can be programmed to perform all kinds of fun and interesting tasks—from navigating obstacle courses to delivering a bone to the family dog to telling a knock-knock joke. RECON 6.0 can even perform security patrol duty at your bedroom door, collect field intelligence (with its built-in microphone), and entertain your friends with the latest dance moves.

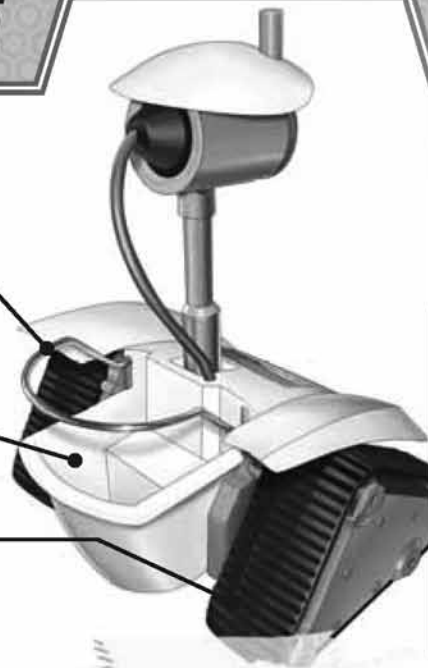
HELLO, MY NAME IS...

There's a saying that "to name something is to own it." As the owner of your new RECON 6.0, that's just what you need to do. Every great robot has a name—HAL, R2-D2, even WALL-E—so start brainstorming. Not only will you name your Rover, but later on you'll program it to introduce itself (in Mission 02).

FEATURES

- Microphone
- Speaker
- Transport handle
- LCD screen
- 10-button membrane keypad
- Directional arrow pad
- Cargo hold
- Two LED headlights
- Triangular track-drive system

For the entire glossary of RECON 6.0's features and how they function, turn to page 44.



Remember to always carry your RECON 6.0 by its handle and not its neck (ouch!).

MISSION MAP

Your book has mission maps like this one to help you plot each course.

MAP SCALE

Big square: 1 inch = 1 foot

Small square: $\frac{1}{4}$ inch = 3 inches

Your Rover comes with a tape measure to help you with your missions.



CODE

01	18
02	19
03	20
04	21
05	22
06	
09	

The code area is where you'll write your programming code in shorthand.

POWER UP!

RECON 6.0 needs a power source before the fun can begin, so be sure to install three C batteries, as shown. Once your Rover is juiced up, turn it on, using the hard switch on its bottom. Now you two can get acquainted.

BATTERY CAUTIONS:

- To ensure proper safety and operation, battery replacement must always be done by an adult.
- Never let a child use this product unless the battery door is secure.
- Keep all batteries away from small children, and immediately dispose of any batteries safely.
- Batteries are small objects and could be ingested.
- Nonrechargeable batteries are not to be recharged.
- Rechargeable batteries are not recommended for use with this toy.
- The supply terminals are not to be short-circuited.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent types as recommended are to be used.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.



RECON 6.0 will turn off automatically when not in use!

MISSION MAP

CODE

01	20
02	21
03	22
04	23
05	24
06	25
07	26
08	27
09	28
10	29
11	30
12	31
13	32
14	33
15	34
16	35
17	36
18	37
19	38