



What is Gamepack One?

Aibotoys Gamepack One is a collection of four games for Aibo ERS-210, 220 and 310 series : AiboReversi, where you can play the Reversi game against Aibo; AiboMemory, where you can exercise your memory by matching similar cards on a board; Tictaibo, the Tic-Tac-Toe game for Aibo; and AiboDice, where Aibo rolls a virtual die for any other game you play. You can play AiboReversi on the game board provided in the game set, or use any Othello(TM) game board you already have.

Some Gamepack One games will let the user specify the position you play using Aibo's pink ball, by placing the ball over the desired position and confirming the move with a special command; other games will use a special code described here. All the games come with the necessary accessories to play, except the pink ball which came with your Aibo.

Where is the Commands List?

Throughout this guide, only the name of the commands is used without specifying exactly which sensor to activate. The last section, "Aibotoys Gamepack One Commands List", describes the command list for each Aibo model, depending on the game currently played. For example, the "Confirm move" is actually "[press Aibo's] Head sensor" for the ERS-210 and ERS-220 series, and is "Rotate tail clockwise" for ERS-310 series.

Note : Before using the "3-seconds-commands", be sure you remember correctly what the command stands for. When using those commands, Aibo will not ask to confirm the command even if it means cancelling that game you've been playing for half an hour and were close to winning!

Installation and startup

To use the Gamepack One software, just open the door on Aibo's stomach, and insert the game memory stick in the slot.

To start the game, place Aibo on the floor or on the center of a large table and press the Pause button to turn him ON. Due to the complexity of the game software, it takes an additional 15 seconds to start your Aibo.

Counting with Aibo on Gamepack One

An important part of playing with Gamepack One is learning how Aibo will count positions and report them to you. With AiboReversi, you will be selecting two numbers from 1 to 9 to choose the position you play, and Aibo will tell you two numbers from 1 to 9 to tell you where he/she played. With Tictaibo, Aibo will be calling out two numbers from 1 to 3 to tell you where he/she played.

On ERS-210 and 220 series, the lights on the visor will be used to identify a digit. The easiest place to try this out is on the Game Selector, described next: a single

light of the visor will light up, and its position will rotate around Aibo's nose each time you increment the digit by one. For digits greater than 6, a horizontal bar will appear on top of that light. Additionally on Tictaibo for ERS-210, Aibo will flick his/her ears the same number of times as the numbers called out.

On ERS-310 series, a digit is given out by flashing the horn white and ringing a bell at the same time. When two numbers are to be called one after another, Aibo will use a second color on the horn light and another sound: for example, the horn will flash green and the sound of a water drop will be heard.

Using the Game selector

The Game Selector allows you to select which game of the game pack you're going to play. It is the first thing you see when you start Gamepack One.

When starting, the Game selector will call out the number "1" using the methods described above. Press Aibo's paw sensors to select the game you want to play; each time you press one of the paw sensors, Aibo will call out the number associated with the next or previous game in the sequence. Press the "Confirm" command to start the game you want. Referring to the Commands List, the "Confirm" command is "[press] Head sensor" on ERS-210 and 220 series, and "Rotate tail clockwise" on ERS-310 series.

Select number...	to start the game...
1	AiboReversi
2	AiboMemory
3	Tictaibo
4	AiboDice

When you come back to the Game Selector after playing one of the games, the selector will remember which game you were playing and will start counting from this number again. For example, if you start Gamepack One and select Game #4 (AiboDice), play for a while then exit that game, you'll come back to the Game Selector at position 4 again.

You can also instruct Aibo to shut down when you have finished playing with Gamepack One; just use the "Exit Gamepack One" command from the Commands List.

How to play AiboReversi (Game #1)

In the standard Reversi board game, players place pieces on the board until the board is full or neither player can move. The game starts with 4 pieces on the game board: 2 white pieces on positions D4 and E5, and two black pieces on D5 and E4. By default: Aibo plays white and you play black: black always plays first. Place one of your pieces on an empty square to flip a piece over another piece: any white pieces caught between two black pieces are flipped to black, and vice versa for white. At least one piece must be flipped per move; if no moves are possible then the player passes. The player with the most pieces on the board wins; if the number of pieces is the same then the game is a draw.

The game rules are very simple, but can lead to complex strategies... And remember: in the last few moves of a game, the result of a game can change completely!

AiboReversi is played using the small game board containing an 8x8 grid, with the black and white reversible game pieces provided. Place 2 white pieces on positions 44 and 55, and two black pieces on 45 and 54. When AiboReversi starts, Aibo will call out the number "1" and wait for you to do something. Select the position you want to play on the board, then enter each digit of that number starting with tens then units. Place a black piece on the board at your selected position, and flip to black any white piece in between your new piece and any black pieces already on the board. For example, if you want to play your first move of the game on square 65, press Aibo's left paw sensor until the digit "6" is reached, use the "Confirm"

command, then press the right paw sensor once to reach the digit "5" and "Confirm" again. Place a black piece on the board at position 65, and flip to black the white piece at position 55.

When selecting digits for your move, you can also select the "9" digit, which has different interpretations depending on when you enter it. If you enter "9" as the first digit, your turn will immediately be forfeited and Aibo will start thinking about what will be his/her next move. If you enter the digit "9" as the second digit, you will be able to correct the first digit you entered: for example, if you enter "1" and realize you wanted to play in the 20's column instead of the 10's column, enter "9" then the two numbers for the position you want to play.

Additionally, on the first move of a game if you want Aibo to play black (so he/she plays against another Aibo or you would like to start the game), just skip your turn by selecting the digit "9" as first digit.

When it's Aibo's turn to play, lights will be flashing to indicate Aibo is thinking. Usually, the delay is under 1 minute until Aibo calls out the move he/she selected.

When Aibo selected a move, he/she will first make some noise to get your attention, then call out a two digit number; as usual the first digit corresponds to the tens position on the board, and the second digit corresponds to the units. Place a white piece on the board at Aibo's selected position, and flip any black piece captured in-between the new piece and other white pieces on the board. If Aibo needs to skip a turn, the special number 99 will be given to tell you no move has been played.

If you notice at some point Aibo refuses you make a certain move and you're no longer sure if the game board in front of you represents the game in Aibo's memory, enter the "Enumerate all pieces on board" command. Aibo will then start calling out the contents of every piece on the board, starting from 11, 12, 13, ... until 88 is reached. Different sounds will be made depending on the contents of the square: a knocking wook sound will be made to indicate the square is empty; a water drop sound will be made to indicate a square containing a black piece, and a bell sound will be made to indicate the square contains a white piece. While Aibo is enumerating the pieces on the board, you can always press a paw sensor to pause the enumeration, or use the "Confirm" command to stop enumerating the pieces and continue playing.

The game ends either when the board is full, or nobody can place any new piece (you may have to enter a "9" to pass your turn and confirm to Aibo you can't move). Aibo will make a dance if he/she wins, shake hands if he/she tied, or sing a song if you won. Afterwards, Aibo will lie down and wait for you to tell him/her if you want to play another game, or return to the game selector. Use the "Play again" or the "Exit to Game Selector" command depending on your choice.

How to play AiboMemory (Game #2)

AiboMemory is a card memory game where Aibo looks at the cards you placed face down on the large game board, and tells you whether you have found a pair of matching cards. If the cards don't match, Aibo calls out a sound corresponding to the cards you have selected and lets you try again. The object of the game is to uncover all similar pairs of cards.

AiboMemory is played on the large game board by placing Aibo over the shadow on the board (align the front paws first with the tip of the paws on the image then the back to be in a straight line), and cards are laid out in a particular

way in front of Aibo on a 4 by 4 square. When the game starts, Aibo will call out two numbers: this will be how you sort the cards before laying them out on the game board. The first number will indicate you in which order to sort the cards: for example, if Aibo calls out the number 2, sort your AiboMemory cards in ascending order starting from 2-1 to 2-16. The second number will tell you which card will be the first you will place on the game board: for example, if Aibo calls out the number 5 in the previous example, take the cards 2-1 to 2-4 and place them at the bottom of the deck so 2-5 is the first card facing you. If you wish to hear those two numbers again, make sure Aibo sees the pink ball, then select the "Repeat card order" command.

Once the cards are placed in the order Aibo chose, lay the cards down on the game board in front of the Aibo, in a 4 by 4 square, starting closest from Aibo's right paw, placing 4 cards in line going to the left paw, and working your way away from Aibo by placing a total of 4 consecutive rows. Once the cards are placed, pack the cards tightly so there is no space in between them and the Tic-Tac-Toe lines closest to Aibo are hidden by the edge of the cards.

At that point, Aibo will be searching for the ball or be looking at it. Place the ball over the center of a card you want to try, and press the "Confirm" command. Then select another card you want to try, and "Confirm" again. Aibo will then tell you whether you have found two matching cards or not:

- If both positions contain similar cards, Aibo will make a happy sound then make the sound corresponding to the cards found. Turn those cards face up, and search for the other pairs.
- If both positions contain different cards, Aibo will make a sad sound then the sound of each card you have chosen, in the same order you chose. You can take a look at the cards, but replace them face down and try again.
- If you have chosen a card that has already been found, Aibo will make immediately an angry sound and the sound of corresponding to the card you chose. Continue selecting a pair of cards that are not yet face up.

When you have found all the identical pairs, you have won the game and Aibo will congratulate you. Afterwards, Aibo will lie down and wait for you to tell him/her if you want to play another game, or return to the game selector. Use the "Play again" or the "Exit to Game Selector" command depending on your choice.

Aibo will only be attentive to your commands when he/she sees the ball on the board, so if Aibo is moving his/her head trying to find the ball, you have to show Aibo the ball before entering a command.

How to play Tictaibo (Game #3)

Play the game of Tic-Tac-Toe with your Aibo! In this game, also known as Noughts and Crosses, you try to be the first player to get three identical pieces in line on a 3x3 grid. Pick O's or X's, put your pieces on the board, and see what Aibo has in store for you!

After Aibo has placed itself in the playing position, adjust the position of the paws to cover the paw image on the game board, making sure the tail is also centered according to the Aibo image on the game board. Aibo will immediately start a game and begin to look for his pink ball... you are ready to play.

Choose one of the squares where you want to play, then place the ball in that square. Use the "Confirm" command to tell Aibo this will be the place you play.

Wait until Aibo raised his/her head, then remove the ball to replace it by a round playing piece.

Aibo will think for a very little while, then make the code to tell you in which square Aibo will play:

- On the ERS-210 and 220 series, Aibo will turn on 2 sets of lights: up to three light on Aibo's right side of the visor, and up to 3 light on the left side of the visor. For example, if Aibo turns on 2 light on the right side and 3 lights on his/her left side, the position Aibo plays is (2,3). Place an X on that square.
- On the ERS-310 series, Aibo will give out two digits by counting as described in the "Counting with Aibo on Gamepack One" section: the first digit (white horn) announces the column number, and the second digit (green horn) announces the row number. For example, if Aibo flashes 2 times white and 3 times green, then the position where Aibo plays is (2,3). Place an X on that square.

The game continues until there is a tie or one of the players has placed 3 of his pieces in a straight line. Aibo will make a dance if he/she wins, shake hands if he/she tied, or sing a song if you won. Afterwards, Aibo will lie down and wait for you to tell him/her if you want to play another game, or return to the game selector. Use the "Play again" or the "Exit to Game Selector" command depending on your choice.

Aibo will only be attentive to your commands when he/she sees the ball on the board, so if Aibo is moving his/her head trying to find the ball, you have to show Aibo the ball before entering a command.

How to play AiboDice (Game #4)

AiboDice is a mini-game on Gamepack One where Aibo rolls a virtual die in his/her head, and calls out the number on which the die fell. Use AiboDice whenever you play a game and need to use a die!

When Aibo starts to play AiboDice, Aibo will start by announcing the start of the game, and will immediately roll the die and announce the result:

- for ERS-210 and 220 series, Aibo will light a number of lights on its eyes to indicate the digit selected. For example, the die fell on "4" if 4 light are turned on.
- for ERS-310 series, Aibo will count the number of dot on the surface of the die. For example, the die fell on "4" if the horn light flashes 4 times making a bell sound.

When playing AiboDice, Aibo accepts those commands:

- Select the "Get another die value" command to get another value on Aibo's die;
- Select the "Repeat last die value" command to repeat the last digit called by Aibo;
- Select the "Exit game" command to return to the game selector.

The game continues until you quit the game using the "Exit game" command.

Calibrating Aibo's vision

If you find Aibo makes too many errors when looking for the ball's position, it may be time to calibrate the vision system. You will usually notice if this is needed in the first few times you use the game: every Aibo can exhibit small differences in the way their sensors are calibrated; the calibration command allows you to even out those differences.

When playing AiboMemory or Tictaibo, use the "Calibrate ball localization" command to activate. Aibo will turn on a light to indicate it is in calibrating mode, and will track the ball movements. One at a time, simply place the ball on the two farthest extremities of the board and press the "Confirm" command, and the game will resume with improved ball position detection. For example with Tictaibo, place the ball on the (1,1) position, use the "Confirm" command, then place the ball on (3,1) and "Confirm" again. With AiboMemory, do the same using the position of the two cards farthest from Aibo, first on Aibo's left then right.

If you have troubles having Aibo recognize positions with the ball, you might want to try those:

- Use a lot of light. It is generally required to have a 60W light bulb close to Aibo's head, illuminating directly the surface of the ball in front of Aibo.
- Experiment with different ball positions. Play a game of AiboMemory with cards open; you will be able to learn where to place the ball on the card so your Aibo recognizes the position best. every Aibo can be slightly different, and a little adaptation can sometimes be necessary.

General precautions when using your Aibo

The following precautions should always be taken when using your Aibo, whether using Aibotoys Gamepack One 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 its 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.

Aibotoys Gamepack One Commands List

ERS-210/210A and ERS-220/220A Commands

- Game Selector
 - Select next game: Aibo's Left paw sensor
 - Select previous game: Aibo's Right paw sensor
 - Confirm selected game: Head sensor
 - Exit Gamepack One: Jaw sensor (3 seconds)
- Game #1 - AiboReversi
 - Select next digit: Aibo's Left paw sensor
 - Select previous digit: Aibo's Right paw sensor
 - Confirm move: Head sensor
 - Repeat last Aibo move: Back sensor
 - Enumerate all pieces on board: Back sensor (3 seconds)
 - Exit game: Jaw sensor (3 seconds)
- Game #2 - AiboMemory
 - Confirm move: Head sensor
 - Repeat last Aibo move: Back sensor
 - Repeat card order: Left/Right paw sensor
 - Calibrate ball localization: Back sensor (3 seconds)
 - Exit game : Jaw sensor (3 seconds)
- Game #3 - Tictaibo
 - Confirm move: Head sensor
 - Repeat last Aibo move: Back sensor
 - Let Aibo play: Left/Right paw sensor
 - Calibrate ball localization: Back sensor (3 seconds)
 - Exit game: Jaw sensor (3 seconds)
- Game #4 - AiboDice
 - Get another die value: Head sensor
 - Repeat last die value: Back sensor
 - Exit game: Jaw sensor (3 seconds)
- After a game (AiboReversi, AiboMemory, Tictaibo)
 - Play again: Head sensor
 - Exit to Game Selector: Back sensor

ERS-311/312 and ERS-31L Commands

- Game Selector
 - Select next game: Aibo's Left paw sensor
 - Select previous game: Aibo's Right paw sensor
 - Confirm selected game: Rotate tail clockwise
 - Gamepack One: Tail left (3 seconds)
- Game #1 - AiboReversi
 - Select next digit: Aibo's Left paw sensor
 - Select previous digit: Aibo's Right paw sensor
 - Confirm move: Rotate tail clockwise
 - Repeat last Aibo move: Rotate tail counterclockwise
 - Enumerate all pieces on board: Tail up (3 seconds)
 - Exit game: Tail left (3 seconds)
- Game #2 - AiboMemory
 - Confirm move: Rotate tail clockwise
 - Repeat last Aibo move: Rotate tail counterclockwise
 - Repeat card order: Tail up (3 seconds)
 - Calibrate ball localization: Tail right (3 seconds)
 - Exit game: Tail left (3 seconds)
- Game #3 - Tictaibo
 - Confirm move: Rotate tail clockwise
 - Repeat last Aibo move: Rotate tail counterclockwise
 - Let Aibo play: Tail up (3 seconds)
 - Calibrate ball localization: Tail right (3 seconds)
 - Exit game: Tail left (3 seconds)
- Game #4 - AiboDice
 - Get another die value: Rotate tail clockwise
 - Repeat last die value: Rotate tail counterclockwise
 - Exit game: Tail left (3 seconds)
- After a game (AiboReversi, AiboMemory, Tictaibo)
 - Play again: Rotate tail clockwise
 - Exit to Game Selector: Rotate tail counterclockwise

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Aibotoys web site: <http://www.aibotoys.com>
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