



Aibotoys Bulls-and-Cows v.1.0 - How to Install

Step 1. DOWNLOAD the files from the web site at the location given to you when you purchased the software. This is your electronic delivery. Keep the files you download in a safe place so you always have a copy!

Step 2. With your AIBO Programming Memory Stick in the reader, OPEN THE MEMORY STICK DRIVE from the My Computer icon. Your memory stick drive is usually drive E:\ or F:\.

Note: Install * ONLY * on a Sony AIBO Programming Memory Stick model number ERA-MS016 or ERA-MS008.

Note: You absolutely need a Sony brand memory stick reader to program the AIBO Programming Memory Stick. Any other brand can corrupt the memory stick sooner or later.

If there are files already on the Programming Memory Stick, keep a backup of your important files if you had any. Then REMOVE the existing "open-r" directory on the Programming Memory Stick.

Step 3. Double-click the file "Aibotoys-Bulls-and-Cows-v1.0-ERS-xxx.zip" you downloaded. In Winzip, PRESS THE "EXTRACT" BUTTON on the tool bar, select the drive letter where your Programming Memory Stick is located (ex. E:\ or F:\ as in Step 2), make sure the "Use folder names" is selected, then press the "Extract" button to install the files.

Note: You will need a version of the WinZip program from <http://www.winzip.com> for this installation.

Step 4. VERIFY that you now have the following files in your memory stick drive (Open your E:\ or F:\, as in step 2):

- Aibotoys.txt
- Aibotoys Bulls-and-Cows v. 1.0 user manual.pdf
- Redist.txt (ERS-210/220/310 only)
- Redist-jpn.txt (ERS-210/220/310 only)
- OPEN-R\ (This directory contains about 3.5MB of data)

Step 5. Put your Programming Memory Stick in your AIBO, and enjoy the game!

Email us at contact@aibotoys.com if you need any help!



Aibotoys Bulls-and-Cows v. 1.0 – How to Play

Aibotoys Bulls-and-Cows is an AIBO version of the traditional puzzle game "Bulls and Cows". This traditional game was adapted and commercialized as Mastermind® in the 1970's. In this game, AIBO randomly selects four digits, all different. Your objective is to find out which digits were chosen, in the correct order. Improve your score by finding the combination in fewer moves!

To play Bulls-and-Cows with AIBO, insert your Programming Memory Stick in AIBO and wake up your AIBO. The program will take about 1 minute to start up, then AIBO will select four digits. Afterwards, you will hear AIBO ask you to enter the first digit of your guess. Press the left and right paw sensors until you hear the number you want to try, and press the head sensor (ERS-310 owners: rotate the tail clockwise) to confirm. After the four digits have been selected, AIBO will tell you how many digits you have selected at the right position (bulls) and how many digits should be in a different position (cows). The game ends when you have found the secret number!

Example: Suppose AIBO chose the number 1234 to be guessed. If you enter 1256, you earn 2 bulls. If you enter 2156, you earn 2 cows. If you enter 1243, you earn 2 bulls and 2 cows. If you enter 1234, you earn 4 bulls and have won the game.

Note: All feedback from AIBO is given via audio instructions. Make sure to turn on the volume on AIBO so you can hear it.

ERS-311/312 and ERS-31L Command Summary

- Bulls-and-Cows
 - Select next digit : Press AIBO's Left paw sensor (your Right hand)
 - Select previous digit : Press AIBO's Right paw sensor (your Left hand)
 - Confirm selected digit : Rotate the Tail Clockwise
 - Repeat the last number of bulls and cows : Rotate the Tail Counter-Clockwise
 - Give up : Hold the Tail to the AIBO's Left for 3 seconds
- After a game ("Would you like to play again?")
 - Repeat the last number you had to guess : Rotate the Tail Counter-Clockwise
 - Change yes/no selection : Press AIBO's Left paw sensor (your Right hand)
 - Change yes/no selection : Press AIBO's Right paw sensor (your Left hand)
 - Confirm selection : Press the Head sensor (the "antenna" switch)

ERS-220/220A Command Summary

- Bulls-and-Cows
 - Select next digit: Press AIBO's Left paw sensor (your Right hand)
 - Select previous digit : Press AIBO's Right paw sensor (your Left hand)
 - Confirm selected digit : Press the Head sensor (i.e. the "antenna")
 - Repeat the last number of bulls and cows : Press the Back sensor (i.e. the round button)
 - Give up : Hold the Face sensor for 3 seconds
- After a game ("Would you like to play again?")
 - Repeat the last word you had to guess : Press the Back sensor (i.e. the round button)
 - Change yes/no selection : Press AIBO's Left paw sensor (your Right hand)
 - Change yes/no selection : Press AIBO's Right paw sensor (your Left hand)
 - Confirm selection : Press the Head sensor (i.e. the "antenna")

ERS-210/210A Command Summary

- Bulls-and-Cows
 - Select next digit : Press AIBO's Left paw sensor (your Right hand)
 - Select previous digit : Press AIBO's Right paw sensor (your Left hand)
 - Confirm selected digit : Press the Head sensor
 - Repeat the last number of bulls and cows : Press the Back sensor
 - Give up : Hold the Jaw sensor for 3 seconds
- After a game ("Would you like to play again?")
 - Repeat the last word you had to guess : Press the Back sensor
 - Change yes/no selection : Press AIBO's Left paw sensor (your Right hand)
 - Change yes/no selection : Press AIBO's Right paw sensor (your Left hand)
 - Confirm selection : Press the Head sensor

General precautions when using your Aibo

The following precautions should always be taken when using your Aibo, whether using Aibotoys Bulls-and-Cows 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 wood or tile flooring.

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

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