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THE MICRO SCOUT / THE MICRO SCOUT

The Micro Scout is a LEGO microcomputer that controls your inventions. With it, you can build Robots, Transports, and Creatures that move and react to light.

The Micro Scout has a built-in:
- Motor that lets your inventions move
- Light Sensor that lets your inventions react to light
- Display and buttons that let you control your invention
GETTING STARTED

INSTALLING BATTERIES

The Micro Scout requires two AA/LR6 batteries (not included). Alkaline batteries are recommended.

1. To install, slide the battery cover off (follow the arrows on back).
2. Put the two batteries in (make sure the "+" signs match).
3. Slide the cover back on.

Important: When the Micro Scout's batteries are low, a battery icon appears on the Display.

Instructions for use of battery box: Insert the different types of batteries in the battery box. Always remove the batteries from the battery box for long-term storage, or if they have reached the end of their life. Check that the two batteries will match the battery box.

warnings: Changes or modifications to the Micro Scout not expressly approved by the party responsible for the compliance could void the owner's right to operate the equipment.

FCC Statement: This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:
1. This device may not cause harmful interference.
2. This device must accept any interference that may cause undesirable interference.

USING THE BUTTONS

ON-OFF
Turns the Micro Scout on and off.
When on, the Micro Scout is ready for your commands.

SELECT
Switches between the 7 built-in programs, as well as the P program.*
* Check out www.dynamodafurnace.com/linksafe for more information on the P program.

RUN
Starts and stops the Micro Scout's programs.
When a program is running, its number flashes in the Display.
LIGHT SENSOR

Light Sensor
A Light Sensor is built into the front of the Micro Scout. It lets the Micro Scout see changes in light.

The Light Sensor is placed at a 45-degree angle.

When using a light to control your Robot, be sure to aim your light directly at the Light Sensor.

CHECKPOINT: LIGHT SENSOR

1. Make sure the Micro Scout is turned on.
2. Press Select until the display shows Program 6. This is the Alarm program.
3. Press Run. The Micro Scout plays a sound while it measures the light level.
4. Cover the Light Sensor with your hand or flash a light at it to trigger the alarm. The alarm should sound and the motor should spin.
Programs

To run the program:
1) Make sure the Micro Scout is up.
2) Press Select until the program you want is in the Display.
3) Press Run to start the program.

One Direction

Two Directions

Avoid Light
LIGHT CONTROL

- When L-899 sees a light, it turns backwords.
- When L-899 detects no light from a light source, it turns forwards.

KEEP ALIVE

- If a light is detected, it remains backwords.
- If a light is not detected, it rotates around.

ALARM

- L-899 returns to light change, problem sounds, and the robot moves towards and turns backwords.

CODE

- L-899 plays a sequence of light and sound.
- Play the same sequence with your flashlight.

POWER MODE

To find more about the P Program, go to www.legomindstorms.com/darkside
This is L-8GO Navigator. Build this Robot to see your Micro Scout in action.
If you have not yet built the Y-Frame, go to page 10.
Check out special features ideas to customize your Robots.
ONE DIRECTION

Press the On button on your Micro Scout. Use the Select button to choose Program 1 (One Direction). Press Run. L-65O goes forwards and steps three times.

TWO DIRECTIONS

Select and Run Program 2 (Two Directions). L-65O moves forwards and turns backwards three times.
AVOID LIGHT

Select and Run Program 3 (Avoid Light). L-BG0 drives forwards. When it sees a bright light, it moves backwards and turns.
OVERVIEW OF SITH APPRENTICE LEVEL

In the Sith Apprentice level, you will create robots that walk. Start by building the Micro Frame. Then add the attachments to the frame to make the Micro Walker, the Droid Starfighter, or the Stomper.

After you have built the Micro Walker and the Droid Starfighter, test your skills by building the Stomper.
Micro Frame

If you have not yet built the Y-Frame, go to page 10

4x

2x

2x
Now that you have built the frame, use it with the Droid Starfighter (page 38) and the Stomper (page 52).
LIGHT CONTROL

Select and Run Program 4 (Light Control). The Micro Frame moves forwards when you shine a light at the Light Sensor. Two flashes makes it change direction.

KEEP ALIVE

Select and Run Program 5 (Keep Alive). Flash a light at the Micro Frame to make it move. Flash it several times to make it move faster.
If you have not yet built the Micro Frame, go to page 34.
To add a different head, go to Special Features (page 54).
Select and Run Program 6 (Alarm). A change in light makes the Droid Starfighter move and sound an alarm.
If you have not yet built the Y-Frame, go to page 10.

Well, Sith Apprentice, you have trained well. Test your new skills by using these plans to build the Stomper.

Stomper Legs (Attach these to the rear of the Micro Walker frame to build a robot that can stand.)
If you require more assistance, you may find useful information at www.legomindstorms.com/darcrike