

LEGO MINDSTORMS™

STAR  
WARS®

# DARK SIDE DEVELOPER KIT

1

9754

CONSTRUCTION



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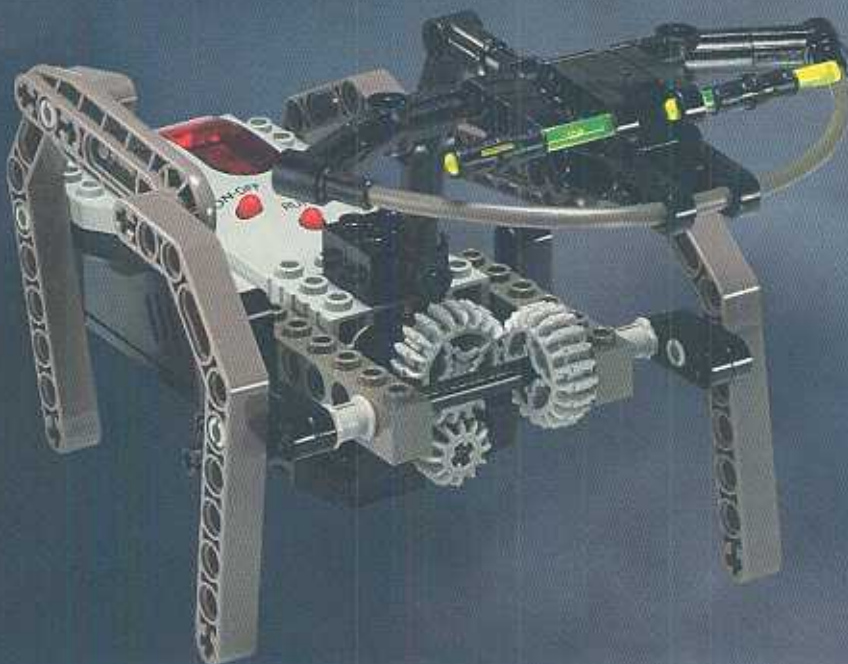


## THE MICRO SCOUT / THE MICRO SCOUT

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

**US** 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: Never mix different types of batteries or old and new batteries in one battery box. Always remove the batteries from the battery box for long-term storage, or if they have reached the end of their life. Liquid leaking from dead batteries will damage the battery box.*

*Warning: Changes or modifications to the Micro Scout not expressly approved by the party responsible for the compliance could void the users 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 received including interference that may cause undesirable interference.



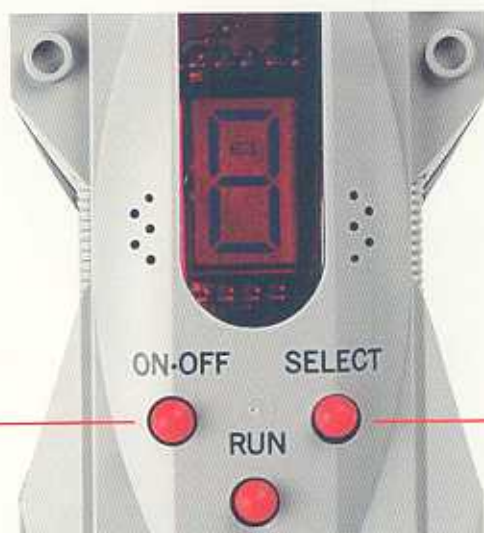
### USING THE BUTTONS

**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.legomindstorms.com/darkside](http://www.legomindstorms.com/darkside) 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

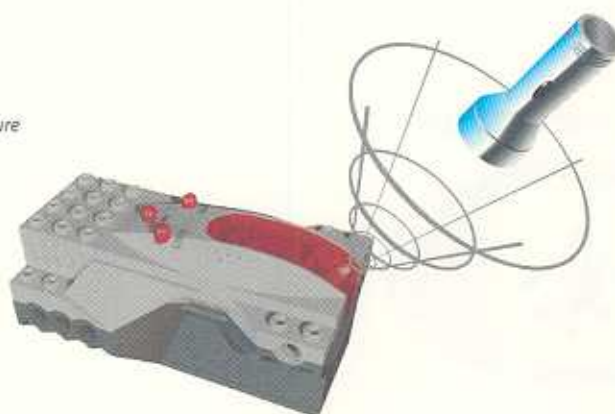
### Light Sensor

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

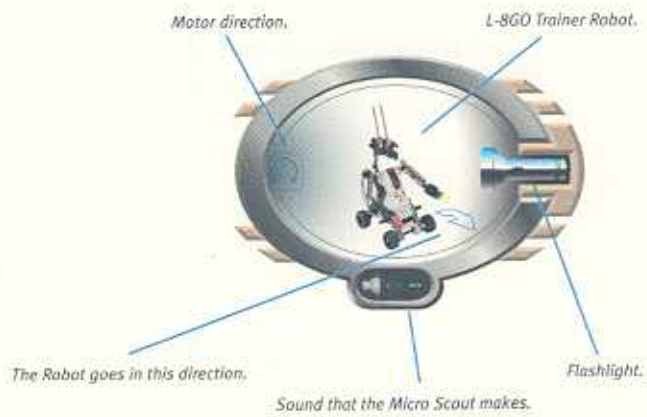
1. Make sure the Micro Scout is turned on.
2. Press **Select** until the display shows Program 6.  
*This is the Alarm program.*
3. Press **Run**.  
*The Micro Scout plays a sound while it measures the light level.*
4. Cover the Light Sensor with your hand or flash a light at it to trigger the alarm.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



L-8GO stands still.



When L-8GO sees a light, it turns backwards.



When L-8GO detects two flashes from a light source, the Robot changes direction.



**KEEP ALIVE**



L-8GO stands still.



When a light is flashed L-8GO turns backwards and picks up speed.



**ALARM**



L-8GO waits for a change in light.



When L-8GO sees a light change, an alarm sounds and the Robot drives forwards and turns backwards.



**CODE**



L-8GO plays a sequence of short and long beeps.



Play the same sequence with your flashlight.



If the code is correct L-8GO drives backwards for a split-second.



If the code is wrong L-8GO drives forwards for a split-second.



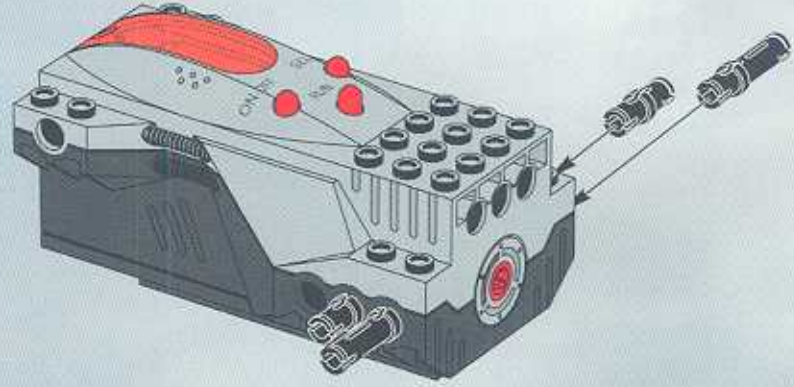
**POWER MODE**

To find more about the P Program, go to [www.legomindstorms.com/darkside](http://www.legomindstorms.com/darkside)

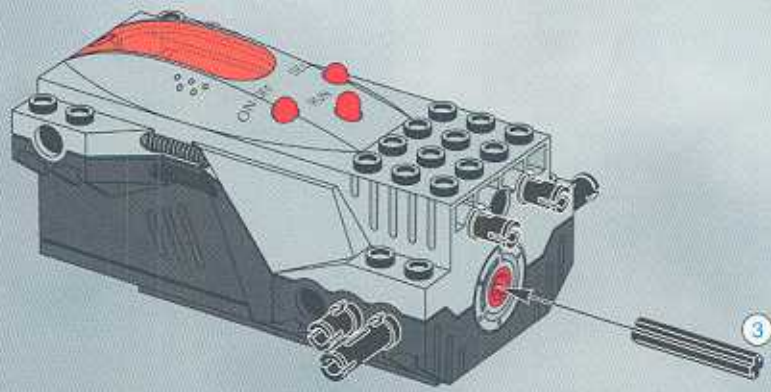


# Y-Frame

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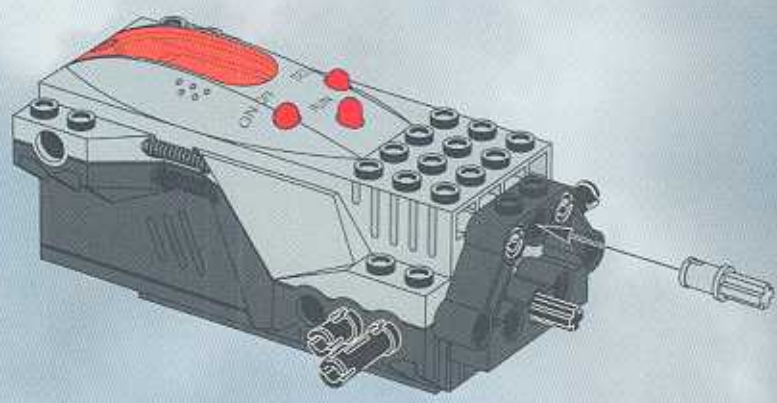


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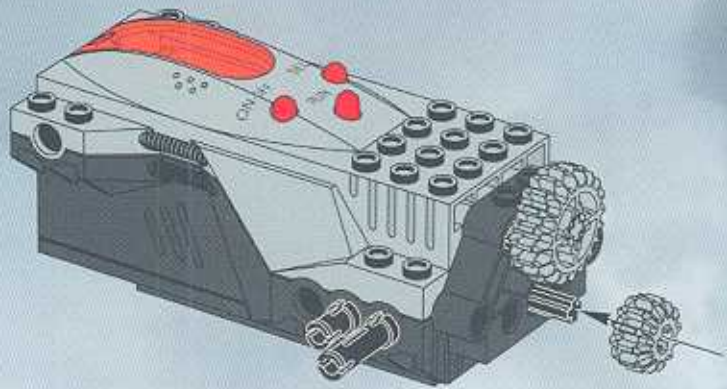




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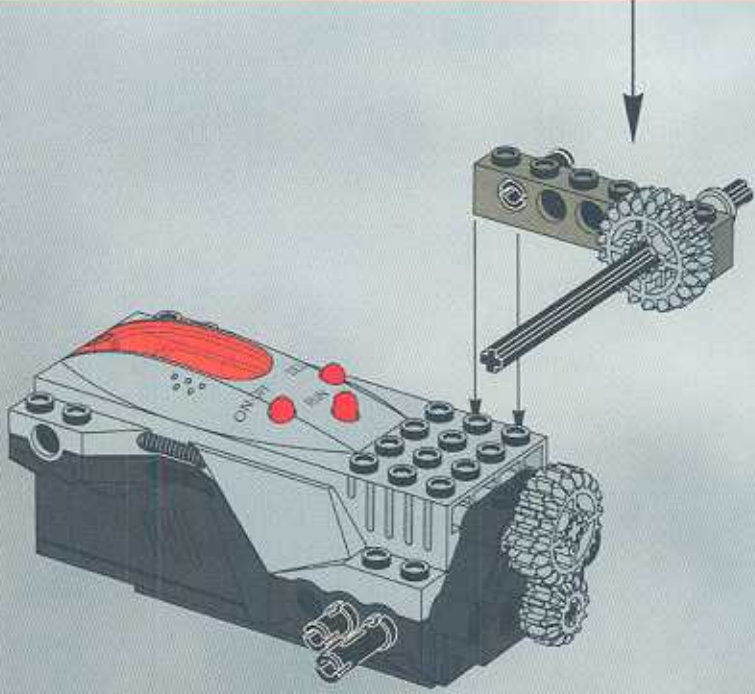
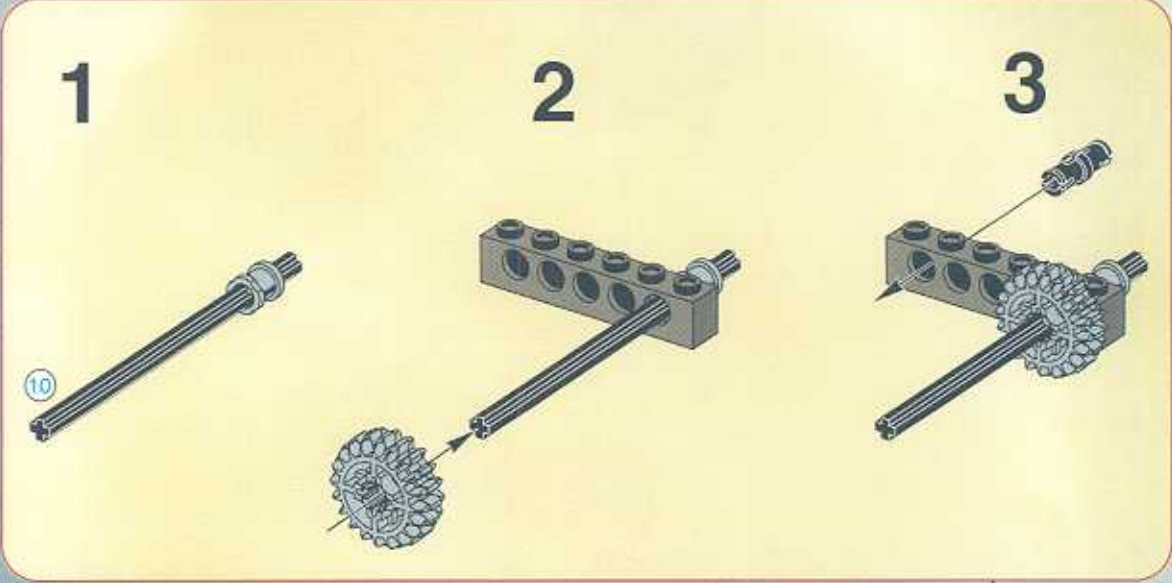


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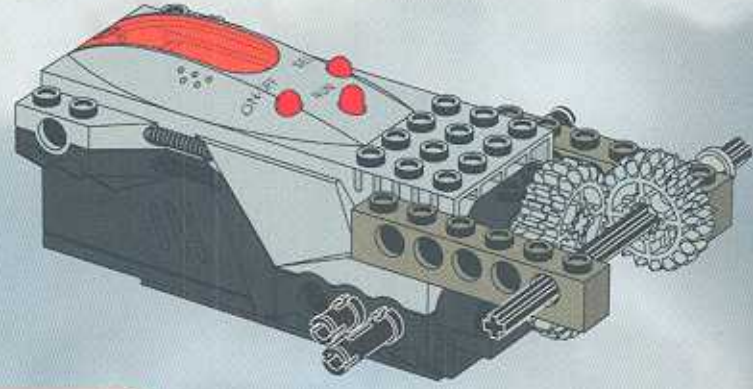
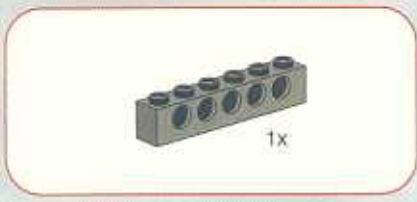


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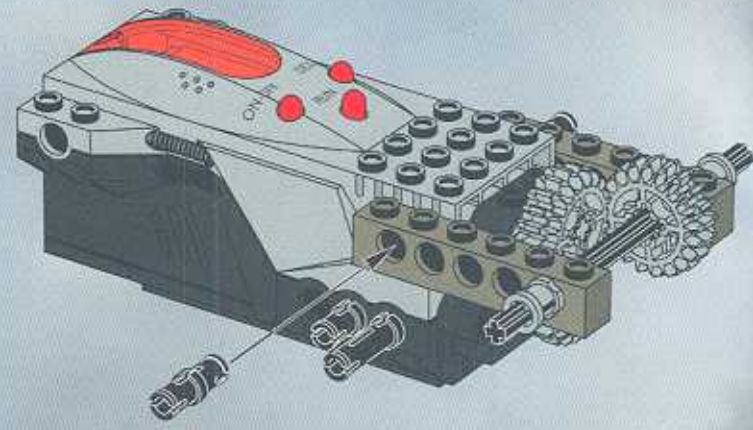




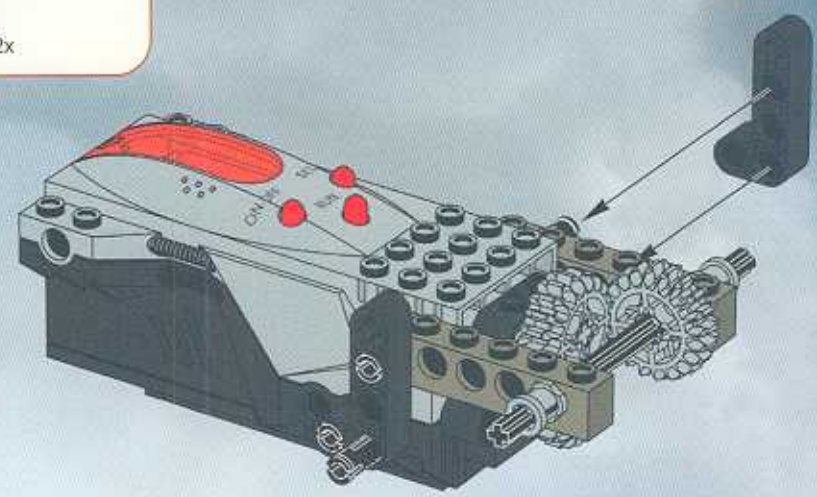
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7



8





## L-8GO Navigator

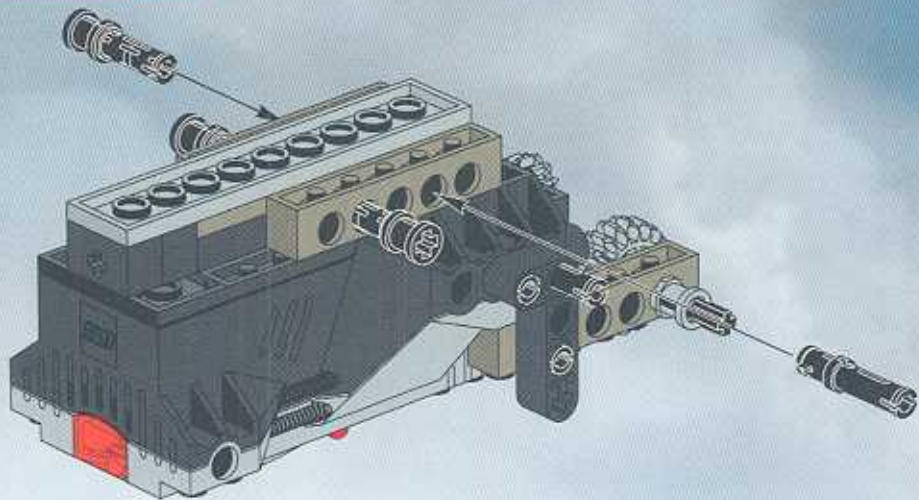
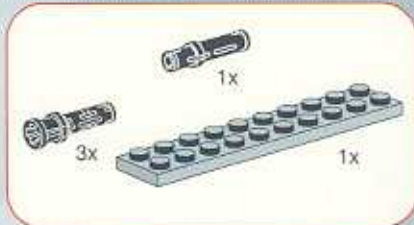
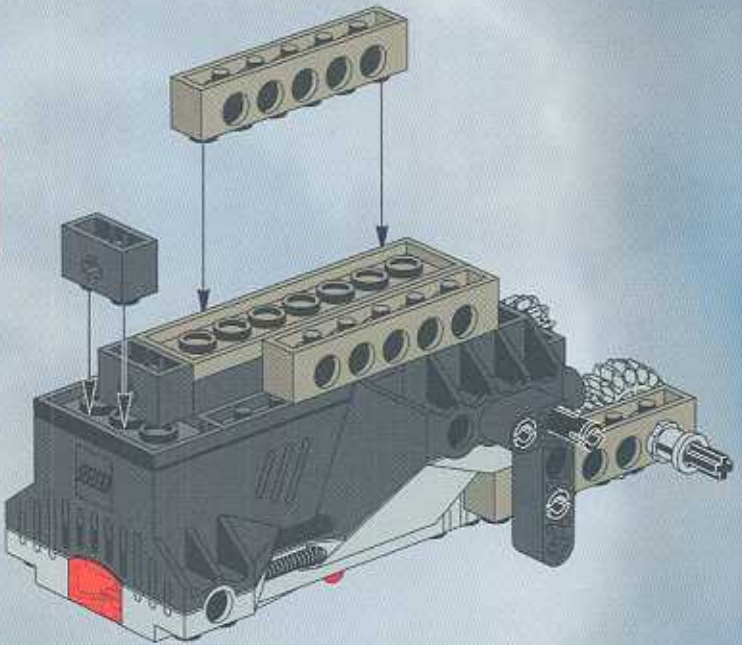
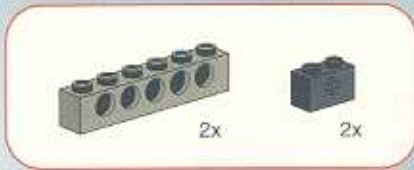
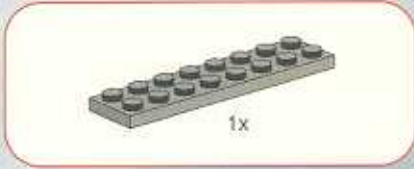
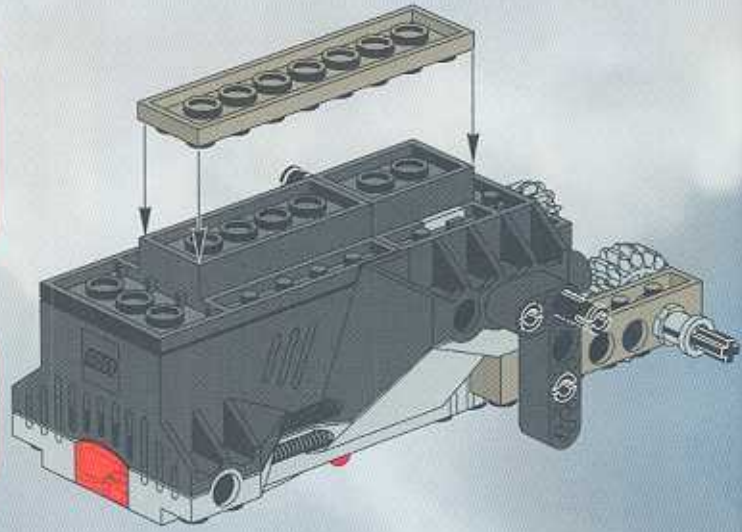
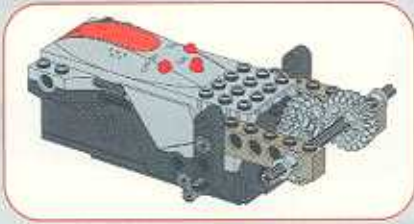
This is L-8GO Navigator. Build this Robot to see your Micro Scout in action







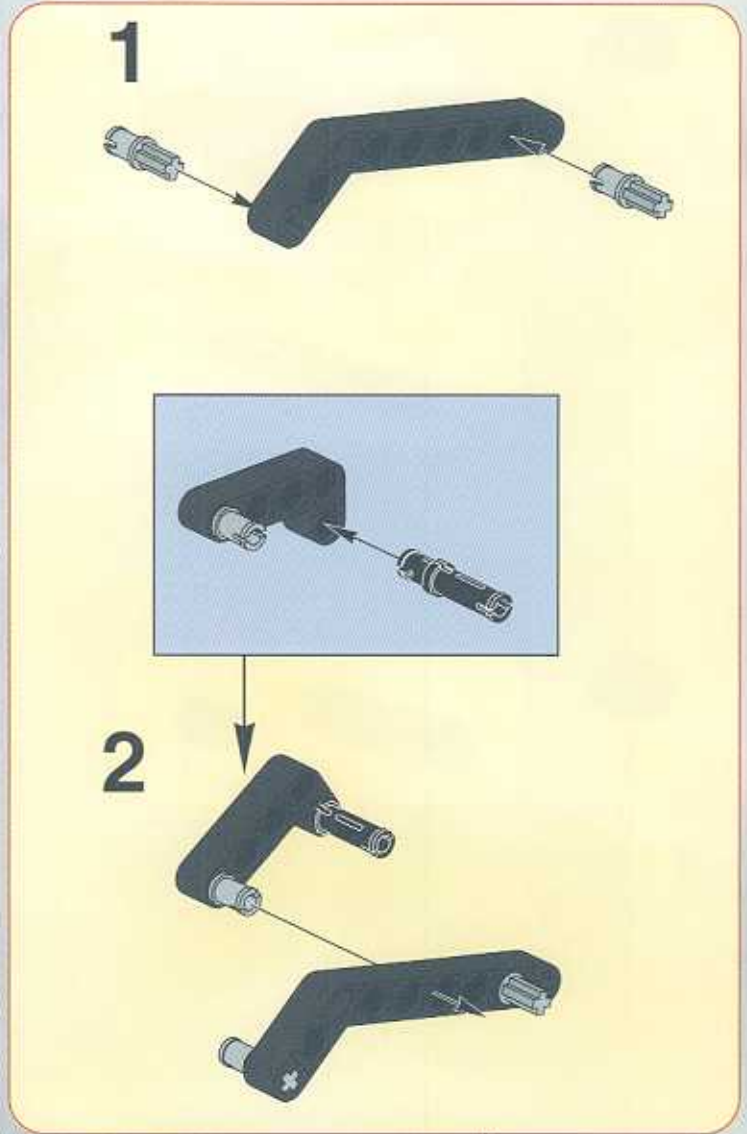
If you have not yet built the Y-Frame, go to page 10



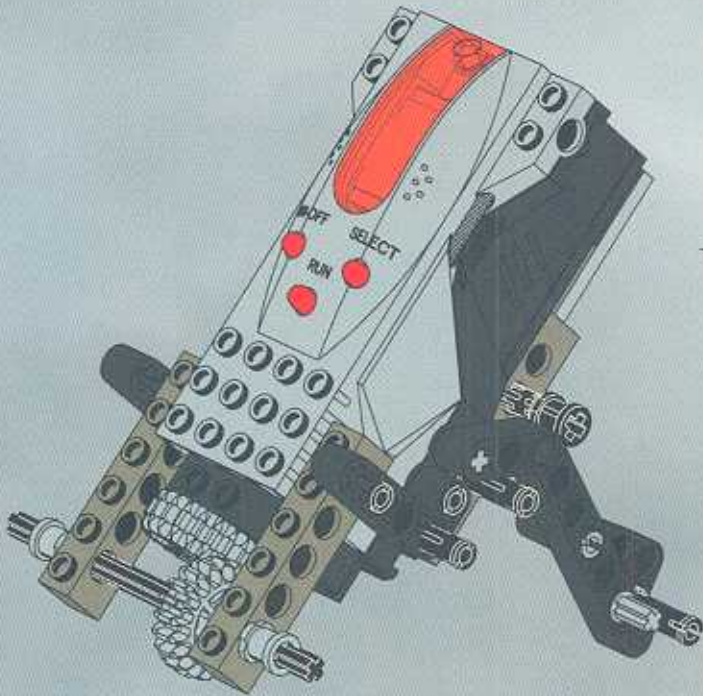




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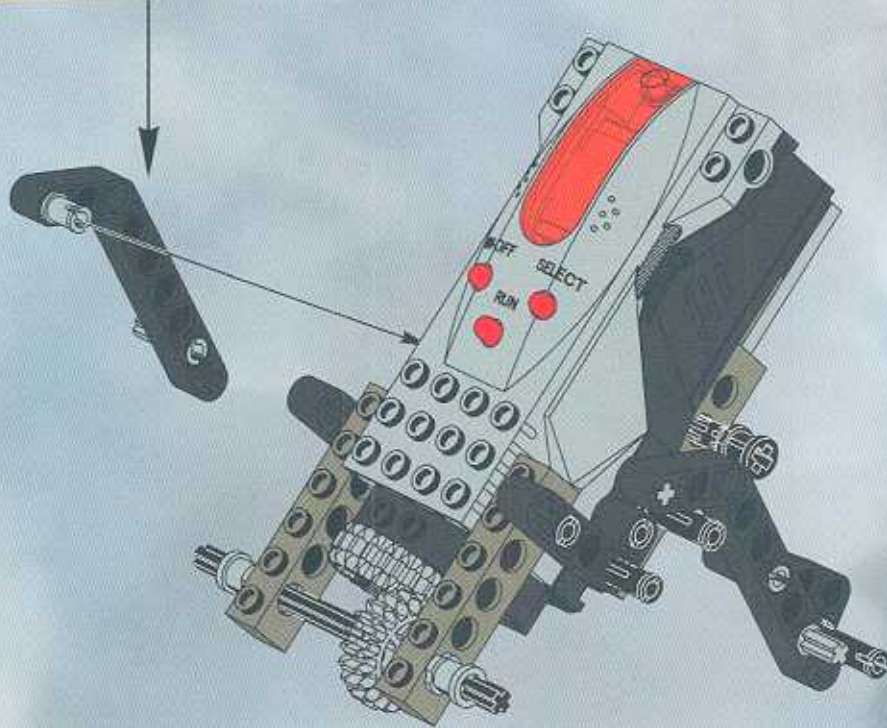
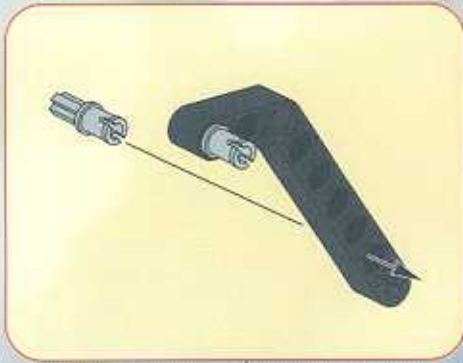
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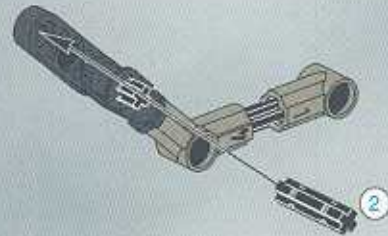
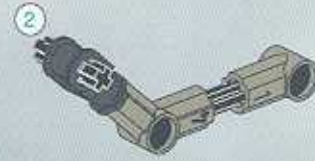
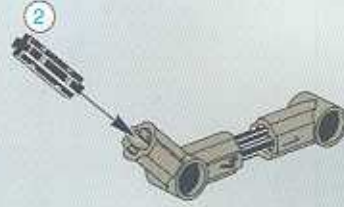
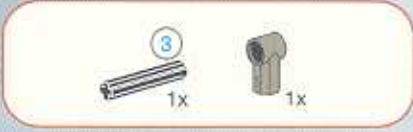




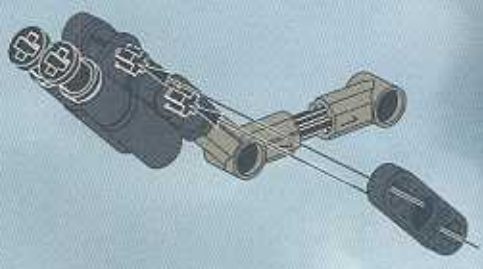
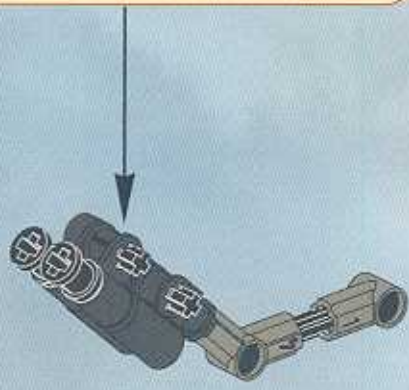
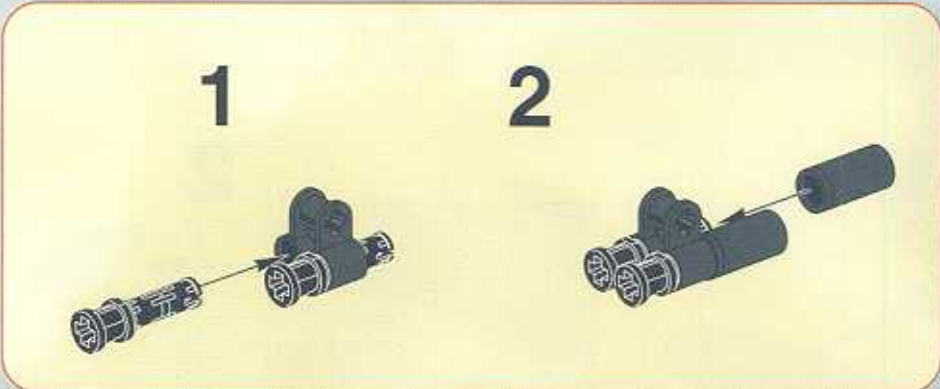
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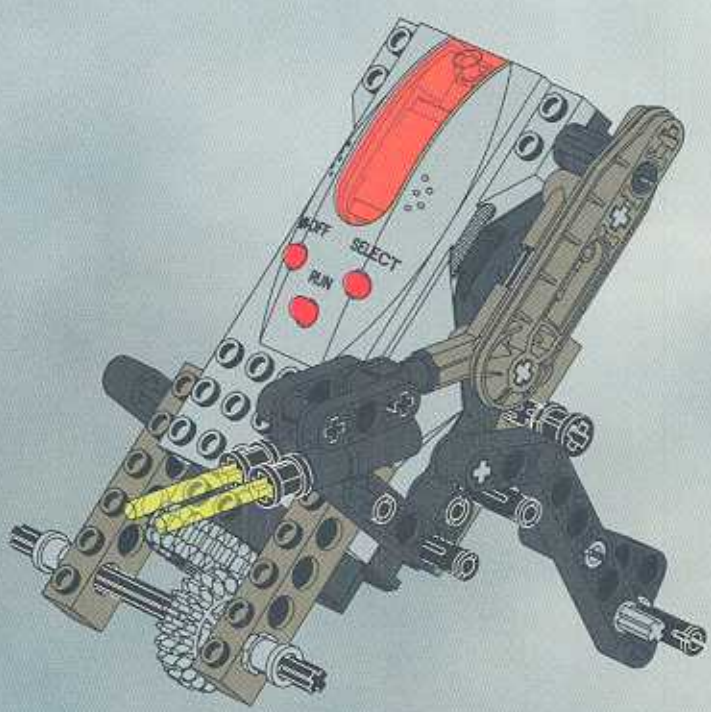
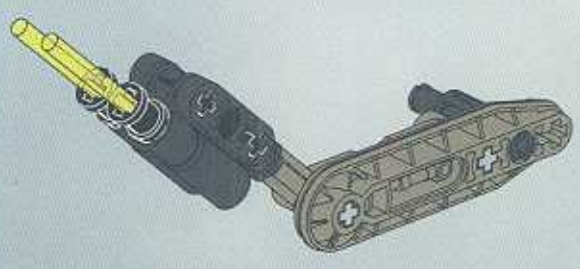
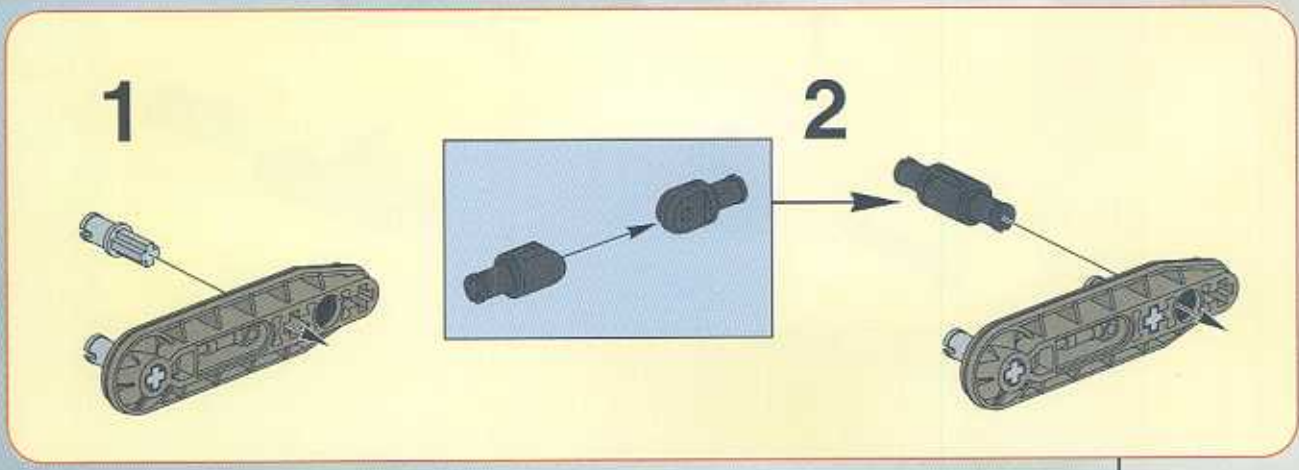
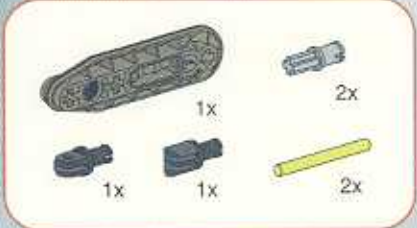




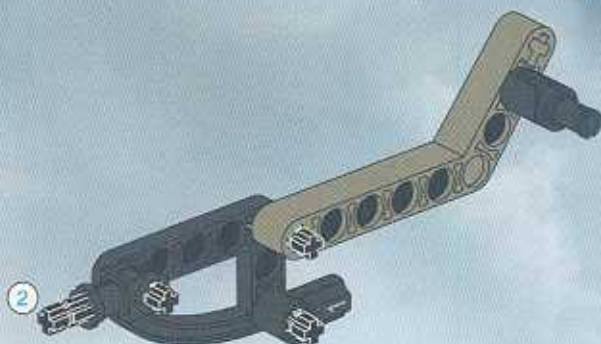
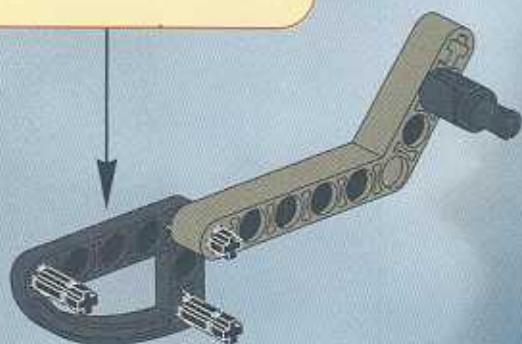
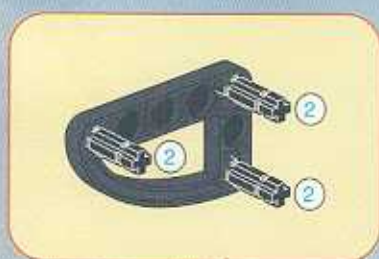
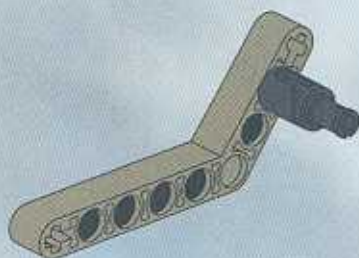
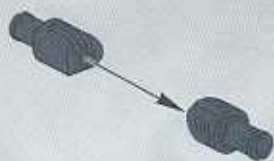








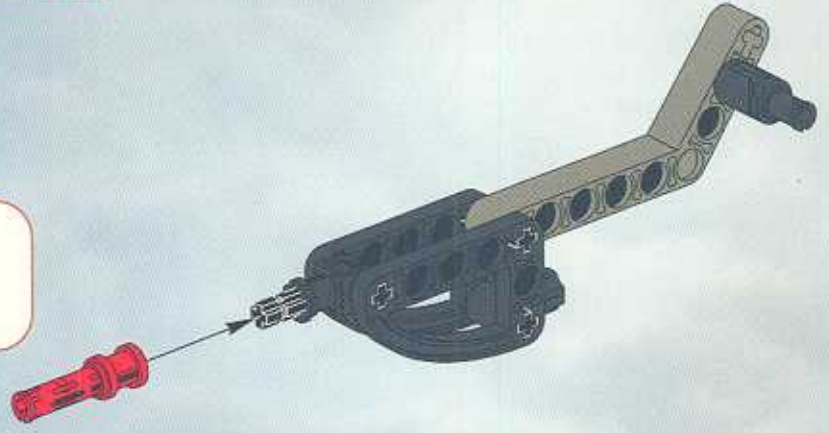




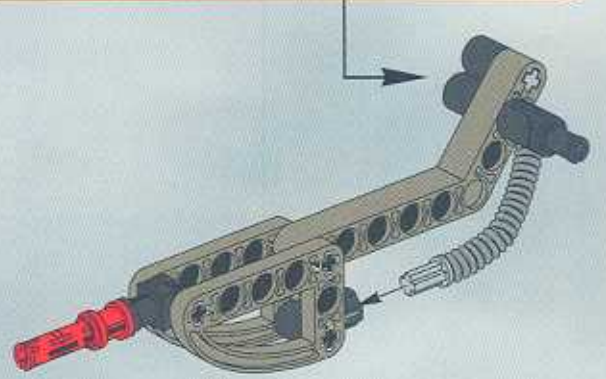
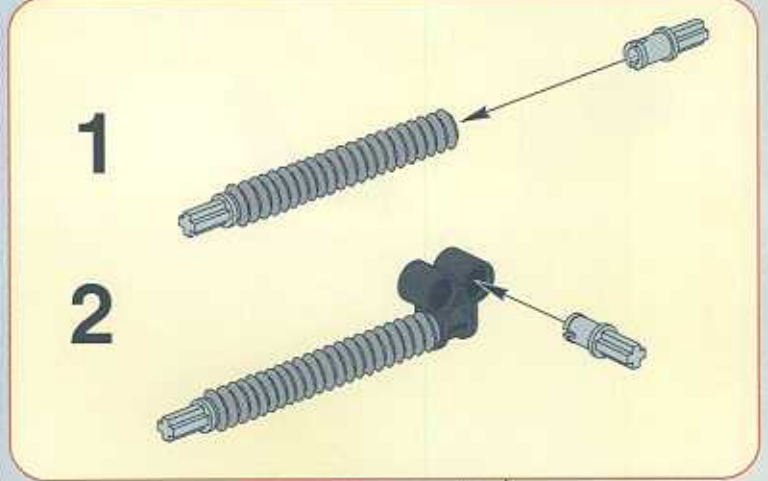




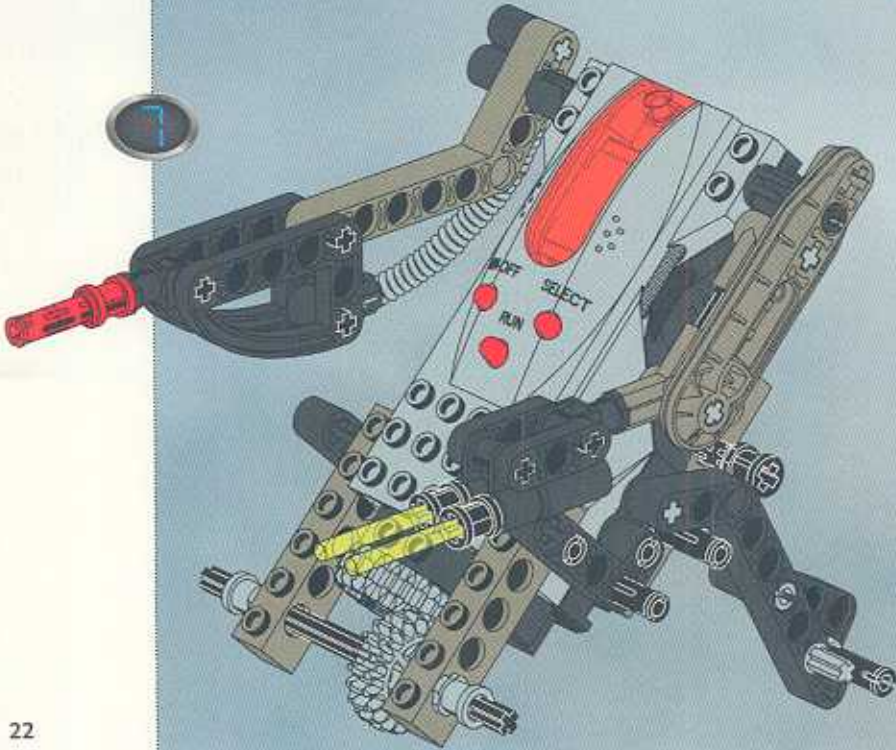
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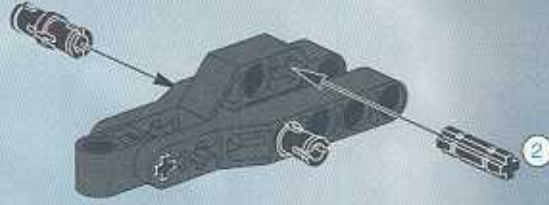
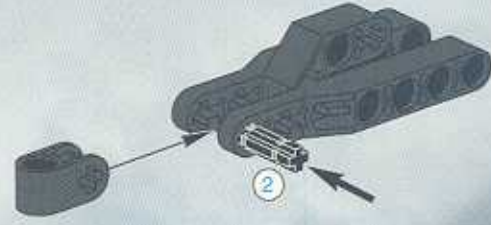
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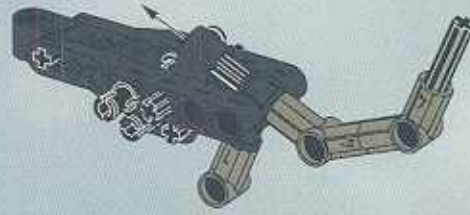
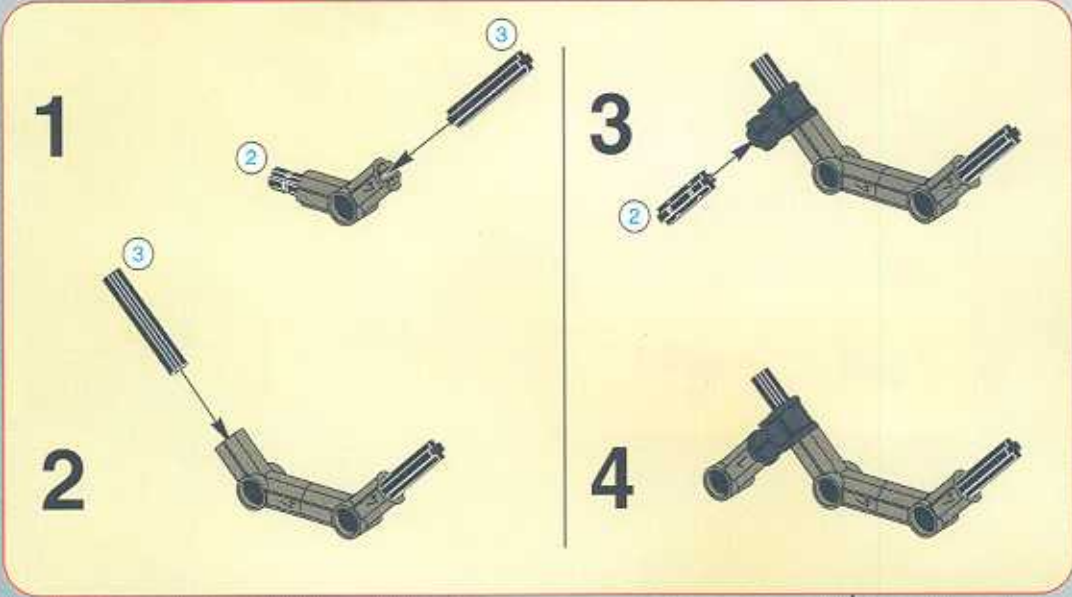
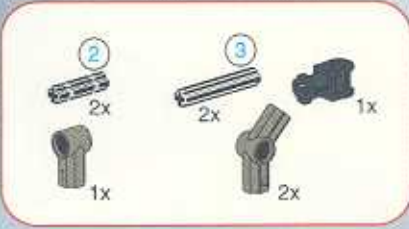




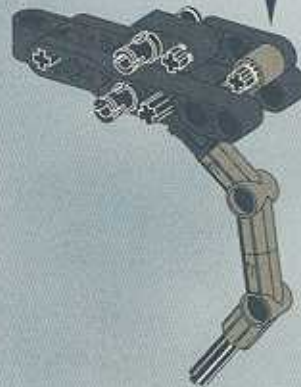




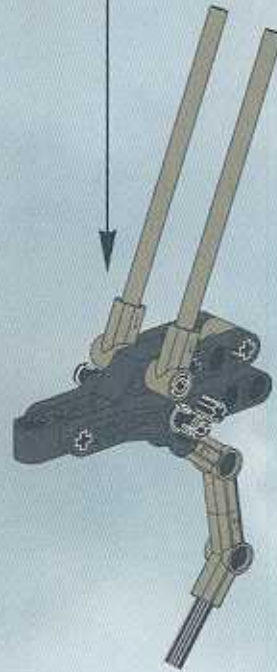
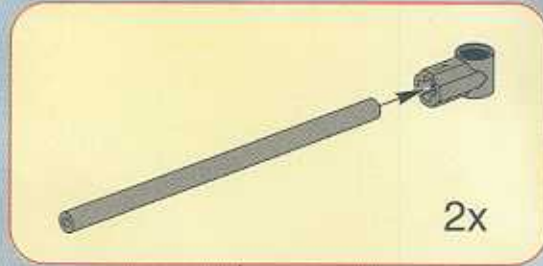
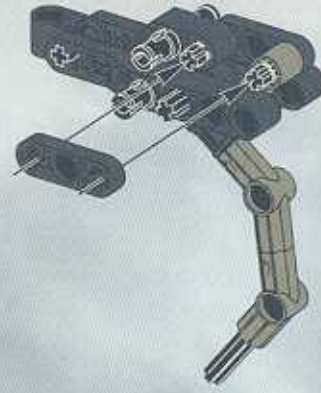
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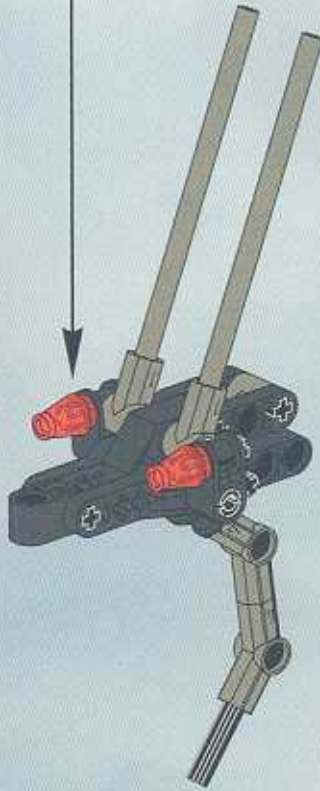
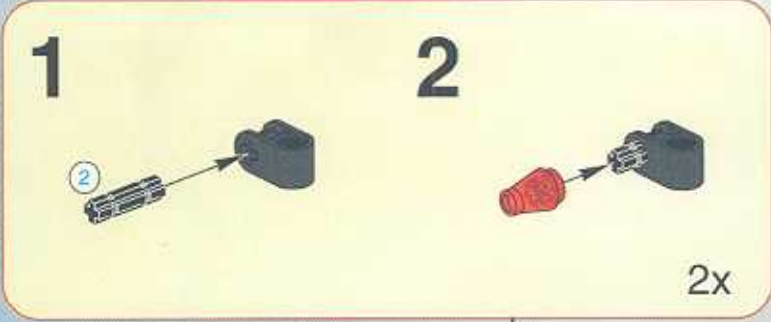
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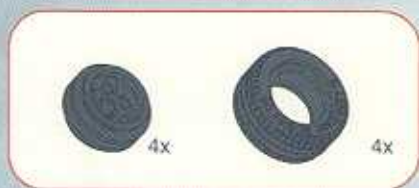












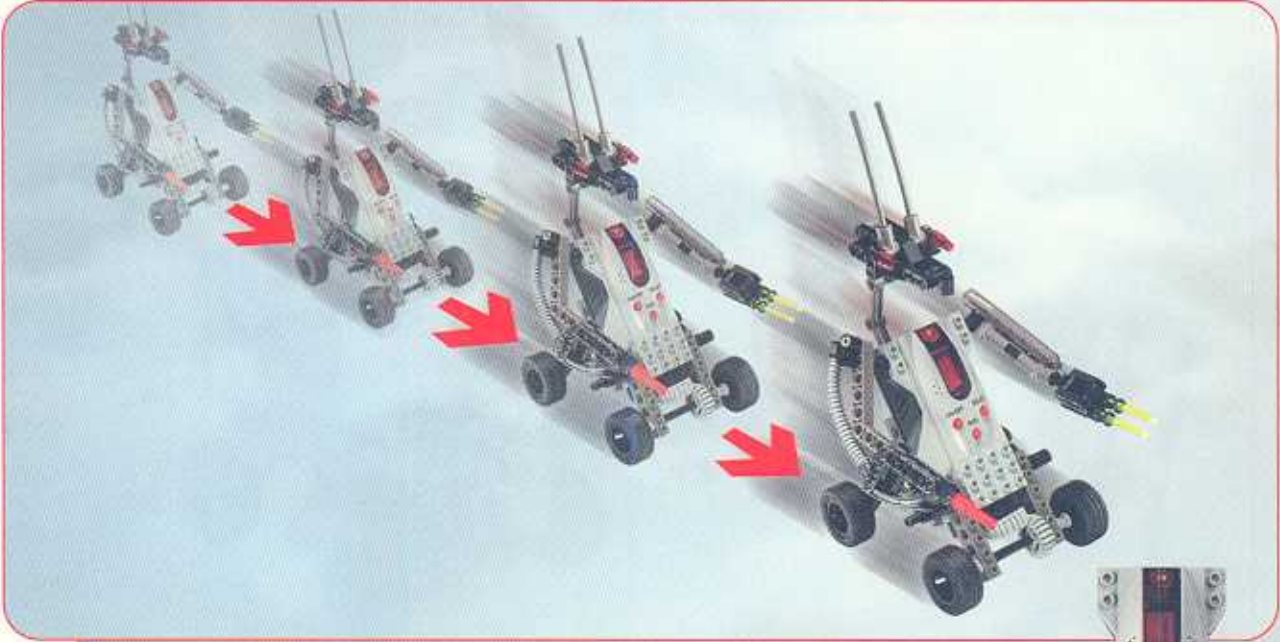


Check out special Features ideas to customize you Robots





ONE DIRECTION



Press the On button on your Micro Scout. Use the Select button to choose Program 1 (One Direction). Press Run. L-8GO goes forwards and stops three times.



TWO DIRECTIONS

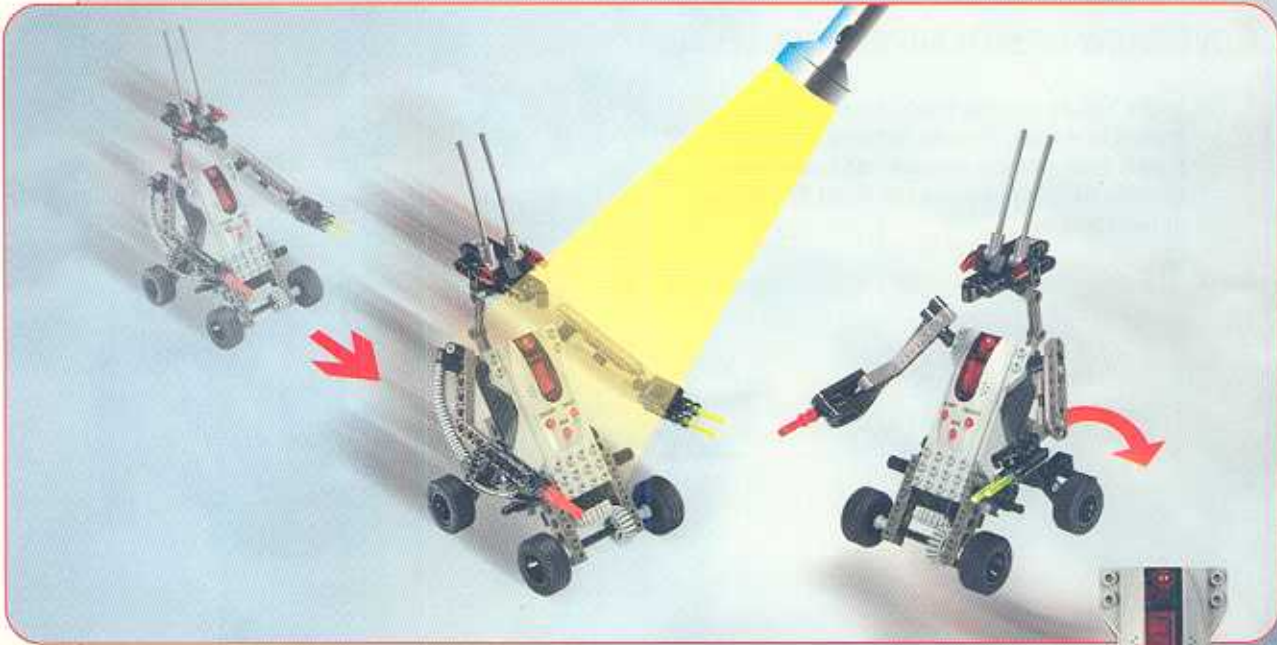


Select and Run Program 2 (Two Directions). L-8GO moves forwards and turns backwards three times.





## AVOID LIGHT



Select and Run Program 3 (Avoid Light). L-8GO drives forwards. When it sees a bright light, it moves backwards and turns.



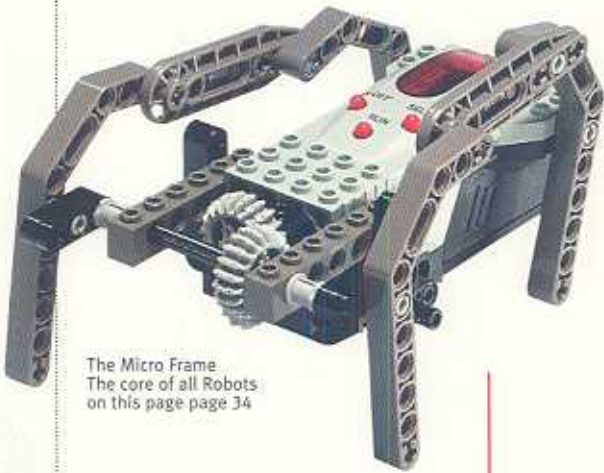


## OVERVIEW OF SITH APPRENTICE LEVEL

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.



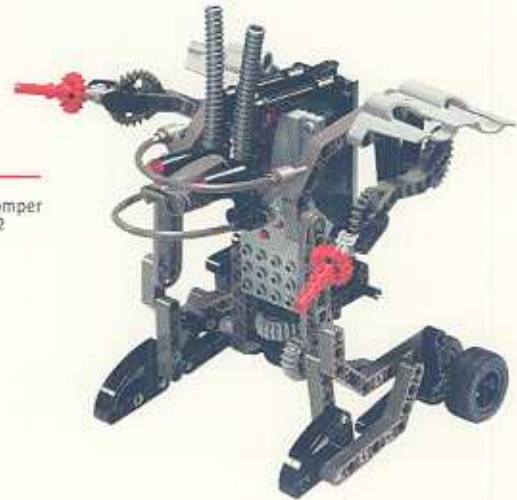
The Micro Walker  
page 34



The Micro Frame  
The core of all Robots  
on this page page 34



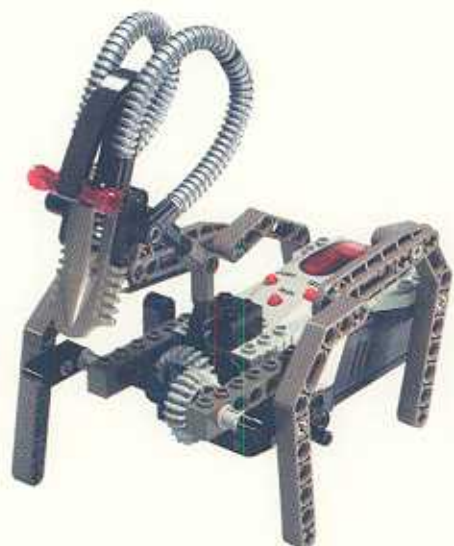
The Droid Starfighter  
page 38



The Stomper  
page 52

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



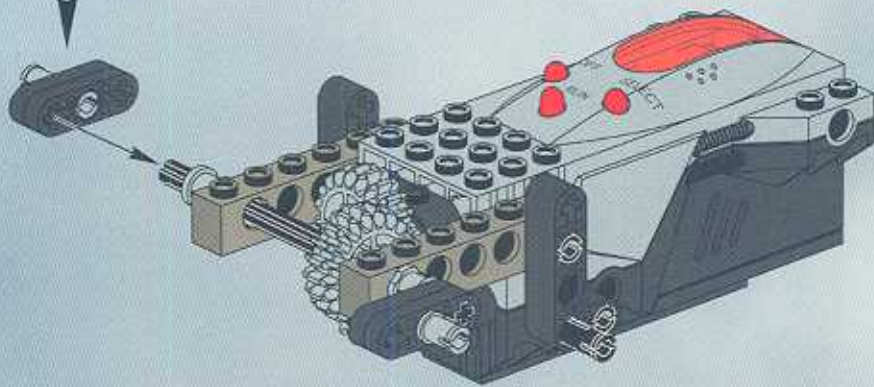
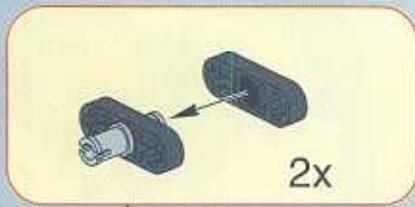


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# Micro Frame

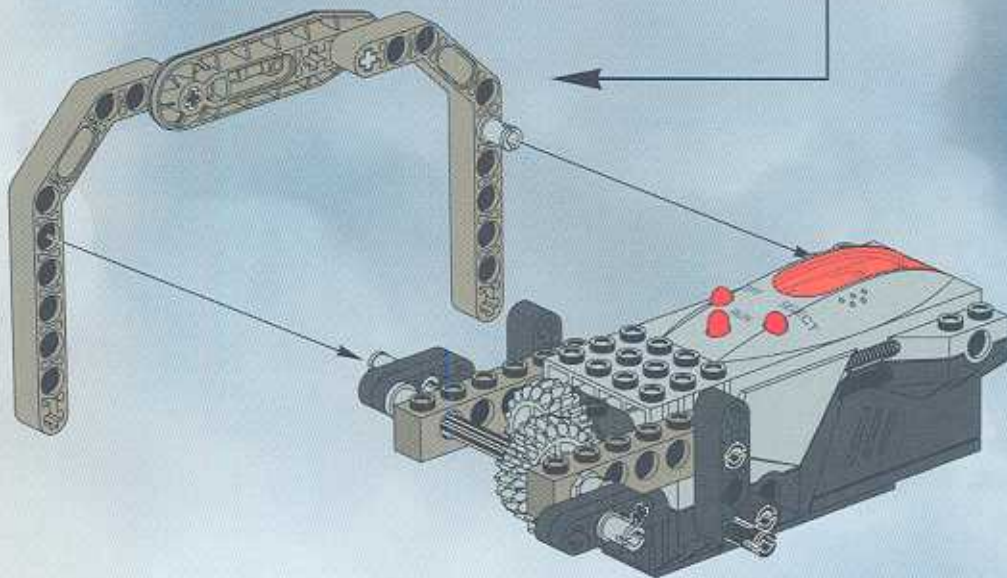
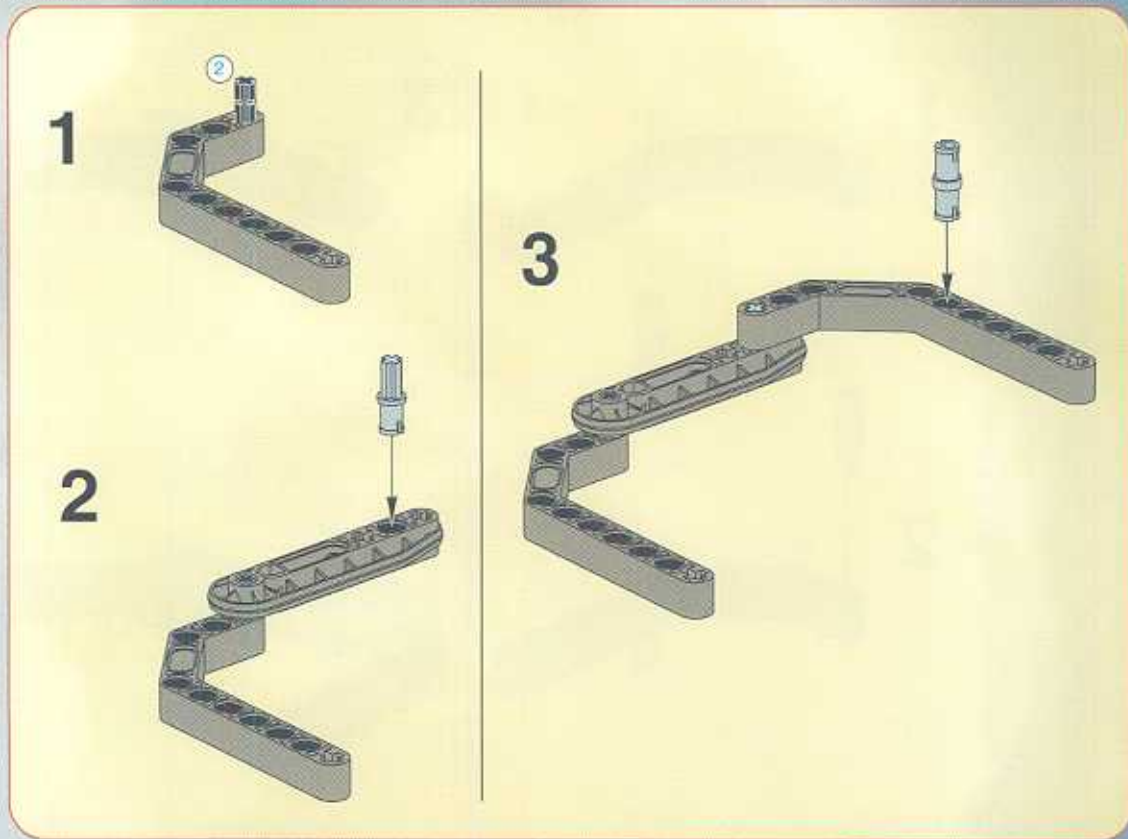
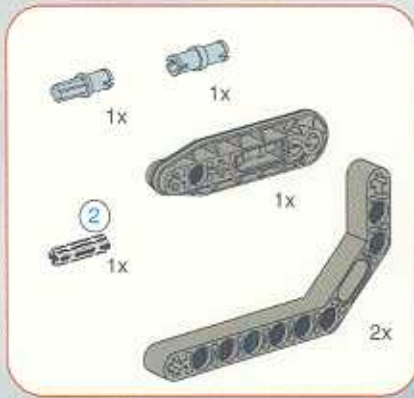
If you have not yet built the Y-Frame, go to page 10







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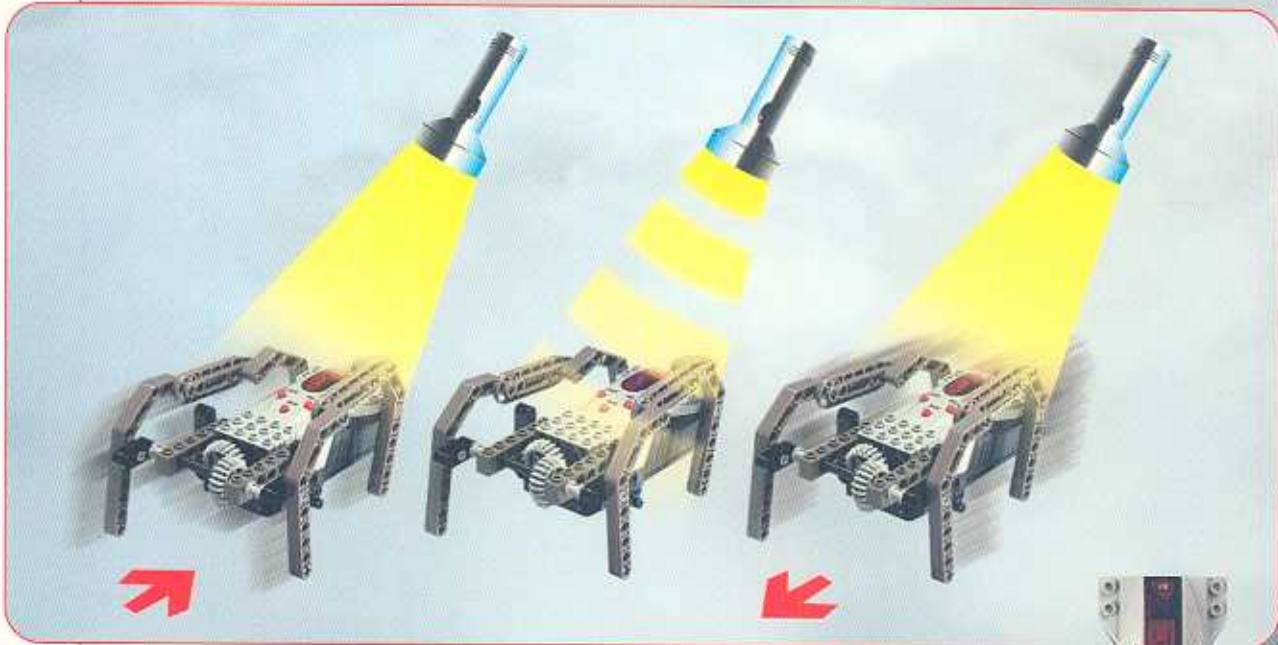








LIGHT CONTROL



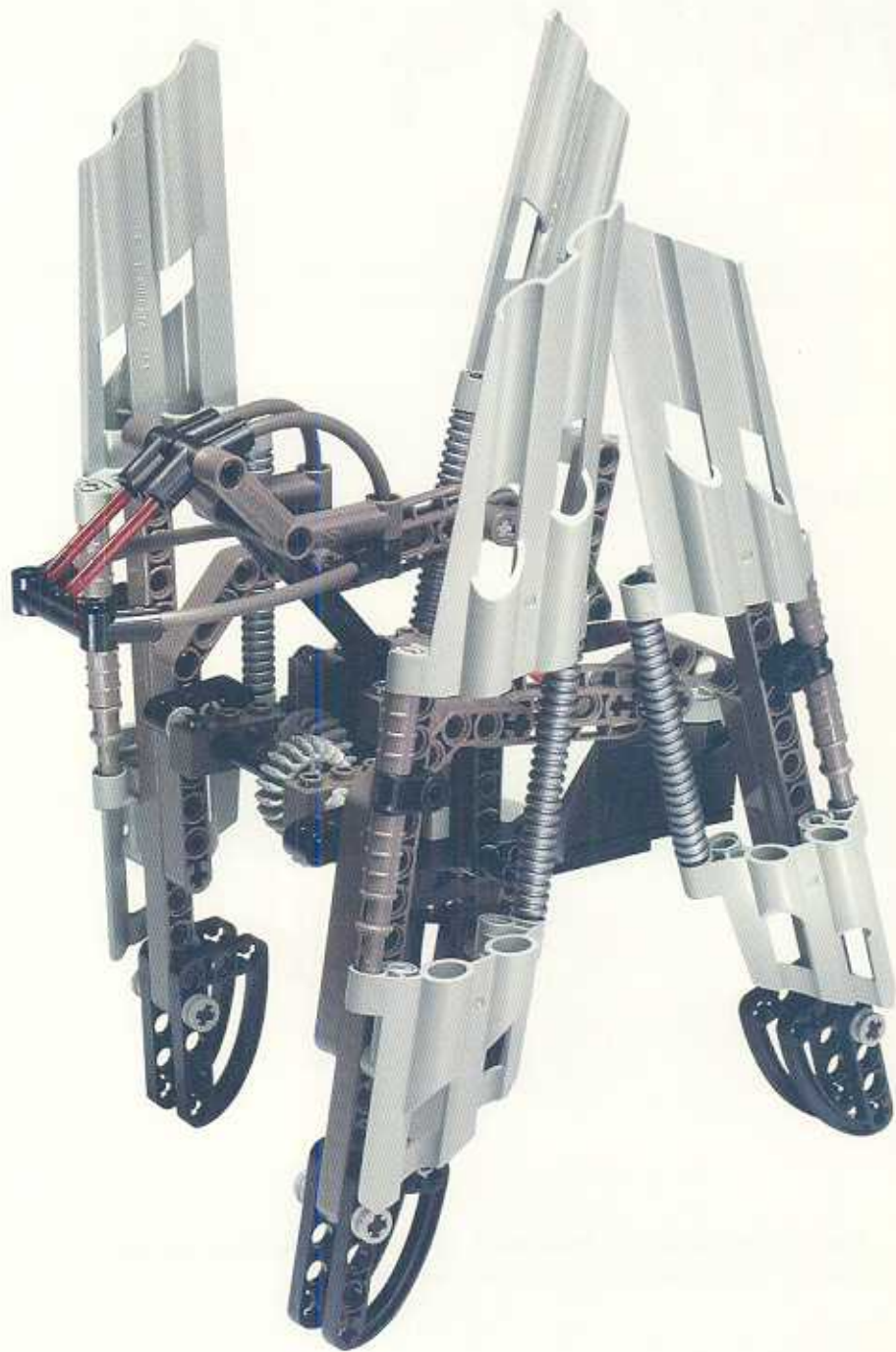
Select and Run Program 4 (Light Control). The Micro Frame moves forwards when you shine a light at the Light Sensor. Two flashes makes it change direction.

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.

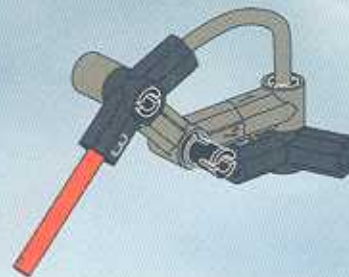
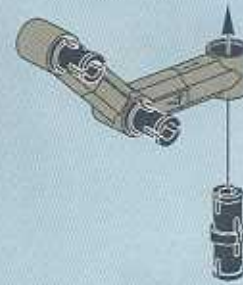
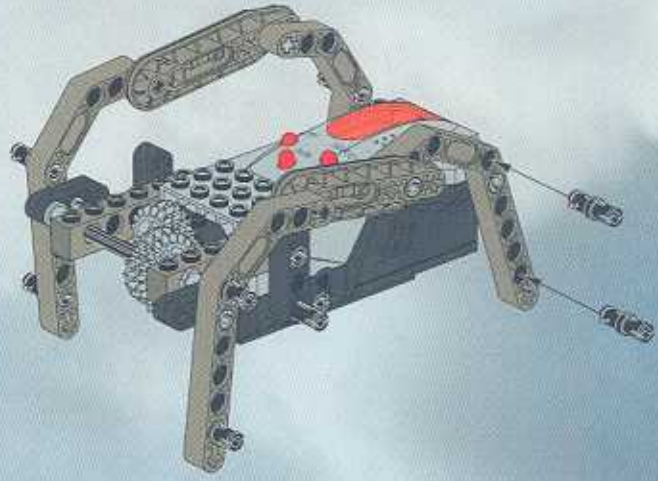








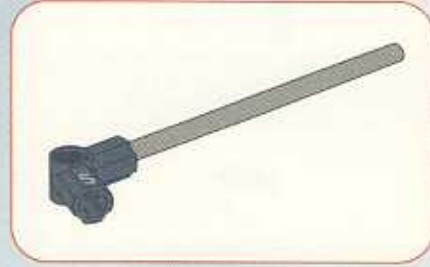
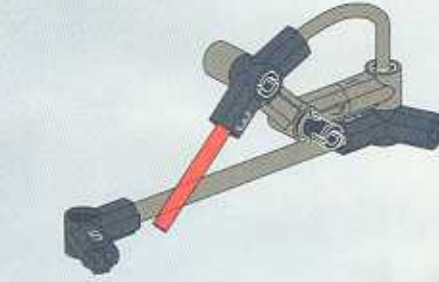
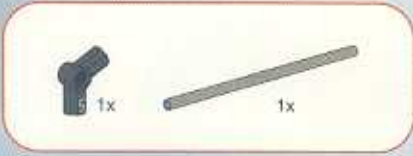
If you have not yet built the Micro Frame, go to page 34



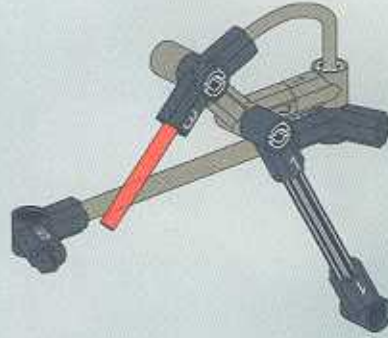




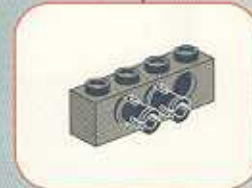
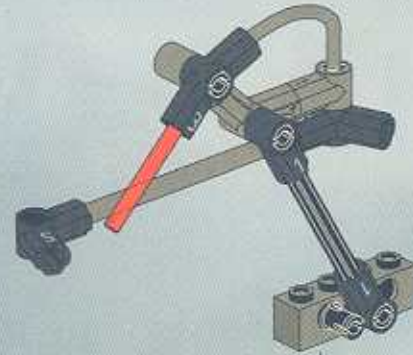
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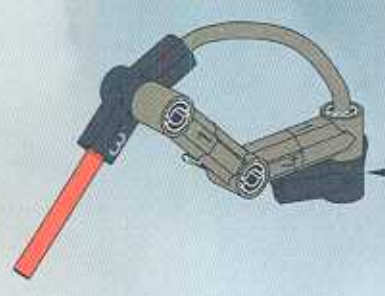
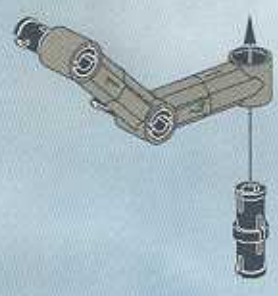
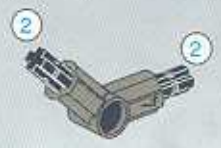
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7



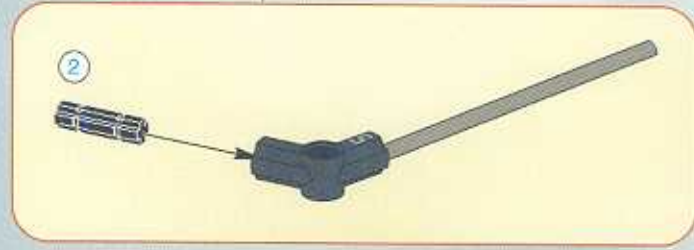
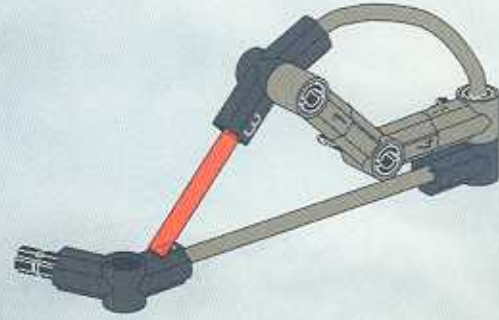




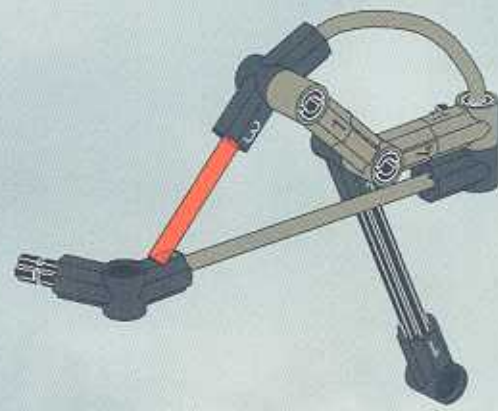




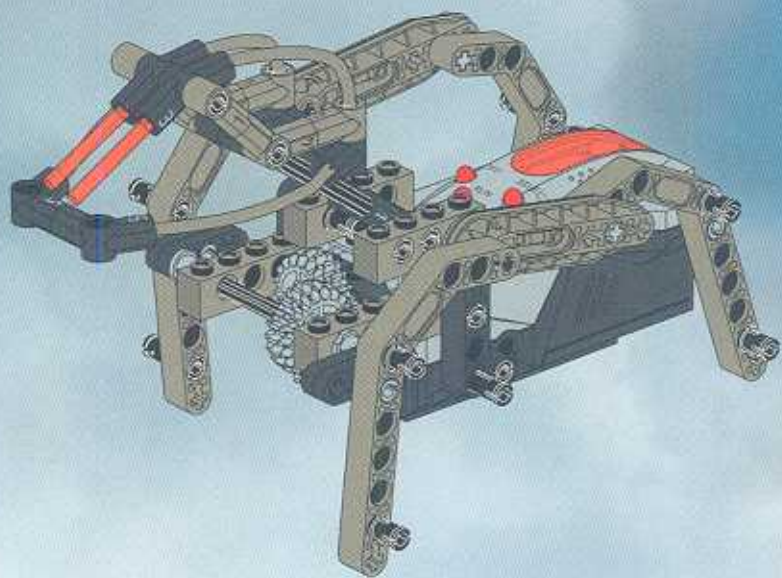
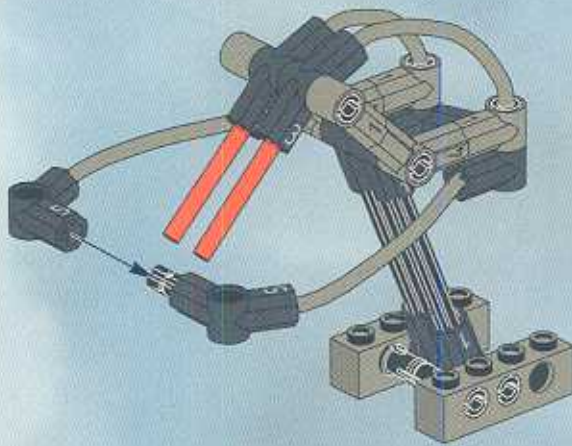
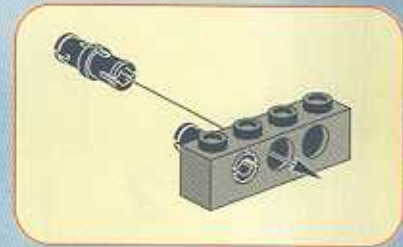
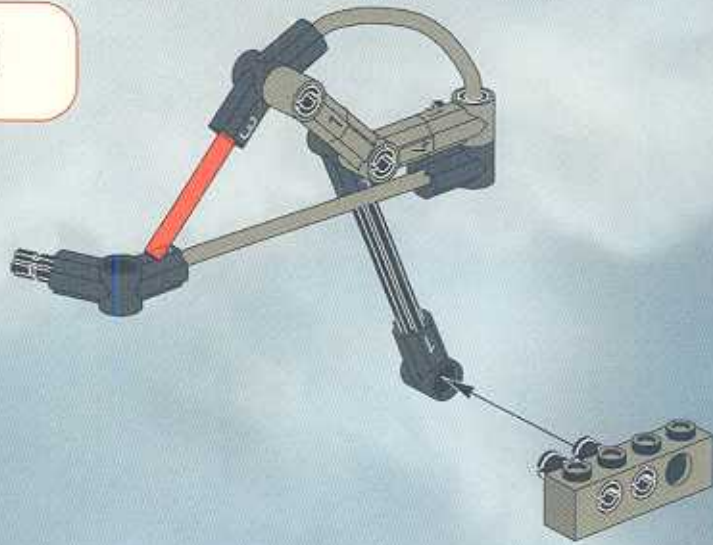
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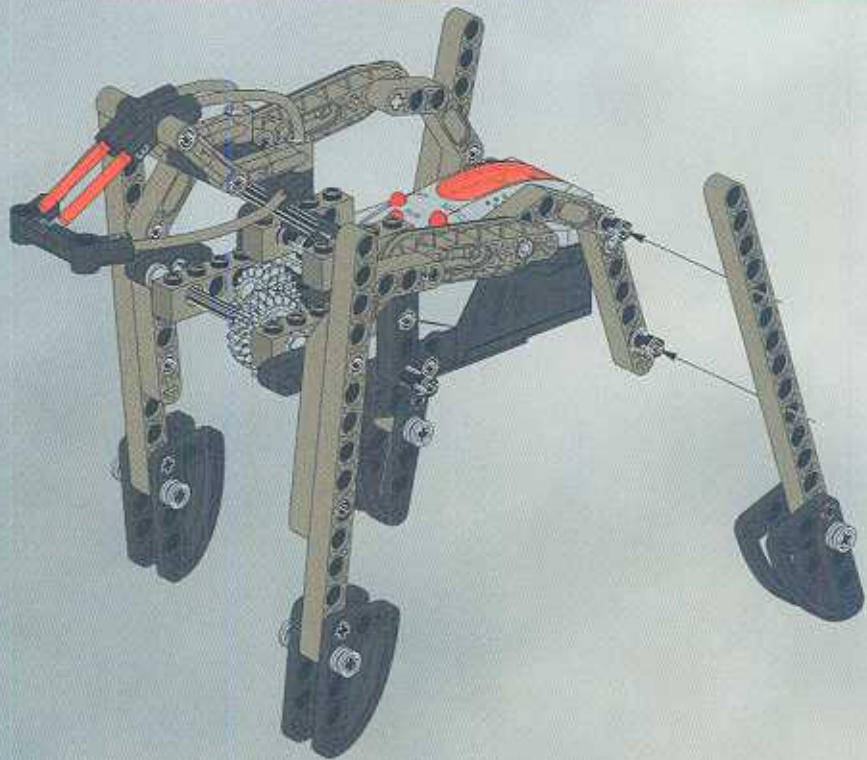
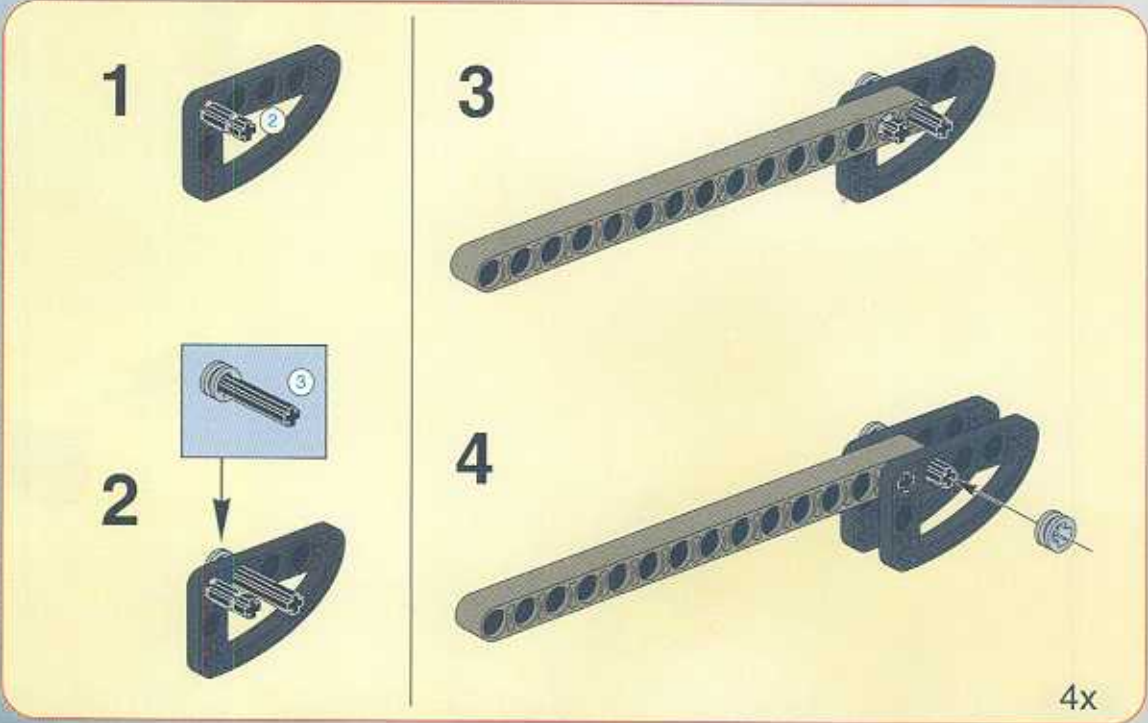
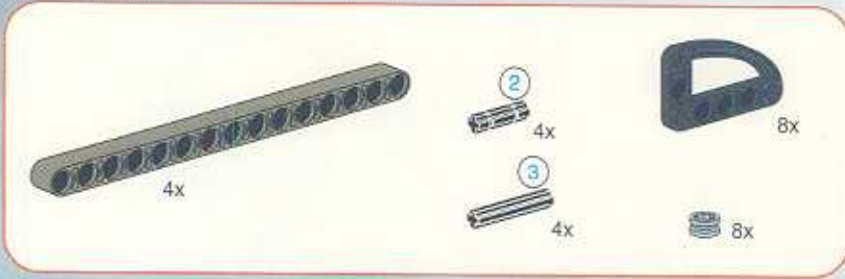
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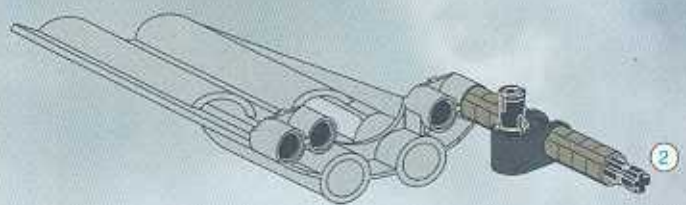
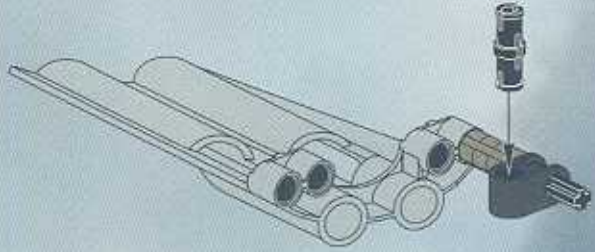
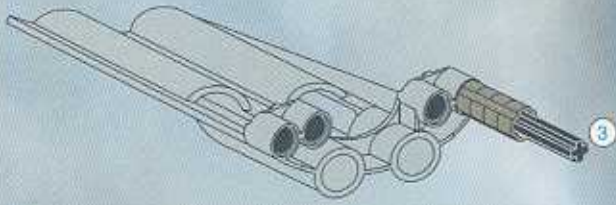
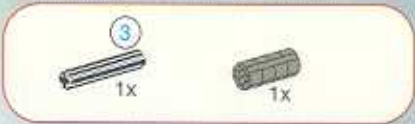
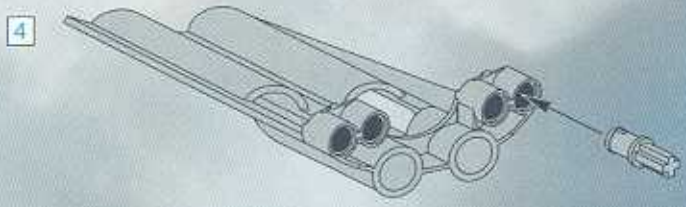
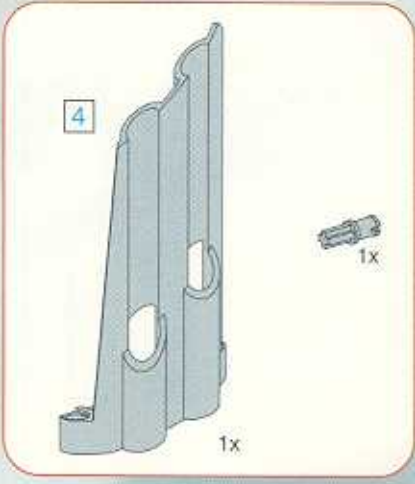








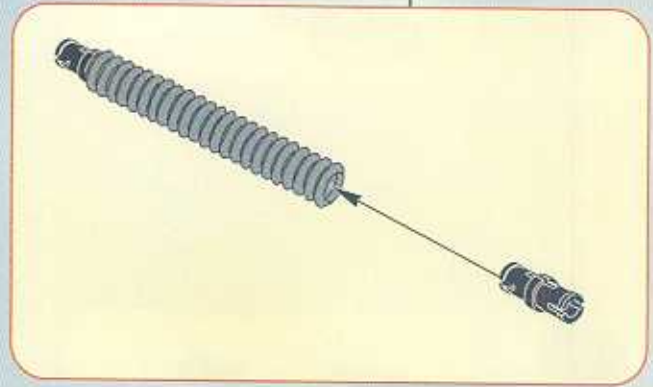
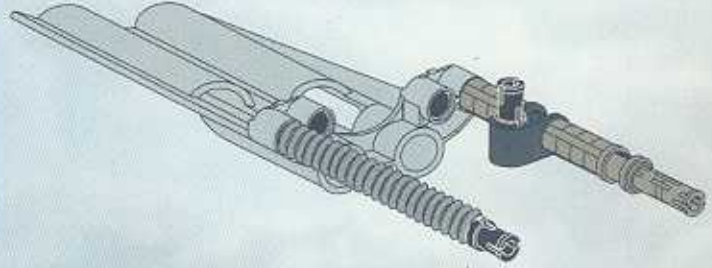
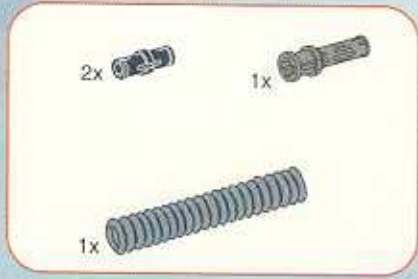




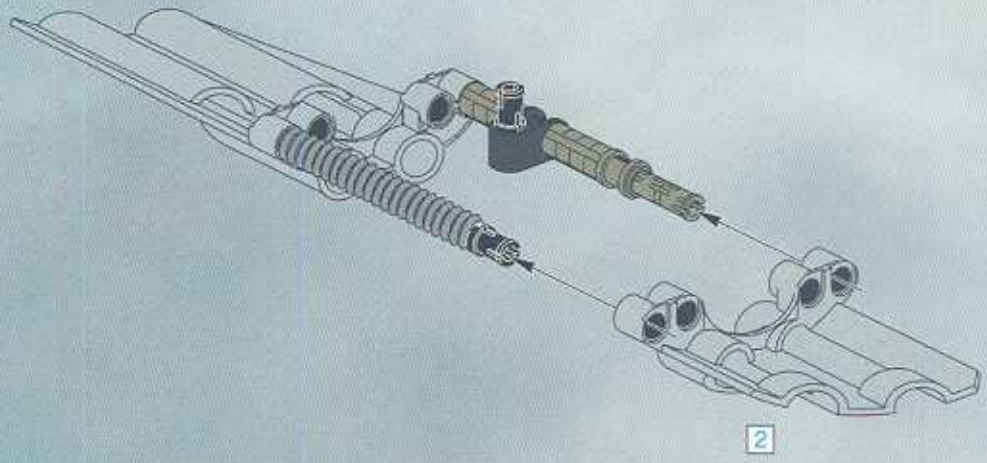
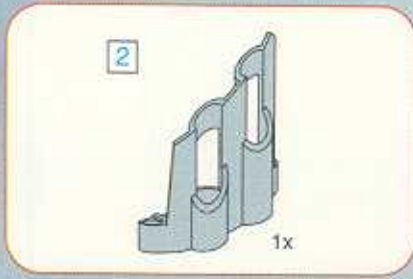




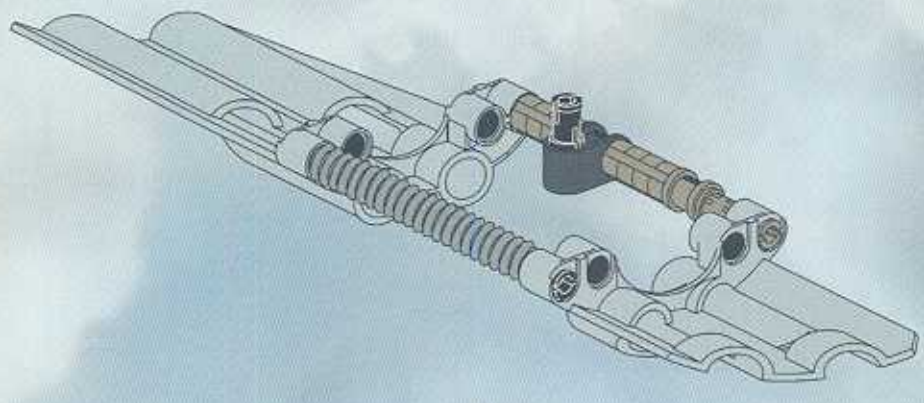
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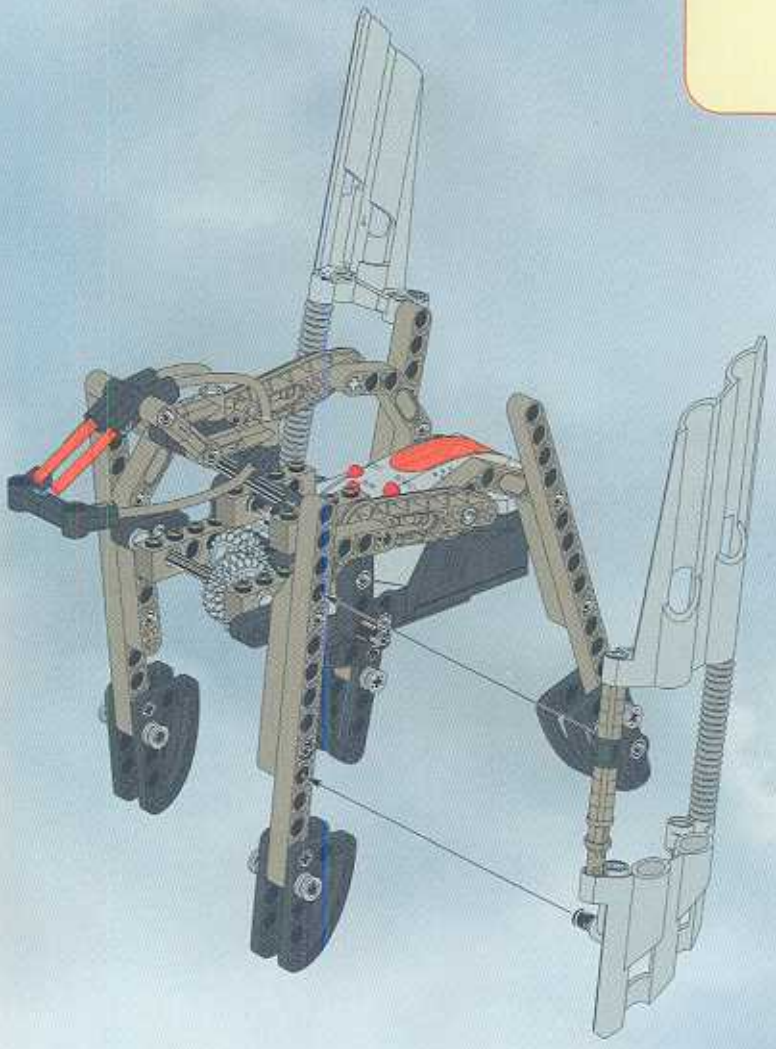
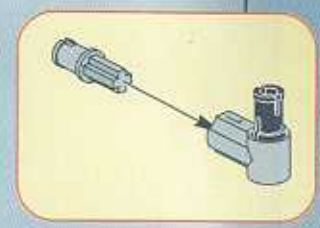
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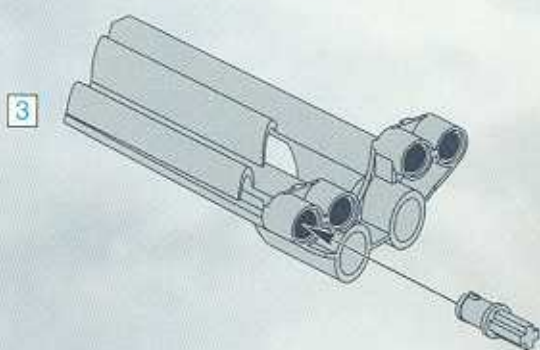
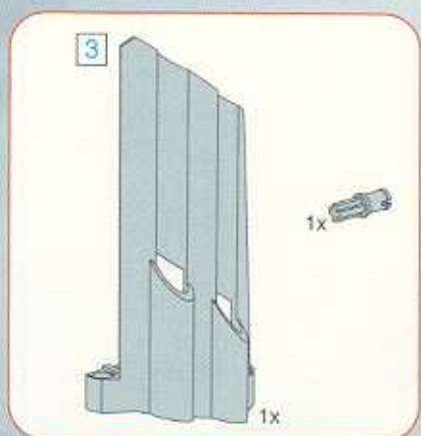
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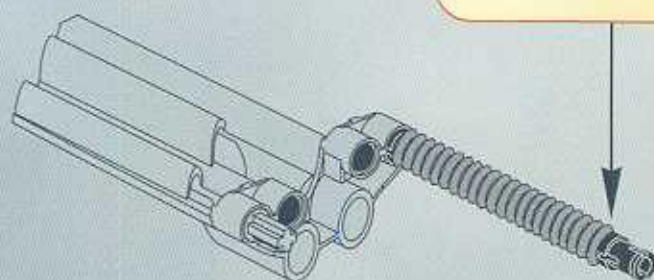
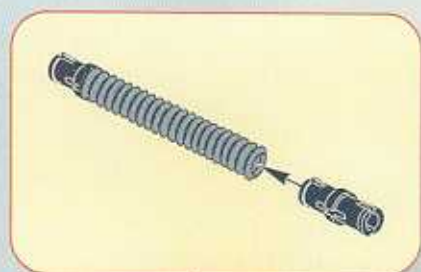
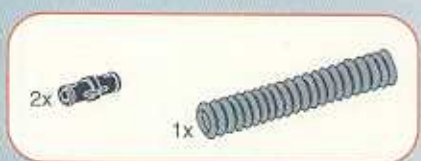




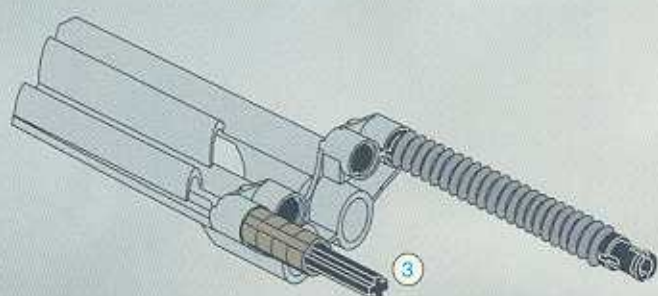
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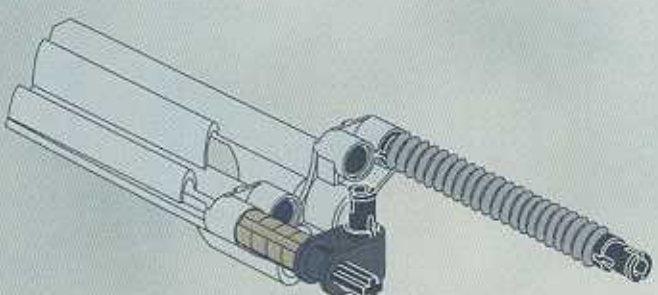
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3



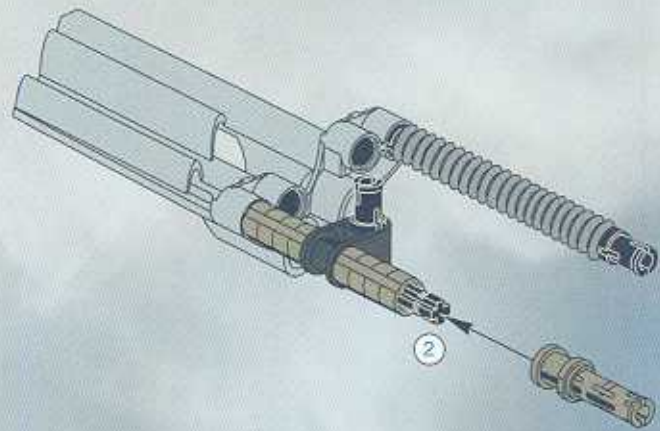
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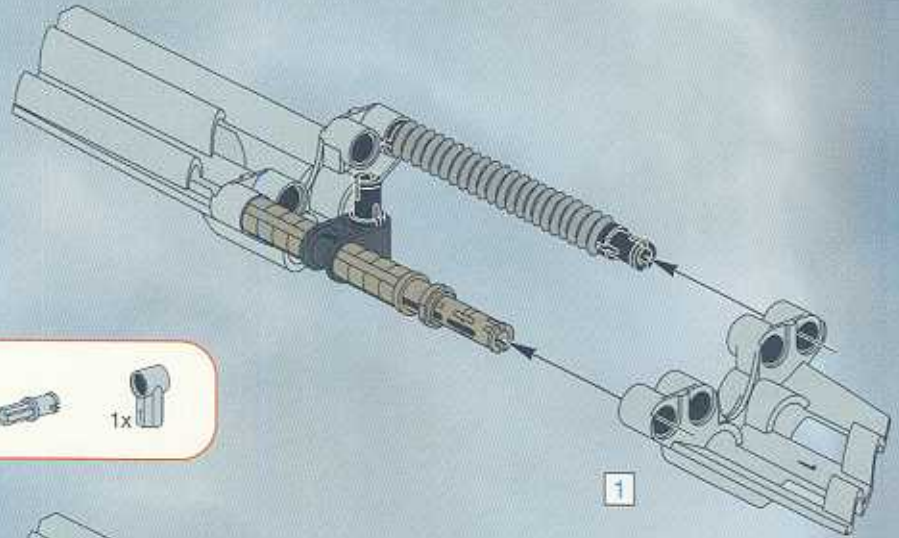
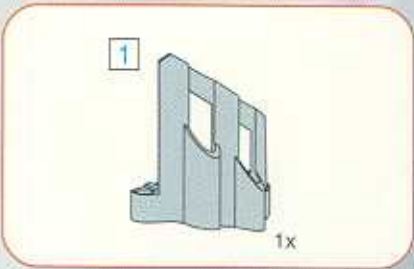




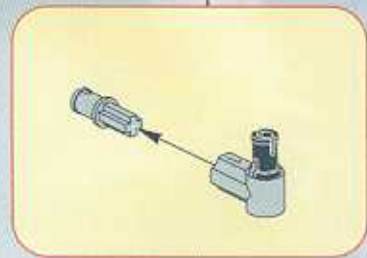
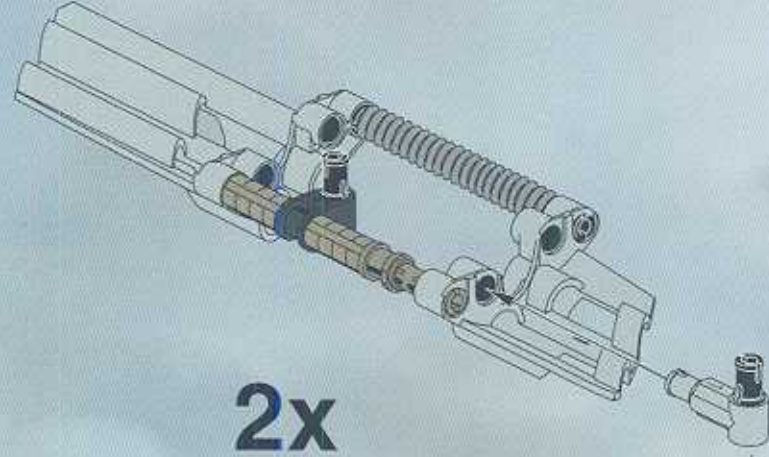
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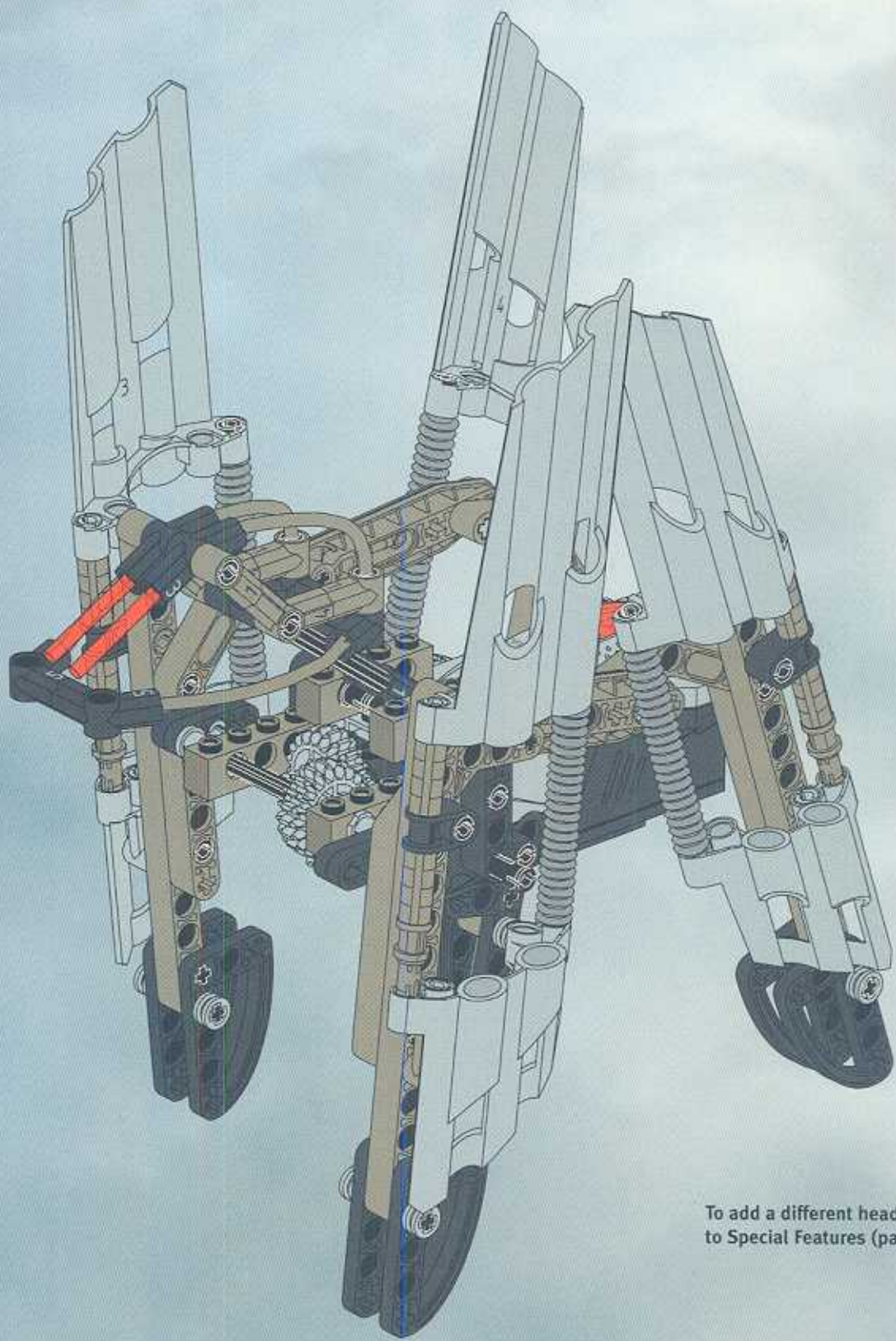
6



7







To add a different head, go to Special Features (page 54)



## ALARM



Select and Run Program 6 (Alarm). A change in light makes the Droid Starfighter move and sound an alarm.



## STOMPER CHALLENGE

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

(1)

**Stomper Legs**  
(Attach these to the rear of the Micro Walker frame to build a Robot that can stand)

1/2

8-1

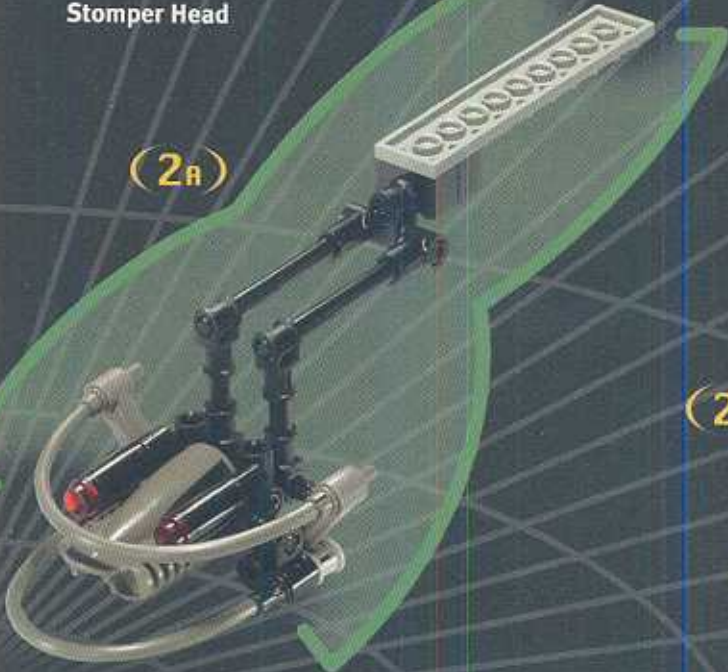
9250

4720



Stomper Head

(2A)

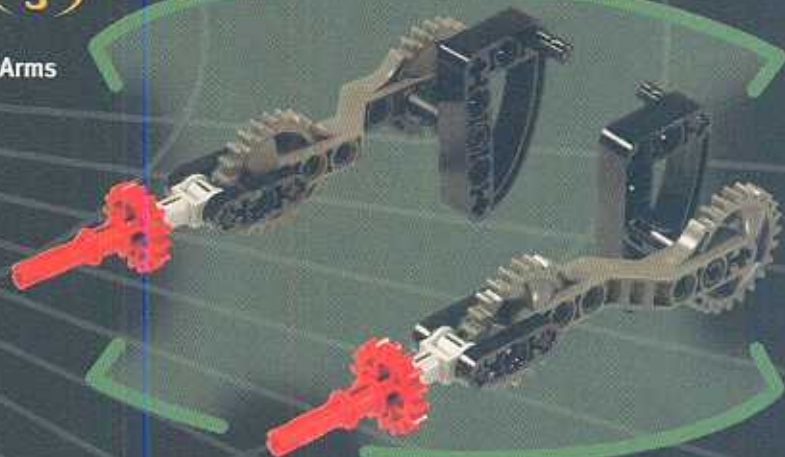


(2B)



(3)

Stomper Arms



(4)

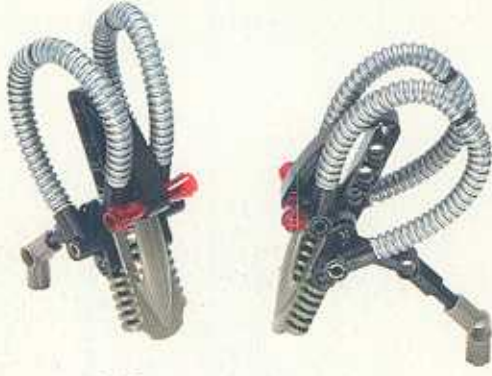


- 2/2
- 2-4
- 9759
- 822

If you require more assistance,  
you may find useful information at  
[www.legomindstorms.com/darkside](http://www.legomindstorms.com/darkside)



# Special Features



Go-AT 3



Flop-E7



Mantis



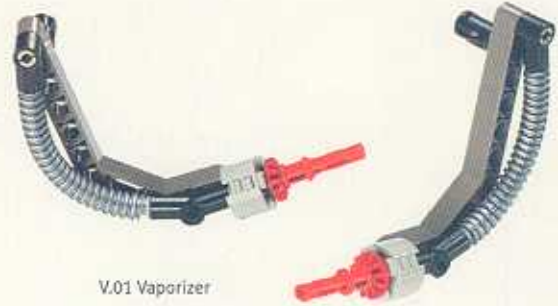
Hammer Head



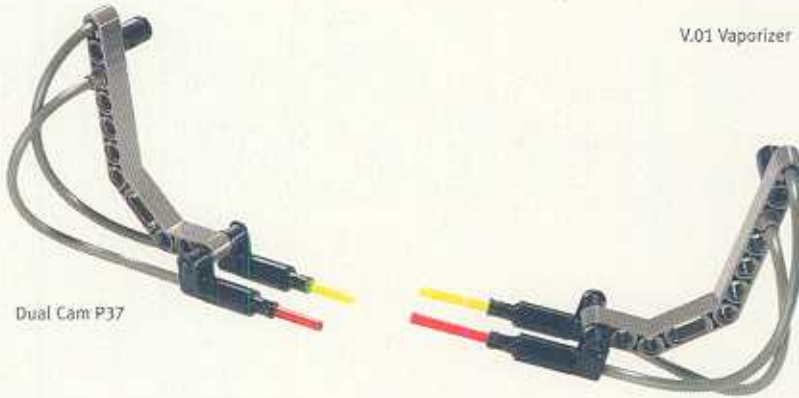
IL-Blasters



Scorpio Twin Stinger



V.01 Vaporizer



Dual Cam P37



