



Bot Colony

The Game You Speak With

BOT COLONY PLAYER GUIDE

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INTERACTING WITH THE ENVIRONMENT

Use the **W**, **A**, **S** and **D** keys to move your character around.

Move the mouse to look around.

Left-click on an object that you want to use or pick up.



Right-click on an object to see a list of possible interactions. You can then select the action you want. To cancel, simply click outside the menu once it is open (disabled for alpha).

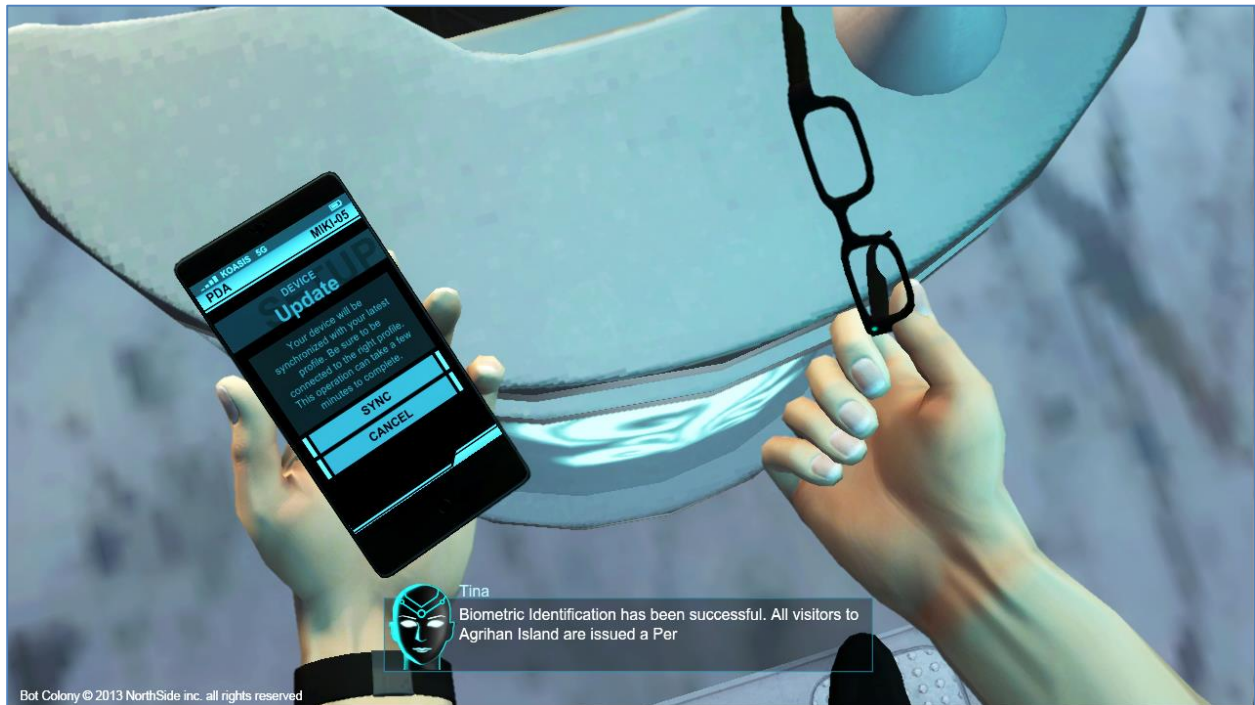
The full command list is below.

CONTROLS

W	Move Forward
S	Move Backward
A	Turn Left
D	Turn Right
Mouse	Rotate the View / Move the Cursor
Arrow Keys	Navigate within the Dialogue Box or PDA
Left-Click Object	Interact with an Object
Left-Click Robot	Start a Conversation with a Robot
Right-Click Object	Open the Interaction Menu (disabled for alpha)
TAB	Open/Close Inventory (disabled for alpha)
CTRL	Display/Hide the PDA
F1	Start/Stop Conversation with MIKI-05
F2	Activate/Deactivate your Microphone
F3	Enter/Exit a Vehicles/Console/Interface
ESC	Stop Conversation / Pause the Game

USING THE PDA

Press **CTRL** to open/close the PDA display.



Use the arrow keys to navigate between the different sections of your PDA. The **Up Arrow** ↑ and **Down Arrow** ↓ let you move between sections. The **Right Arrow** → lets you open a section and the **Left Arrow** ← returns you to the PDA Menu.

Robot Info lets you see personal information related to the robot you are currently talking to, such as its name and function (disabled for alpha). If you aren't talking to anyone, it displays the information for MIKI-05 (your personal assistant).

The **Objectives** page shows lists what you need to do to complete your mission. If you need additional help, you can ask MIKI-05, "What should I do now?"

The **Messages** page lists all your received **messages**.

Map is a GPS that shows you the surrounding area (disabled for alpha).

Money shows you how many Leks you have and your most recent economic transactions (disabled for alpha).

Currently shows the current date, time and temperature (disabled for alpha).

THE HUMAN DETECTION METER

(Disabled for alpha - Coming in Episode 3)

Every time you ask a question that a robot wouldn't normally ask, the robots that you are speaking to will begin to question your cover.

As a robot becomes suspicious about your identity, the Human Detection Meter will raise. When it reaches 10, you will be classified as a human and be captured.

To avoid being detected as a human, keep your utterances short and related to what your interlocutor may know and understand. This way, the suspicion meter of your interlocutor will remain low.

INVENTORY

(Disabled for alpha - Coming in Episode 4)

Press **TAB** to open or close your Inventory. The inventory shows the items in your possession.

To use one of your items, drag and drop it on your avatar in the scene. An Interaction Menu showing you the available actions will appear.

You can **right-click** on an item to see what you can do with it.

You can use your Inventory during a conversation.

RANKS & MERITS

(Disabled for alpha)

As you advance in the game and converse efficiently with the robots of Bot Colony, your Rank will increase based on your accomplishments. The more you achieve, the higher your Rank!

Your Rank is public and shown on your personal community page.

Consult the Rank section when you pause the game to know what kind of things you can do to increase your Community Ranking.

Merits are earned by completing specific challenges in the game that require performance at a higher degree of difficulty.

Once a Merit is earned, it cannot be earned again.

While some Merits are earned throughout the game, many of them are level specific.

The list can be found in the Merits section when you use the game.

INITIATING CONVERSATION

To begin a conversation with a robot, go close to it and **left-click** it. Press **ESC** to stop the conversation. You may only talk to one robot at a time.

You can press **F1** to talk to MIKI-05, your personal assistant. Press **F1** again to stop talking to her.

Once in a conversation, type on your keyboard or speak into your microphone. The text of your utterance will appear in the text box. You should always review your message before pressing **Enter**. Enter sends the message to the robot you're talking to. The robot will then interpret it and act accordingly.

If you play through speech, don't forget that you can use Correct That! to choose between various text transcriptions. For example, say "Choose three" if the 3rd alternative is the correct transcription of what you said.

You can always edit your text using the arrow keys before sending it to the interlocutor robot for processing. You can also push the **Up Arrow** ↑ key to cycle through previous messages.

HOW TO TALK TO ROBOTS?

Nakagawa robots only understand English.

Keep everything as short and clear as you can (while maintaining proper grammar, so "Go to the living room; not "Go to living room").

You need to be specific when talking to a robot. If you are not specific enough, the robot will ask you to clarify what you mean. Keep it factual, clear and short. Remember, you are talking to a machine.

If you were not understood, avoid lengthy explanations. Rephrase the entire sentence as directly as you can.

If you are using a microphone, you can always do more Voice Training in the Speech section following the login page. Doing additional training will help the robots to better recognize your voice and understand what you say.

When using a microphone, speak clearly and avoid the use of slang or expressions.

If there is a problem with your microphone, a red microphone icon will appear.

Always check your output in the text box before sending an utterance. That way, you can make any corrections you need before sending the message to the robot.

Use short, simple sentences. If the robot doesn't understand, try to break your point into several smaller utterances. For example, if the robot has difficulties picking up an object, ask him first to go to that object. After, it may be easier for him to pick it up.

Speak one short sentence at a time. "Let me introduce myself, my name is Brandon" is polite, but is difficult to understand by a robot. "My name is Brandon" is direct and as a result, will be understood.

You can always ask the robot to stop the action he is doing by telling him "Stop."

It's not hard to confuse a robot. Digressions, deviations and witticisms are at your own risk. Keep your conversations to the point and you'll save yourself the frustration of not being understood.

If you need help on your mission, ask MIKI-05. Questions and comments like "What should I do?" or "I need help" can help you in your progression.

ROBOT COMMANDS

You can ask a robot various questions. You can ask questions about itself, its work, its environment, and the events the robot has witnessed first-hand: "What's your name?"; "Where is the elevator?"; "What is an elevator?"; "What is the height of the refrigerator?"; "What did I say?"; "What did you do?"; "How do you know that?" etc. Keep your questions as simple as possible to help the robot understand.



You can tell facts to robots and they will remember them. You can even teach the robots new concepts or new commands: "My name is Hank"; "What is my name?"; "I don't like pizza"; "Do I like pizza?" etc.

To teach a new command you need to use the commands that the robot already knows. You can ask each robot for a list of their commands: "What are your commands?"; "What are your manipulation commands?"; "What are your movement commands?". Once you know the robot's commands you can teach the robot to chain these commands into a new command: "Bring me the screwdriver", "Go to the book", "Pick up the book", "Come to me". The robot will interpret any objects in the original command as variables, so would be able to execute commands referencing different objects, such as "Bring me the wrench".

Robots respond best to clear commands. You can give direct orders to them based on the commands they know: "Go to the living room"; "Put the vase on the table"; "Move forward by two meters"; "Stop"; "turn left" etc.

LEVEL HELP

INTRUDER

Remember that there are cameras the spy hid in the walls, but you can also use the robot's eyes camera.

Click the cameras on the mini-map to select one of the cameras the spy hid in the walls and look through it.

Click the robot icon on the mini-map to look through the robot-eyes camera. You'll see what Jimmy sees.

Use the mouse wheel to zoom in or out.

Hold **left-click** and drag the mouse to move the camera viewpoint.

Click the robot icon on the mini-map to look through its camera.

Press **F3** to toggle House/Garden view.

AIRPORT

Press **F1** to open a dialogue with MIKI-05 (after receiving your PDA).

Press **F3** to toggle between console view and character view.