

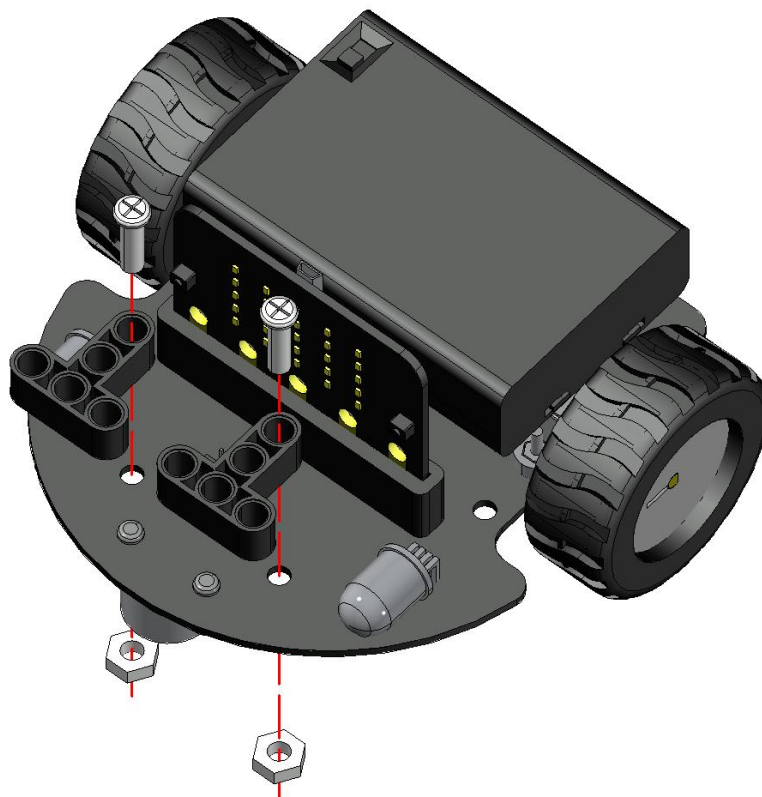


FootBall Arena Kit For TinkerBott Car

I . Assembling the Soccer Car

1. Install T-beam:

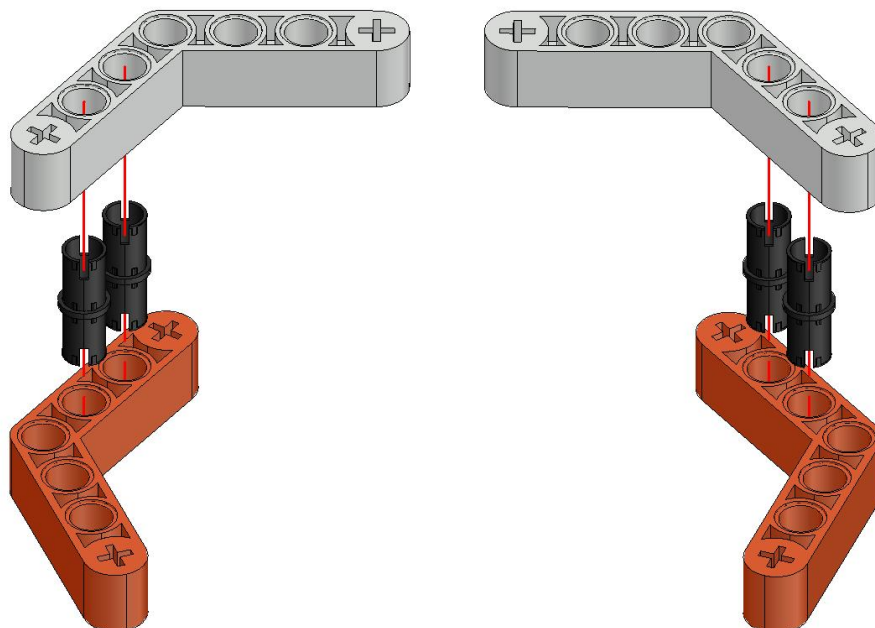
Components	Quantity
T-beam	2
M4*14mm Round Head Screws	2
M4 Nut	2

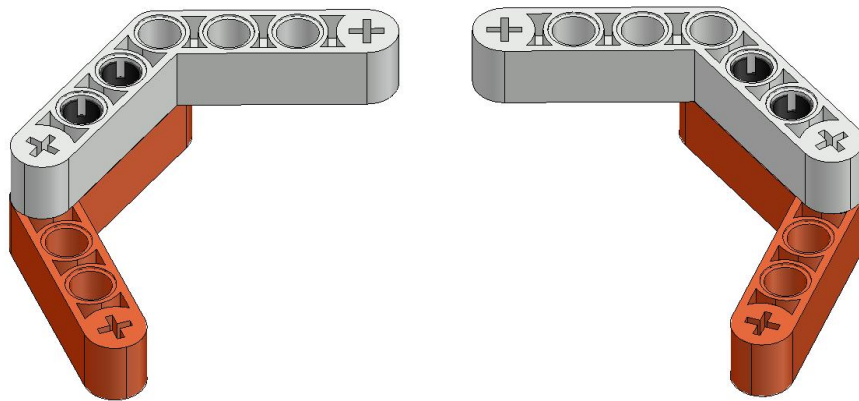




2. Assembling the 4*4 Corner Beam:

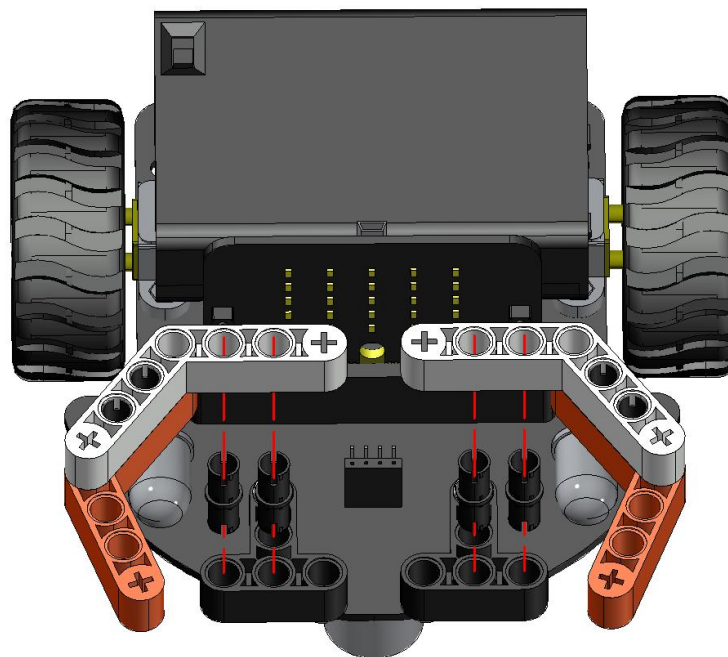
Components	Quantity
4x4 cCorner Beam	4
Friction Pins	4





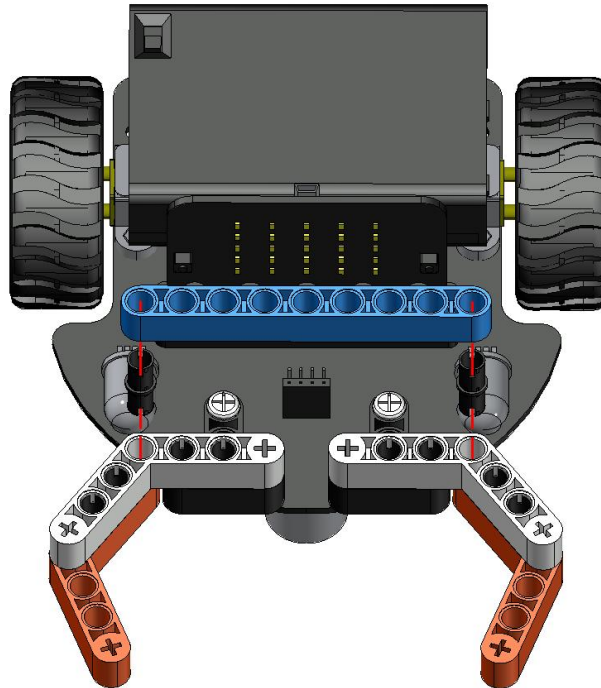
3. Installing the Corner Beam:

Components	Quantity
Friction Pins	4



4. Installing the Straight Beam:

Components	Quantity
9-Hole Straight Beam	1
Friction Pins	2



II . Soccer Car Control Program

This tutorial provides two control methods: mobile phone APP control and Micro:bit Bluetooth controller control.

1.APP Control

(1) APP Control Program

Locate the [App_Control.hex](#) program in the path: English/2.Program/1.APP Program. Connect the Micro:bit to the computer using a data cable, and upload this program to the Micro:bit's drive.

(2) APP Installation and Use

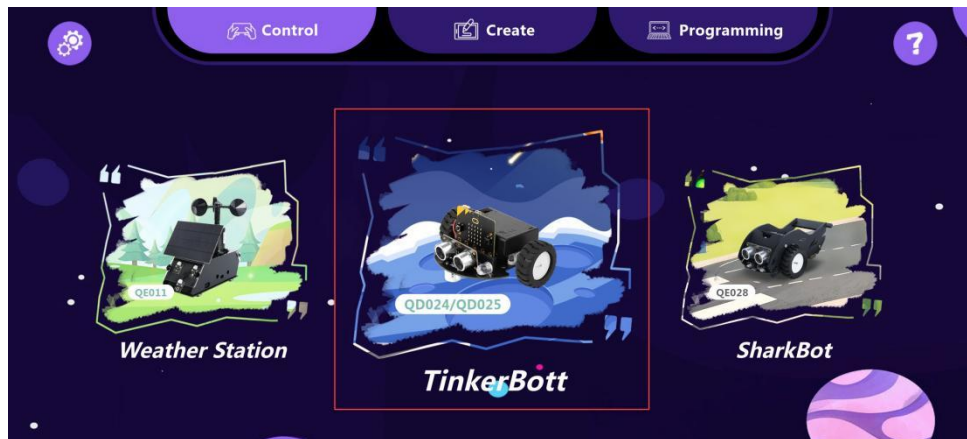
① Search for "ACEBOTT" in your phone's app store, find the app, and download and install it.

For IOS system, you need to search the keyword: ACEBOTT in the APP Store and then download it;

If you're using an Android phone, search for "ACEBOTT" in the Google Play Store and download it.



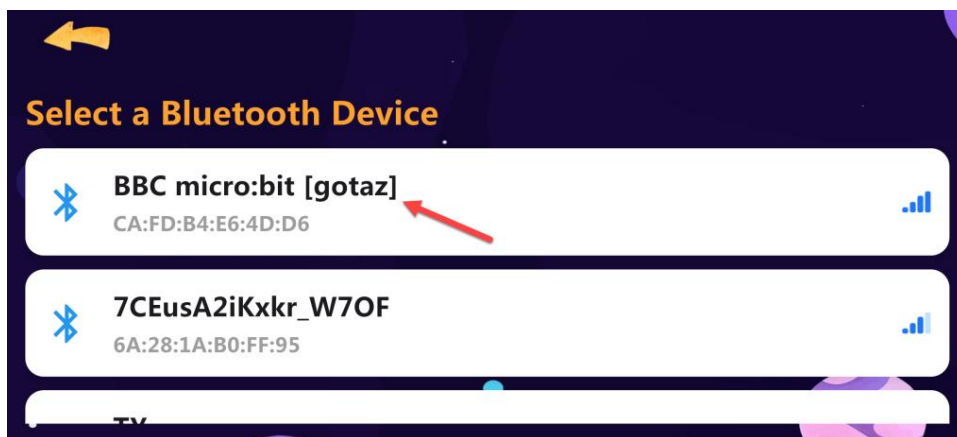
② After installation, go to the homepage and swipe left or right to select the TinkerBott car.



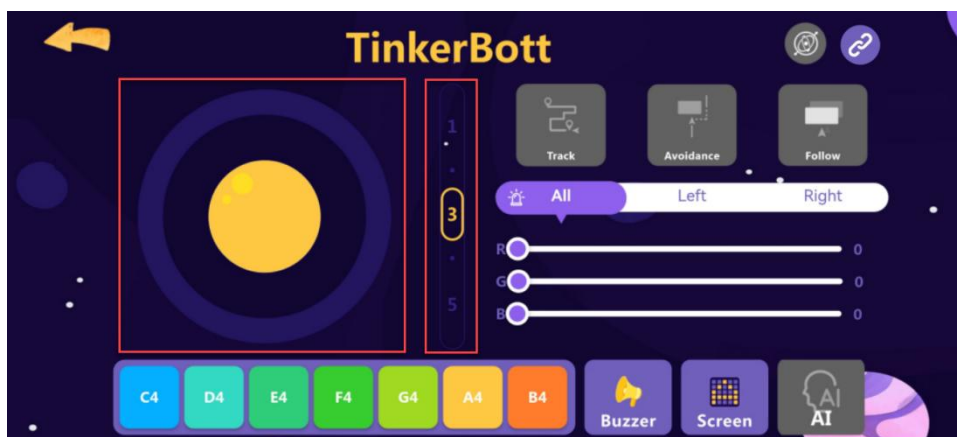
③ Select "Control" to enter the control interface.



④ Enter the car control interface, turn on your phone's Bluetooth, search for the Micro:bit's Bluetooth name, and tap the icon to connect.



⑤ After the connection is successful, you can use the joystick to control the MakeCode Soccer Car. You can also adjust the speed by switching gears.



2. Microbit Handle Control

Note: This control method requires the ACEBOTT QD026 Microbit Bluetooth controller. If you don't have this controller, skip this

control method. For detailed controller instructions, please refer to the QD026 tutorial.



3. Uploading and Using the Program:

Upload the Microbit-car-code.hex program to the Micro:bit in the soccer car.

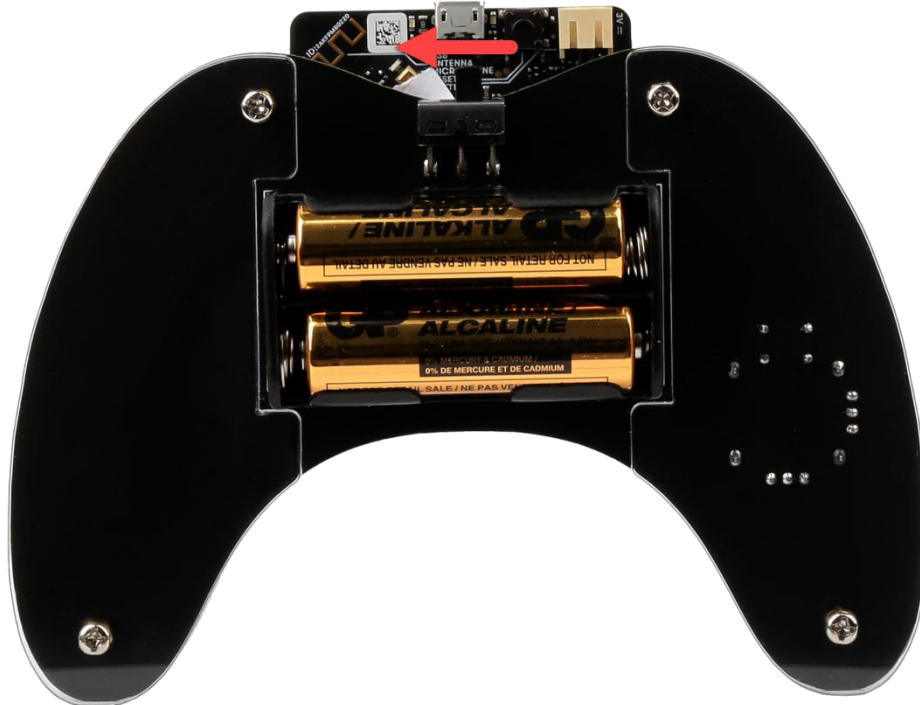
① Locate the ["Microbit-handle.hex"](#) and ["Microbit-car-code.hex"](#) programs in the path: English/2.Program/2.Handle Program.

Upload the Microbit-handle.hex program to the handle's Micro:bit.

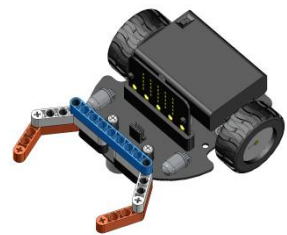

Upload the Microbit-car-code.hex program to the soccer car's Micro:bit.



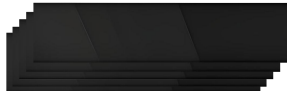

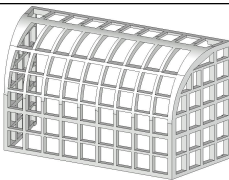


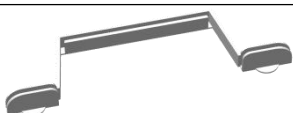



②After uploading the program, install two AA batteries in the handle. At the same time, flip the power switch to the left as shown in the picture to use the handle to control the game.



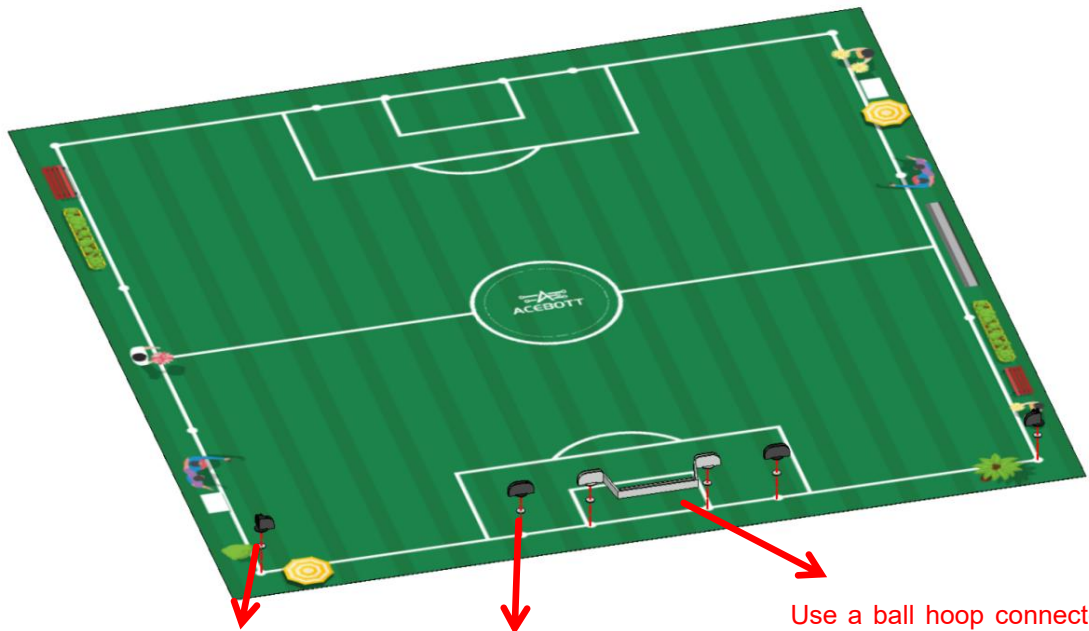
III. Soccer Competition Component List

Serial Number	Name	Quantity	Picture
1	Soccer Car	2	
2	Mobile Phone or Microbit Handle	2	

3	Soccer	1	
4	Soccer Field Map	1	
5	Long Acrylic Plate	10	
6	Short Acrylic Plate	4	
7	Goal Hoop	2	
8	Straight Connectors	16	
9	Right-Angle Connectors	8	
10	Goal Hoop Connector	2	
11	Double-Sided Adhesive	Several	

IV. Building the Soccer Arena

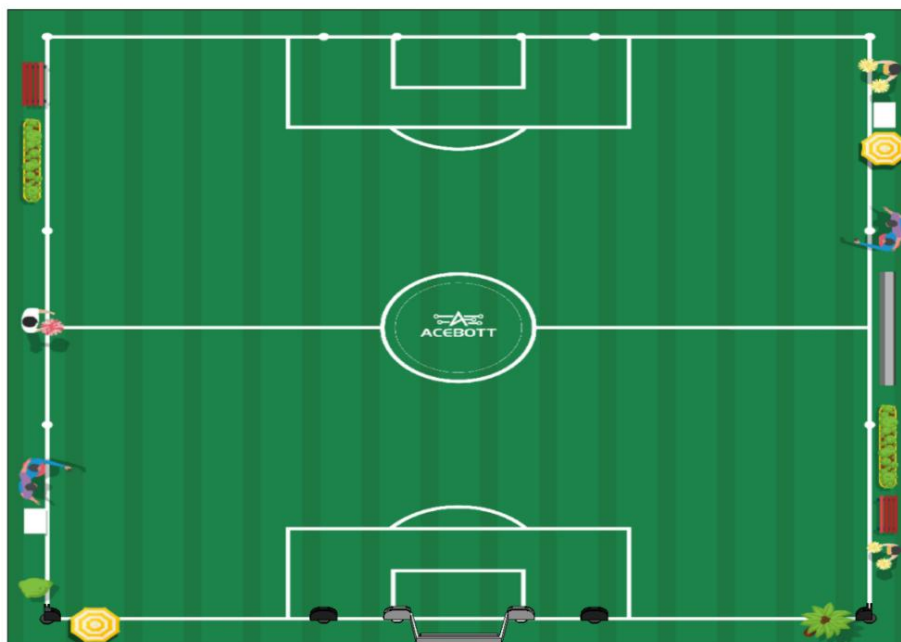
1. Peel off one side of the double-sided adhesive film, attach the adhesive to the bottom of the connector, then peel off the other side of the film and stick the connector onto the soccer field map.



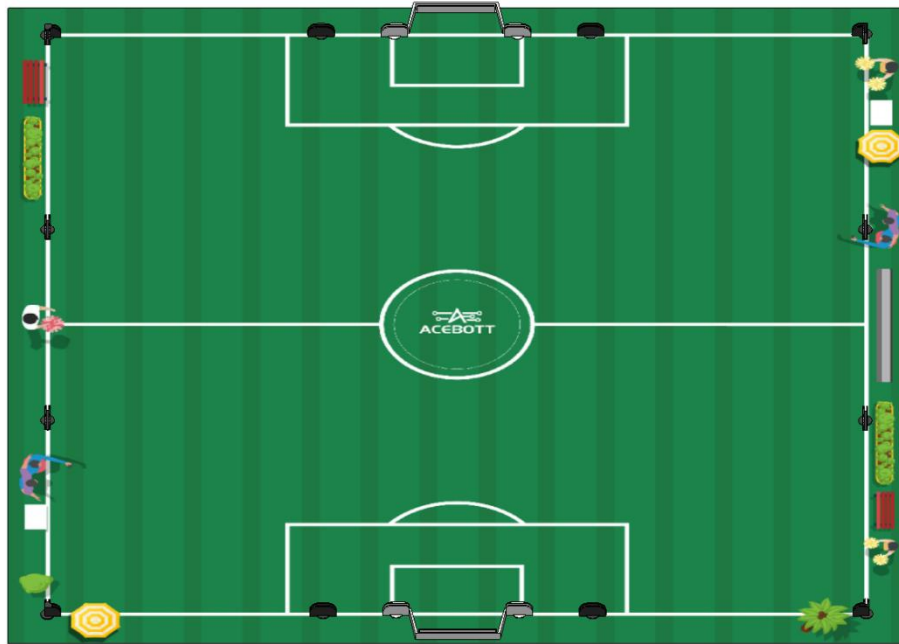
Use a right-angle connector for the corner.

Use a straight line connector for the straight line.

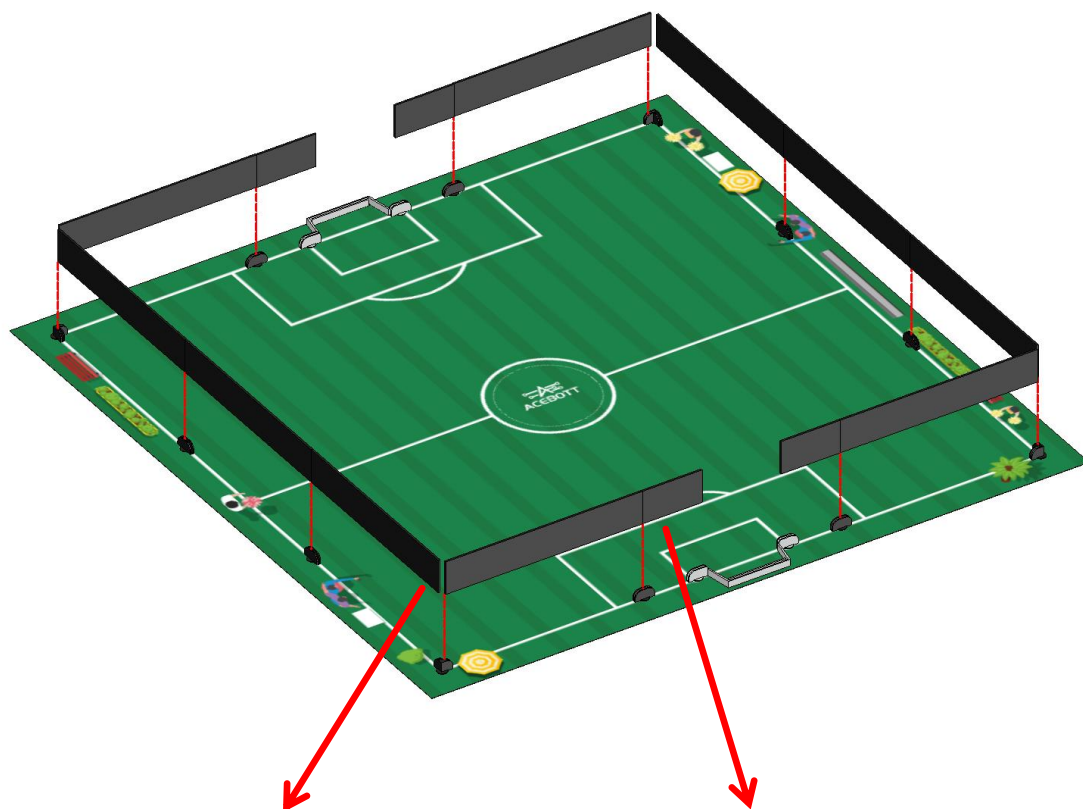
Use a ball hoop connector for the soccer ball hoop.



2. Attach the remaining connectors to the corresponding points on the map in the same manner:



3. Install the acrylic baffle into the field:

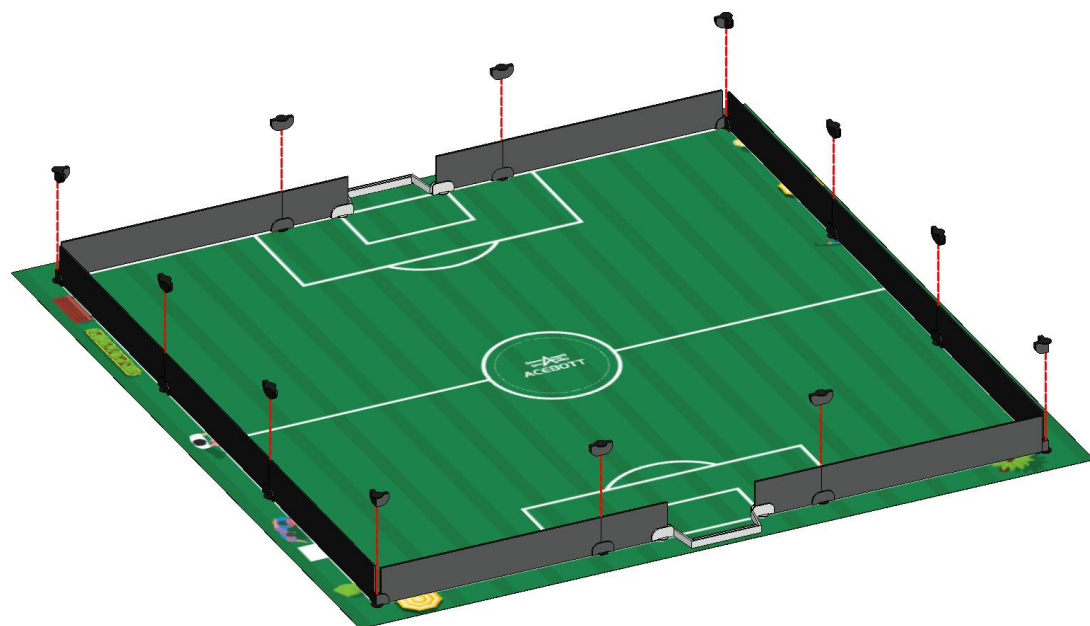


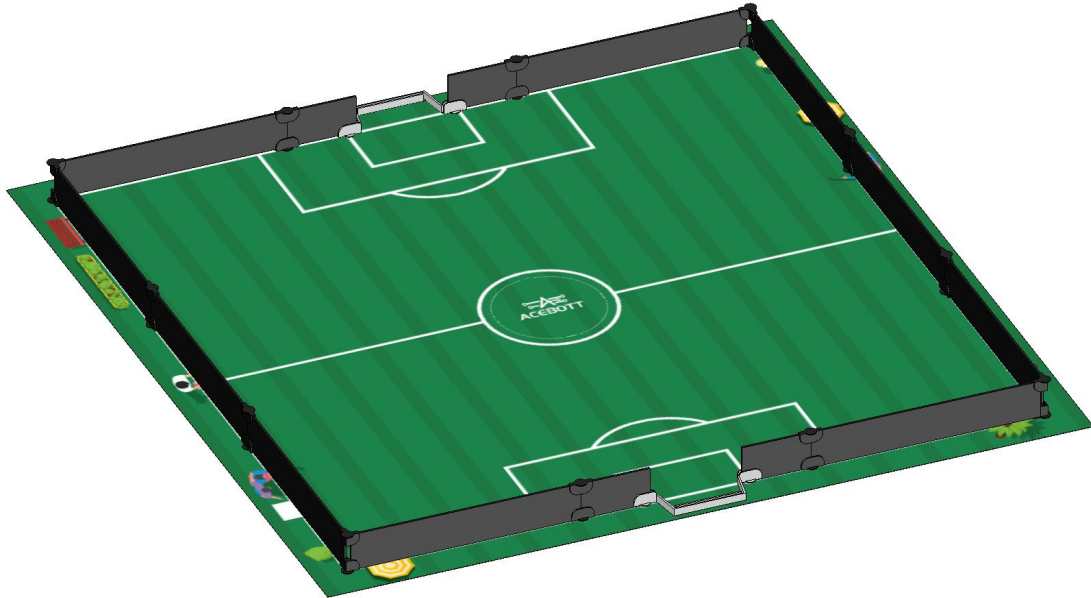
5cm*30cm acrylic

5cm*9cm acrylic

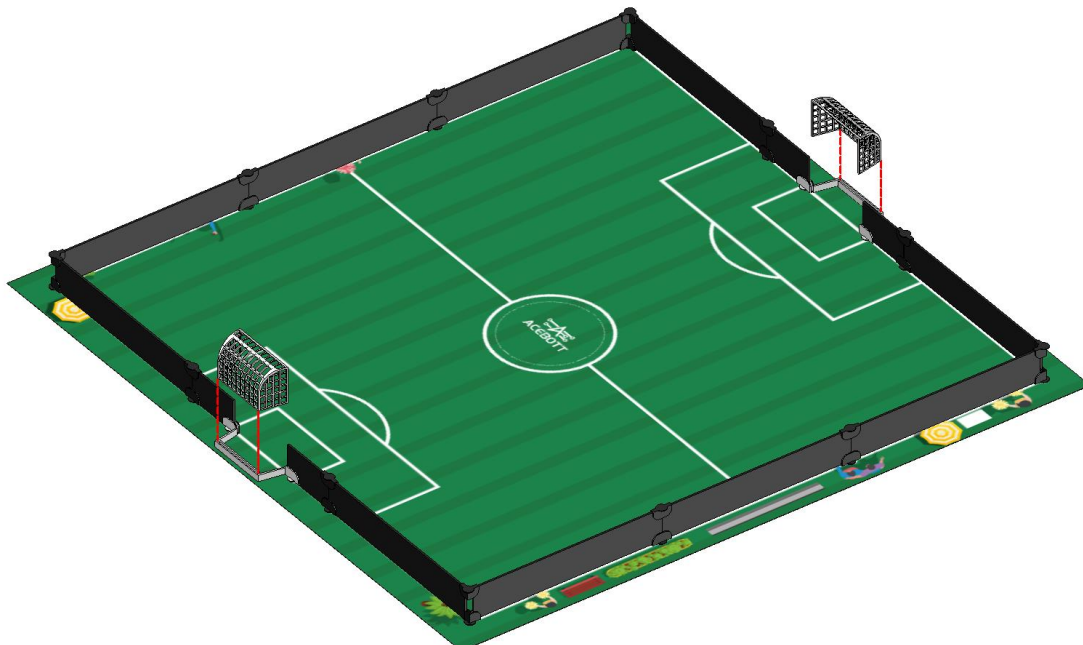
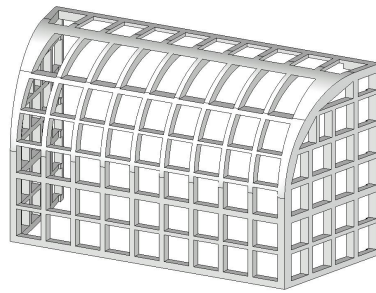


4. Install the remaining fixings into their corresponding positions to secure the baffle:





5. Install the two soccer hoops:





V. Soccer Competition Rules

1. Competition Method

Participants: 1 vs. 1 or 2 vs. 2.

Game Time: Each game is divided into two halves, each lasting 5 minutes, with a 1-minute break.

2. Starting and Goal Rules

Kick-off: At the start of the game, the ball is placed in the center of the field, and both teams' cars are placed in their own half.

Goal Decision: A goal is scored when the ball completely enters the goal.

After a goal: The team that lost the game kicks off from the center circle, and the game continues.



3. Determination of Victory or Defeat

The team with the most points wins.

If the game is tied, go into overtime or a penalty shootout.