

# i-SOBOT™ Action Table

## Description of icons

- P** ...Punch button    **K** ...Kick button    **G** ...Guard button    **GO** ...Execute button
- 1** ...1 button    **2** ...2 button    **3** ...3 button    **4** ...4 button
- A** ...A button    **B** ...B button    **L** ...Left joystick    **R** ...Right joystick

**TOMY**®

For combinations of multiple buttons, input in order from the left.

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## Remote control mode

Joystick Control				Punch Actions			Kick Actions			Guard Actions			Common Phrases & Greetings						
No	Action	Input & Movement	LCD	No	Action	Input	LCD	No	Action	Input	LCD	No	Action	Input	LCD				
1	Walk Forward	<b>L</b> ↑		19	Punch (L)	<b>1</b> <b>P</b>	1.P	35	Roundhouse (L)	<b>1</b> <b>K</b>	1.K	50	Guard (L)	<b>1</b> <b>G</b>	1.G	63	Affirm	<b>1</b> <b>A</b>	1.A
2	Walk Backward	<b>L</b> ↓		20	Punch (R)	<b>2</b> <b>P</b>	2.P	36	Roundhouse (R)	<b>2</b> <b>K</b>	2.K	51	Guard (R)	<b>2</b> <b>G</b>	2.G	64	Disagree	<b>4</b> <b>A</b>	4.A
3	Walk Fwd Curve Left	<b>L</b> ↶		21	Backhand (L)	<b>3</b> <b>P</b>	3.P	37	Forward Kick (L)	<b>3</b> <b>K</b>	3.K	52	2-Hand Guard 1	<b>3</b> <b>G</b>	3.G	65	Good Morning	<b>1</b> <b>2</b> <b>A</b>	1.2.A
4	Walk Fwd Curve Right	<b>L</b> ↷		22	Backhand (R)	<b>4</b> <b>P</b>	4.P	38	Forward Kick (R)	<b>4</b> <b>K</b>	4.K	53	2-Hand Guard 2	<b>4</b> <b>G</b>	4.G	66	Greet 1	<b>1</b> <b>3</b> <b>A</b>	1.3.A
5	Sidestep Left	<b>L</b> ←		23	One-Two Punch (R)	<b>1</b> <b>2</b> <b>P</b>	1.2.P	39	Side Kick (L)	<b>1</b> <b>1</b> <b>K</b>	1.1.K	54	Dodge Left	<b>1</b> <b>1</b> <b>G</b>	1.1.G	67	Greet 2	<b>2</b> <b>1</b> <b>A</b>	2.1.A
6	Sidestep Right	<b>L</b> →		24	One-Two Punch (L)	<b>2</b> <b>1</b> <b>P</b>	2.1.P	40	Side Kick (R)	<b>2</b> <b>2</b> <b>K</b>	2.2.K	55	Dodge Right	<b>2</b> <b>2</b> <b>G</b>	2.2.G	68	Greet 3	<b>2</b> <b>2</b> <b>A</b>	2.2.A
7	Walk Bkwd Curve Left	<b>L</b> ↶		25	Chop (L)	<b>1</b> <b>1</b> <b>P</b>	1.1.P	41	Back Kick (L)	<b>3</b> <b>3</b> <b>K</b>	3.3.K	56	Duck	<b>3</b> <b>3</b> <b>G</b>	3.3.G	69	Greet 4	<b>2</b> <b>3</b> <b>A</b>	2.3.A
8	Walk Bkwd Curve Right	<b>L</b> ↷		26	Chop (R)	<b>2</b> <b>2</b> <b>P</b>	2.2.P	42	Back Kick (R)	<b>4</b> <b>4</b> <b>K</b>	4.4.K	57	Sway Back	<b>4</b> <b>4</b> <b>G</b>	4.4.G	70	Bye 1	<b>3</b> <b>1</b> <b>A</b>	3.1.A
9	Rotate Fwd Clockwise	<b>L</b> ↻ <b>R</b> ←		27	Double Chop	<b>3</b> <b>3</b> <b>P</b>	3.3.P	43	Roundhouse (L & R)	<b>1</b> <b>2</b> <b>K</b>	1.2.K	58	Up-sweep Block	<b>1</b> <b>2</b> <b>G</b>	1.2.G	71	Bye 2	<b>3</b> <b>2</b> <b>A</b>	3.2.A
10	Rotate Fwd Counter-CW	<b>L</b> ↻ <b>R</b> →		28	Upper Chop	<b>4</b> <b>4</b> <b>P</b>	4.4.P	44	Fwd Kick (L & R)	<b>2</b> <b>1</b> <b>K</b>	2.1.K	59	Splits 2	<b>3</b> <b>4</b> <b>G</b>	3.4.G	72	Bye 3	<b>3</b> <b>3</b> <b>A</b>	3.3.A
11	Rotate Bkwd Clockwise	<b>L</b> ↻ <b>R</b> ←		29	Combo Punch	<b>1</b> <b>2</b> <b>3</b> <b>4</b> <b>P</b>	1.2.3.4.P	45	Combo Kick	<b>1</b> <b>2</b> <b>3</b> <b>4</b> <b>K</b>	1.2.3.4.K	60	Combo Guard	<b>1</b> <b>2</b> <b>3</b> <b>4</b> <b>G</b>	1.2.3.4.G	73	Bye 4	<b>3</b> <b>4</b> <b>A</b>	3.4.A
12	Rotate Bkwd Counter-CW	<b>L</b> ↻ <b>R</b> →		30	Side Chop (L)	<b>1</b> <b>4</b> <b>P</b>	1.4.P	46	High Kick (L)	<b>1</b> <b>3</b> <b>K</b>	1.3.K	<b>Stand up from a Prone Position</b> 61 Stand up (if face down) <b>A</b> 62 Stand up (if face up) <b>B</b> "Do not use Actions 61 & 62 unless i-SOBOT is lying down as noted. If used when standing, i-SOBOT will fall abruptly, risking damage."			74	Bye 5	<b>1</b> <b>4</b> <b>A</b>	1.4.A	
13	Move Arms	<b>R</b> button + <b>L</b> <b>R</b>	ARMS	31	Side Chop (R)	<b>2</b> <b>3</b> <b>P</b>	2.3.P	47	High Kick (R)	<b>2</b> <b>4</b> <b>K</b>	2.4.K				75	Respect	<b>1</b> <b>1</b> <b>A</b>	1.1.A	
14	Lock/Unlock Arms	<b>L</b> button ( <b>R</b> button + <b>L</b> <b>R</b> )	ARMS	32	Slapping	<b>4</b> <b>3</b> <b>P</b>	4.3.P	48	Splits 1	<b>3</b> <b>4</b> <b>K</b>	3.4.K	76	Thanks 1	<b>4</b> <b>1</b> <b>A</b>	4.1.A				
15	Turn Head Left	<b>R</b> ←		33	Double Backhand	<b>3</b> <b>4</b> <b>P</b>	3.4.P	<b>Utility Action</b> 49 Zero Position <b>4</b> <b>4</b> <b>4</b> <b>B</b>			77	Thanks 2	<b>4</b> <b>2</b> <b>A</b>	4.2.A					
16	Turn Head Right	<b>R</b> →		<b>Programming Pause</b> 34 3 Second Pause <b>4</b> <b>4</b> <b>4</b> <b>A</b>			49	Zero Position	<b>4</b> <b>4</b> <b>4</b> <b>B</b>	4.4.4.B	78	Love 1	<b>1</b> <b>1</b> <b>1</b> <b>A</b>	1.1.1.A					
17	Lean Forward	<b>R</b> ↑		<b>“Action 49 is normally used only for maintenance”</b>			79	Love 2	<b>2</b> <b>2</b> <b>2</b> <b>A</b>	2.2.2.A									
18	Lean Backward	<b>R</b> ↓					80	Love 3	<b>3</b> <b>3</b> <b>3</b> <b>A</b>	3.3.3.A									

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## Remote Control Mode (cont.)

Emotional Actions				Showcase Actions			Showcase Actions (cont.)				
No	Action	Input	LCD	No	Action	Input	LCD	No	Action	Input	LCD
81	Excited 1	1 4 B	1.4 B	97	Hide N Seek	3 1 B	3.1 B	114	Lift	2 2 2 B	2.2 2.2 B
82	Excited 2	2 1 B	2.1 B	98	You Like?	1 2 4 A	1.2 4.A	115	Count on Me	2 2 4 B	2.2 4.B
83	Excited 3	2 2 B	2.2 B	99	Mystery 5	1 3 1 A	1.3 1.A	116	Articulation	2 3 1 B	2.3 1.B
84	Excited 4	1 2 2 B	1.2 2.B	100	Tipsy	1 3 2 A	1.3 2.A	117	Show Off 1	2 3 2 B	2.3 2.B
85	Party	1 3 B	1.3 B	101	Tickle Me i-SOBOT	1 4 1 B	1.4 1.B	118	Show Off 2	2 3 3 B	2.3 3.B
86	Amazed	1 2 4 B	1.2 4.B	102	Tired Feet	1 4 2 B	1.4 2.B	119	Show Off 3	2 3 4 B	2.3 4.B
87	Regret 1	2 4 B	2.4 B	103	Need a Break	1 4 3 B	1.4 3.B	120	Show Off 4	2 4 1 B	2.4 1.B
88	Regret 2	3 3 B	3.3 B	104	Wave 1	1 4 4 B	1.4 4.B	121	Comin' Through	2 4 2 B	2.4 2.B
89	Regret 3	3 4 B	3.4 B	105	Wave 2	2 1 1 B	2.1 1.B	122	Catch	2 3 B	2.3 B
90	Worry	3 2 B	3.2 B	106	Applause	1 3 3 B	1.3 3.B	123	Pose 1	4 1 1 A	4.1 1.A
91	Pain 1	4 2 B	4.2 B	107	Mystery 6	1 1 4 B	1.1 4.B	124	Pose 2	4 1 2 A	4.1 2.A
92	Pain 2	4 4 B	4.4 B	108	Too Sexy	2 1 2 B	2.1 2.B	125	Pose 3	4 1 3 A	4.1 3.A
93	Beg 1	4 1 B	4.1 B	109	Clink	2 1 3 B	2.1 3.B	<b>Mystery Actions</b>			
94	Beg 2	1 1 3 B	1.1 3.B	110	Relax	2 2 1 B	2.2 1.B	126	Mystery 1	1 2 3 B	1.2 3.B
95	Merry	1 2 1 B	1.2 1.B	111	Soccer 1	2 2 3 B	2.2 3.B	127	Mystery 2	1 3 1 B	1.3 1.B
96	Hilarious	1 3 4 B	1.3 4.B	112	Soccer 2	4 2 K	4.2 K	128	Mystery 3	1 3 2 B	1.3 2.B
				113	Soccer 3	3 1 K	3.1 K	129	Mystery 4	4 3 B	4.3 B

"Actions 99, 75 and 126-129 have no sound."

## Special Action Mode

No	Action	Input	LCD
130	Forward Somersault	A GO	SA-01 A.
131	Headstand Exercises	B GO	SA-02 B.
132	Excercises	A B GO	SA-03 A.B.
133	Air Drum	A A A GO	SA-04 A.A.A.
134	Air Guitar	B B B GO	SA-05 B.B.B.
135	Random performance	B A B GO	SA-06 B.A.B.
136	Banzai! Japan Cheer 1		SA-07 B.A.B.
137	Japan Cheer 2		SA-08 B.A.B.
138			SA-09 A.B.B.
139	Randomly imitates an animal	A B B GO	SA-10 A.B.B.
140	Dog		SA-11 A.B.B.
141	Cat		SA-12 A.B.B.
142	Eagle		SA-13 A.B.B.
143	Tropical Dance	B B A GO	SA-14 B.B.A.
144	Giant Robot	A B A GO	SA-15 A.B.A.
145	Western Movie Scene	A B A B GO	SA-16 A.B.A.B.
146	Random Performance	A A A A GO	SA-17 A.A.A.A.
147	Martial Arts Tai Chi		SA-18 A.A.A.A.

## Voice Control Mode

No	Voice Command	Action	LCD
148	Go Forward	Walks Forward	VC-NODE
149	Turn Left	Rotates Left	VC-NODE
150	Turn Right	Rotates Right	VC-NODE
151	Back up	Steps back	VC-NODE
152	Action Start	Special Performance	VC-NODE
153	How are you?	Appropriate Response	VC-NODE
154	What's up?	Appropriate Response	VC-NODE
155	i-SOBOT	Appropriate Response	VC-NODE
156	Look out!	Appropriate Response	VC-NODE
157	Make me laugh	Appropriate Response	VC-NODE

