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Tekno the Newborn Puppy Operating Manual

The Institute of Robotic Technology has created a new friend for the Original Tekno Robotic Puppy. It's a newborn pup -- and he has new tricks and talents!

Thanks to his artificial intelligence program, (and a few barks, whines, and pants!) Tekno Newborn will let you know how he's feeling and provide feedback on the care and attention you provide. Tekno Newborn knows how long it's been since he's been fed or how long it's been since you've played with him. With his state-of-the-art sensors, Tekno Newborn can to "see" and "hear" everything around him – he even has a sense of "touch". His powerful computer brain can determine if it is getting dark, if the lights in the house suddenly turn on, if someone is talking to him, if there is a loud noise (like a knock at the door), if he is holding his ball in his mouth, or if you are petting him on the head.

Please read on to learn everything you need to know about Tekno the Newborn Puppy, including proper instructions on caring for and training your new robotic friend.

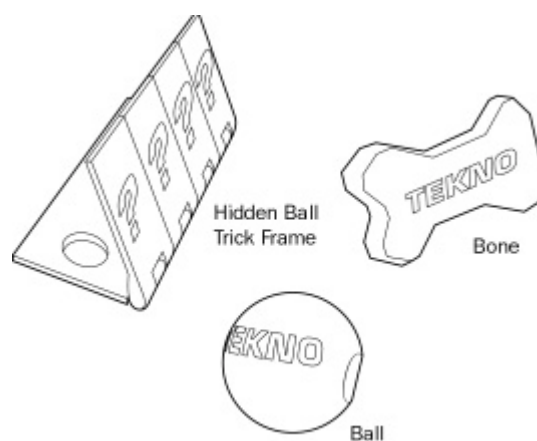
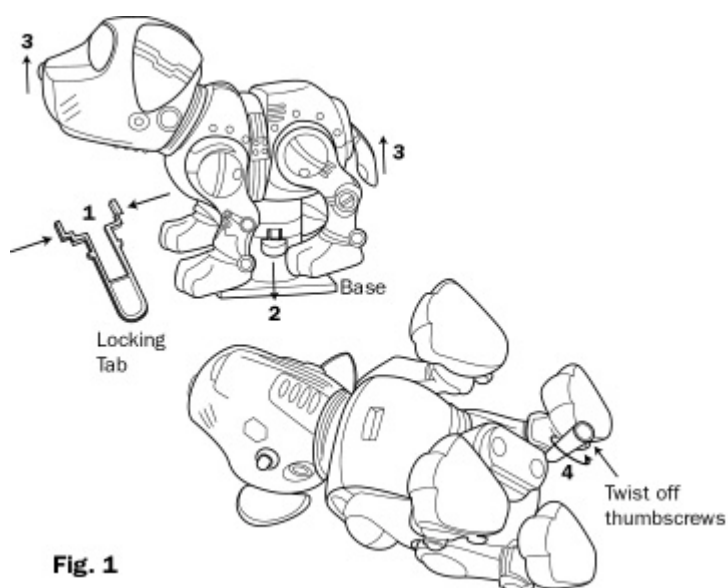
Understanding Tekno Newborn

Following these instructions (or visiting www.tekno-robot.com) will enable you to provide the best life possibilities for Tekno Newborn... and lead to a greater enjoyment in your new role as Cool Pet Owner.

1)Removing Tekno Newborn from the Package :

Tekno Newborn is held in place by a plastic column under his belly. Remove all the plastic ties from the package. Pull the locking tab out from the plastic column (**Fig 1**) and discard it. Polly Tekno Newborn up and out of the base. Turn Tekno Newborn upside down and you will see two thumbscrews. After you remove these thumbscrews, the plastic column will detach from Tekno Newborn's belly. Discard the column, the tool ,and the two thumbscrews .

IMPORTANT: Save Tekno Newborn's Ball, Bone, and Hidden Ball Trick Frame for later use (**Fig 2**).



2) Initial Set up :

After Tekno Newborn is free from his package, remove the pull tab from his bottom. Tekno Newborn is now ready for play!

3) Understanding Tekno Newborn's software programming :

Tekno Newborn uses the latest in artificial intelligence software. He has the intellect of an 8 day old puppy. Puppies aren't perfect and neither is Tekno Newborn. He can have a mind of his own. Sometimes Tekno Newborn will respond to your commands, and sometime he will do what he wants to do. It all depends on how he feels and how you are trying to communicate with him. Tekno Newborn loves attention. Yell out his name and clap your hands to let him know you're there. Pat him on the head when he is good. Feed him regularly. Change his batteries when he stops working. Just think of him as a real puppy and he'll be your friend for life!

4) Tekno Newborn's sensors and touch inputs :

To understand how Tekno Newborn works, you must know about his input devices (**Fig 3**).

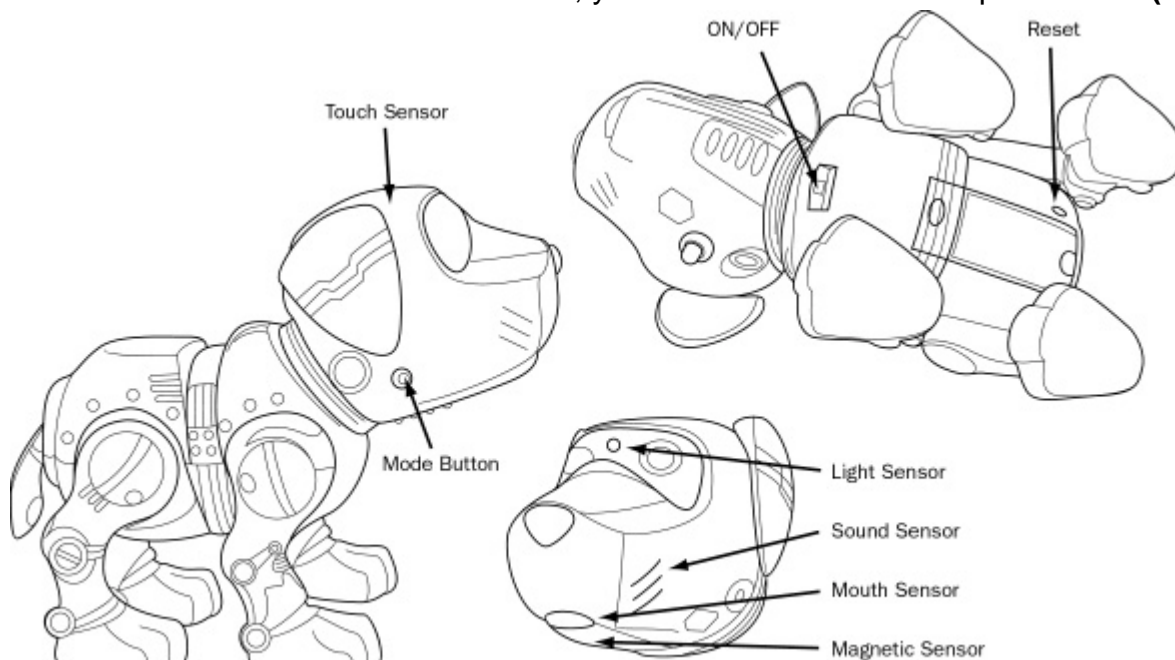


Fig. 3

- Located between his eyes under the protective lens, Tekno Newborn's **LIGHT SENSOR** detects changes in light levels.
- The **SOUND SENSOR** in Tekno Newborn's head allows him to respond to voices and noises
- When pressed, the **MOUTH SENSOR** let's Tekno Newborn know he's being fed. You'll know he's enjoying his meal when you hear the chomping sounds!
- The **MAGNETIC SENSOR** is located inside Tekno Newborn's head near his mouth. It allows him to recognize that he is holding his special ball to his mouth.
- The **NOSE SENSOR** has two purposes. When pressed, Tekno Newborn will make "sniffing" noises. If he walks into an object, this sensor will shut down his motor function to keep him out of harm's way.

- Tekno Newborn has a **TOUCH SENSOR**: This sensor is used to reward and thank Tekno Newborn for his good deeds. When you pat him on the head or rub him on the top of his head, he becomes very happy.
- The **MODE BUTTON** is used to program Tekno Newborn to do his tricks.
- Tekno Newborn powers up or shuts down when you move the **ON/OFF SWITCH**.
- The **RESET BUTTON** refreshes Tekno Newborn's memory back to the beginning of his program.

5) Tekno Newborn's basic functions :

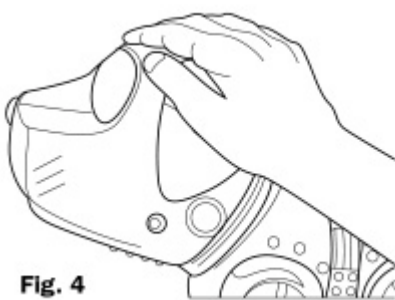
Powering up Tekno Newborn : Move the On/Off switch to the "On" position. You will hear a "beep". Tekno Newborn is alive!

Tekno Newborn will begin to sense his surroundings automatically. If you yell his name or clap for him, he may give any number of reactions. He may bark, cry, or yelp with anticipation. If Tekno Newborn is crying, he may be unhappy or startled. If he pants or barks, he's usually in a great mood.

Keeping Tekno Newborn happy:

Tekno Newborn needs attention and stimulation to be happy. Just like a real puppy, it's important to play with him and not forget to take care of him. Patting him on the head or talking to him are met with joyous results. You will see his head turn, his ears flap, his tail wag, his eyes flash, and he will walk slowly or quickly depending on his mood.

Tekno Newborn loves to eat! So, remember to feed him at least once a day (or more if you prefer). You can feed him by pressing his bone to his **MOUTH SENSOR**. You will hear crunching noises that indicate he's one satisfied puppy. Your Tekno Newborn loves to be petted on the head. Simply touch or run your fingers over the top of his head (**Fig 4**) and he will pant with appreciation every time!



How you can tell Tekno Newborn is unhappy:

Tekno Newborn's voice will let you know. If you hear him crying, begging, or moaning, you know that he is very unhappy. To turn that frown upside down, just feed him, pat him on the head, talk to him, or play with him. Tekno Newborn is a social Puppy. He does not like to be left alone. If you haven't played with him as often as he'd like, Tekno will cry for several minutes before quieting down. When you return, in most cases he will be extremely happy to see you again.

However, if you leave him for a very long time, expect a growl or two until you play with him again.

When Tekno Newborn gets sleepy:

Puppies can get pretty tuckered out during the course of a day. From time to time , you may hear Tekno Newborn give out a "yawn".

As night time approaches, Tekno Newborn's **LIGHT SENSORS** will let his computer know it's time to go to sleep. Like a real puppy, he isn't always ready for bed. At first you may hear a yawn or whimper. His eyes will change from the circle to rectangular slits (**Fig 5**).

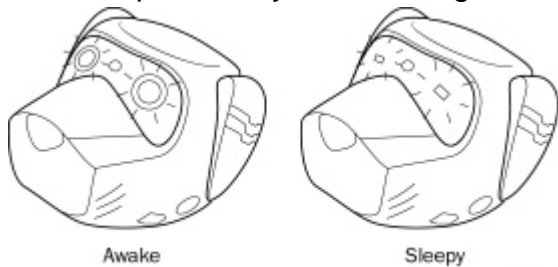


Fig. 5

A few minutes later, Tekno will start to softly snore and his eyes will shut off. He is now asleep. You can wake Tekno Newborn up by talking to him, making a loud noise, or turning on the lights. He may wake up a bit startled and will either bark or cry. It's a good idea to let Tekno know you are there by patting him on the head.

Making Tekno Newborn Sniff:

Since Tekno Newborn is very curious and a keen sniffer, he'll take a whiff of anything that you press against his nose.

Playing with his ball:

Tekno Newborn has a Special Ball that he can hold in his mouth. Place the Special Ball with the flat side onto his mouth (**Fig 6**).

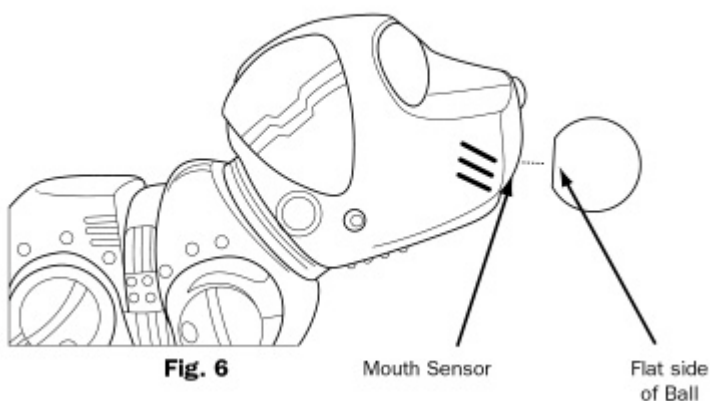


Fig. 6

He will immediately begin a cute "growling" sound and try to get you to play with him. He will walk, growl and move his head to throw the ball away. If you don't give back his ball, he may cry

and moan. You can even tease him with the ball by putting it to his mouth and moving it away quickly. It's always nice to give him his ball for a while after teasing him!

Tekno Newborn's Emergency Stop:

Tekno Newborn will automatically stop moving his legs when he hits an object with his nose while he is walking. You may also hear a grinding noise occasionally if he cannot move. This is normal and will not cause any damage. If you want to make Tekno stop walking at any time, tap him on the nose. You will hear a little bark as if Tekno were saying "OUCH!"... so be gentle!

6) Teaching Tekno Newborn his everyday tricks:

Tekno Newborn is amazingly smart but he needs your know-how to program him so he can do his tricks. Follow these steps EXACTLY and you will be able to make Tekno Newborn astound you friends and family with your combined talents. Here are tricks he can perform:

Trick name	What Tekno Newborn will do	How to program Tekno Newborn	How to make Tekno Newborn do the trick	How to make Tekno Newborn stop doing the trick
Speak	Bark on your command.	Touch the TOUCH SENSOR for 3 seconds. A "beep" will be heard.	Yell his name or clap your hands Tekno Newborn will bark each time and wag his tail and move his head with happiness.	Pat him on his head and he will return to normal play.
Fetch	Move forward on command.	Press and HOLD the MODE BUTTON and the TOUCH SENSOR at the same time for 3 seconds. 2 beeps will be heard.	Yell Tekno Newborn's name or clap. Tekno Newborn will walk each time.	Pat him on his head and he will return to normal play.

Trick name	What Tekno Newborn will do	How to program Tekno Newborn	How to make Tekno Newborn do the trick	How to make Tekno Newborn stop doing the trick
Howl	Make a Howling sound when the light changes rapidly.	Press the MODE BUTTON and the TOUCH SENSOR at the same time for 3 seconds until 4 "beeps" . Press the Nose sensor to confirm.	Cover his eyes, or turn on the lights in an until room.	Press his NOSE SENSOR and the MOUTH SENSOR at the same time until you hear a series of High and Low beeps.
Talk	Say words in English: 1) "Tekno" when the mode button is pressed or the light level changes, 2) "Thanks!" when he is fed.	Press and HOLD the MODE button and the Nose sensor at the same time for 3 seconds until 4 "beeps" are heard. Press the NOSE sensor again to confirm.	Wave your hand in front of his eyes, feed him, or just play with him as you would normally. He will also say his name anytime his MODE BUTTON is pressed.	Press his NOSE SENSOR and his MOUTH SENSOR at the same time, until you hear a series of High and Low beeps.
Sing and Dance	Play music and move in an animated, pre-programmed pattern (to 1 of 2 different songs).	Press the MODE BUTTON, NOSE SENSOR and MOUTH SENSOR at the same time for 3 seconds. Hear 4 "beeps" .	One "beep" is song 1 . Two "beeps" is song 2 . Press NOSE SENSOR to select the song, then press MODE BUTTON to start.	Wait for the routine to end or press RESET .
Rude Noises	Make "Rude" noises.	Press the MODE BUTTON, NOSE SENSOR and MOUTH SENSOR at the same time for 3 seconds. Hear 4 "beeps" . Press the MOUTH sensor and the "rude noise" sound.	Tekno Newborn will do this all by himself for about 10 minutes.	Press reset or wait 10 minutes and he will stop by himself or press his NOSE SENSOR and his MOUTH SENSOR at the same time, until you hear a series of High and Low beeps.

7. Teaching Tekno Newborn his advanced tricks:

Now it's time to really concentrate. Tekno Newborn's advanced tricks are a bit more difficult to program, but it's well worth it.

Alarm Clock

What Tekno Newborn will do: Wake up and bark at precisely the time you wish.

How to program him: First, you need to teach Tekno Newborn to tell time.

Press the **MODE BUTTON** for three seconds until you hear a "Beep" sound. You will see that both of Tekno Newborn's eyes are **ON**. **ON** eyes mean AM (midnight to noon) Off eyes mean **PM** (noon to midnight).

Next, check your clock to see the current time of the day. Press the **NOSE SENSOR** one time for each of the hours of the day starting with AM. If you press more than **12** times, Tekno's eyes will go **OFF** indicating that you are in PM time. Press the **MODE BUTTON** when you've finished. You will hear a beep for each time you pressed the **NOSE SENSOR** and you will also see that Tekno Newborn's eyes will be flashing. If you set the wrong time, you must press **RESET** and start over. If the number of beeps is correct, press the **MODE BUTTON** again. You will see Tekno Newborn's eyes have stopped flashing and are now on. You have just set the Hours of the day.

To set the minutes, look at the current time and divide the minutes into **5** minute segments. Each five minute segment will be equal to one "beep". For example, **15** minutes would be **3** "beeps" **20** minutes would be **4** "beeps", etc. Press the **NOSE SENSOR** once for each **5** minute interval and press the **MODE BUTTON** when you have entered the correct minutes. The Eyes will flash on and off and you will hear the number of beeps you have entered. If the number of beeps is incorrect, press **RESET** to start over. If the number of beeps is correct, press the **MODE BUTTON** one more time. The Eyes will stop flashing and he's now ready for his normal play.

To set the Alarm, press the **MODE BUTTON** and the **MOUTH SENSOR** at the same time for **3** seconds. You will hear a **4** "beeps". Touch the **TOUCH SENSOR** on the top of his head and hear a "beep". Both of Tekno Newborn's eyes will be on.

Next, press the **NOSE SENSOR** one time for each of the hours of the day starting with AM – just as you did when setting the clock. After you have pressed the **NOSE SENSOR** the correct number of times, press the **MODE BUTTON** and hear the number of "beeps" entered. Press the **MODE BUTTON**

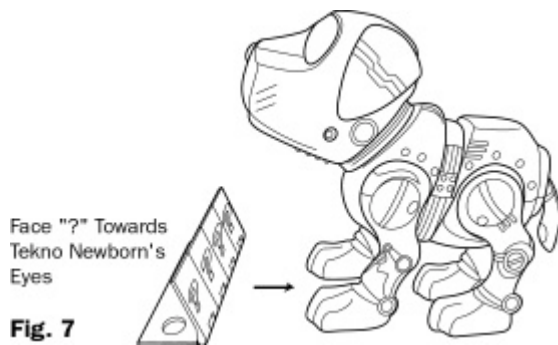
again. Next, press the **NOSE SENSOR** as you did in the clock set using **5** minute intervals for each press of his nose. Press the **MODE BUTTON** to hear the number of beeps entered. Press **MODE BUTTON** again. Tekno Newborn will now return to normal play.

You won't need to press any of Tekno Newborn's buttons to get him to stop the alarm. He will turn the alarm off all by himself. If you want to stop Tekno Newborn from making the alarm, press the **RESET BUTTON** or turn him **On** and **Off**.

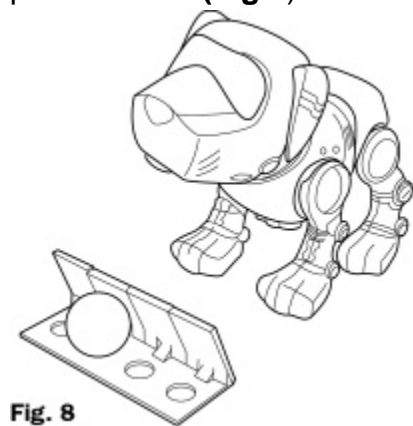
ATTENTION: If Tekno Newborn's batteries go dead, are removed or the **RESET** button is pressed, or the **ON/OFF** switch is moved to the **OFF** position, you must reset both the clock and the alarm by repeating the procedures.

Tekno Newborn's Hidden Ball Trick:

This is the ultimate trick to master. It will require you to do some acting but this bit of magic will truly amaze your friends! You will need the plastic frame and his special ball. Place them in front of Tekno Newborn with the Question marks ("?") facing his eyes. **(Fig 7)**



Press and Hold the **MODE** button and the **NOSE** button for 3 seconds. You will hear four "beeps" and the word "THANKS!" Touch the **TOUCH SENSOR** on the top of his head and Tekno Newborn will start to play a musical tune (you can use this time to prep the audience). Press the **NOSE SENSOR** and you will hear a beep. You are ready to start the trick! Ask a member of the audience (we'll call her Shirley) to place the ball behind any door of the plastic frame **(Fig 8)**.



Touch Tekno Newborn's **TOUCH SENSOR** to start. Tekno Newborn will make a **PANT** or **HOWL** sound, and his right or left eye will light up **(Fig 9)**. Instruct Shirley to move the ball one space in the direction of Tekno Newborn eyes.

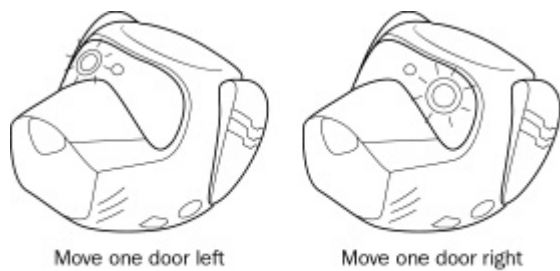


Fig. 9

Shirley can move **ONLY ONE** space at a time for each bark or howl sound. **IMPORTANT:** If Shirley is on the last space of the plastic frame and Tekno Newborn instructs her to move **OFF** of the frame, she should **NOT** move off of the last space of the frame.

Tekno Newborn will ask the audience member to make several moves. When he's ready to give the answer, Tekno Newborn will turn both of his eyes on and start to bark. He will tell you the number of times of a door that the ball is **NOT** behind. After he barks he will shake his head "no". If he barks one time, you should move the door number one down (**Fig 10**).

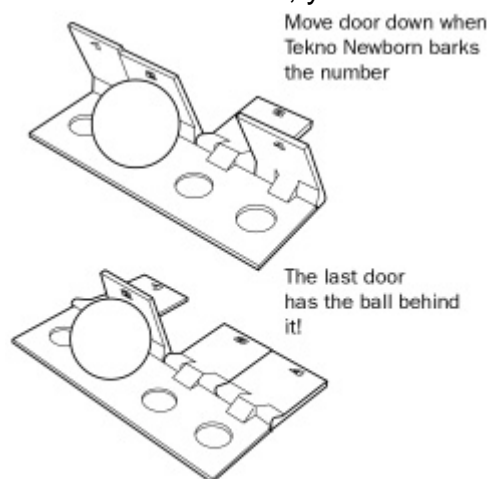


Fig. 10

If he barks two time, move door number two down, and so on. If everyone has followed the rules correctly, the last door up will **ALWAYS** have his ball behind it. Tekno will bark with joy and pant. (tip : if you applaud Tekno Newborn's performance or tell him he's a good dog, he will say "Thanks!")

To play the trick again, have the audience member choose another space and press the **TOUCH SENSOR** again. You can perform this trick as many times as you wish.

How to make him stop doing the trick and return to normal play, press the **MODE BUTTON** and hear a "beep".

Practice this trick a couple of times to master it. Your friends won't believe Tekno Newborn's magical abilities. Not bad for someone only 8 days old!

8) Replacing Tekno' s Batteries (Fig 11):

Tekno runs by battery power. When his batteries are low, he will not respond to any of your commands. To replace the batteries, unscrew the small screw on the Battery Door on Tekno Newborn's belly. Pull the Battery door out. Replace the batteries in the orientation shown. USE ONLY ALKALINE BATTERIES. Never use Rechargeable Batteries or they will damage Tekno Newborn's sensitive electronic circuitry.

4 "AAA" batteries required.

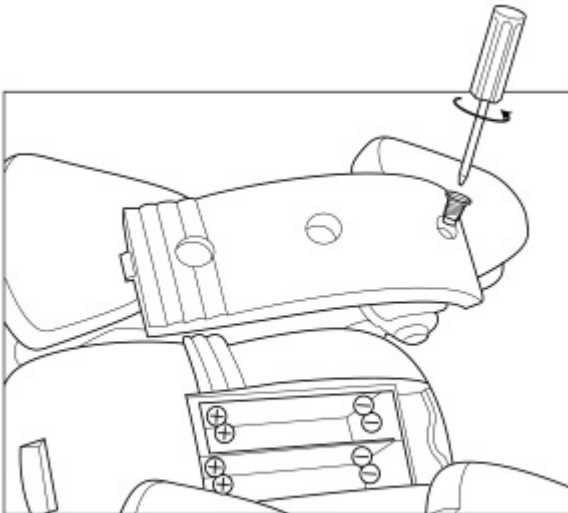


Fig. 11

BATTERY CAUTIONS:

IMPORTANT: Only parents should replace batteries.

- Use only alkaline batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Insert batteries as marked and always follow the toy and battery manufacturer's instructions.
- Use only the same or equivalent type of battery as recommended.
- Do not short-circuit the supply terminals.
- Do not mix old and new batteries. Do not mix different types of batteries, such as alkaline, standard (carbon-zinc), rechargeable (nickel-cadmium).
- Always remove exhausted or dead batteries from the product.
- Remove batteries from the product before extended storage.

9. Trouble shooting:

Difficulty	Solution
Tekno Newborn' s eyes mistakely flash when I press the MODE BUTTON or other inputs.	You are in the CLOCK SET MODE by accident. Press the RESET button and try again.
Tekno Newborn does not respond to me when I call him.	You are speaking too low. Try to get closer to him, speak louder or clap your hands (he' s always listening).
Tekno Newborn fell and his legs or ears popped off.	This is normal under extreme conditions. Simply pop the pieces back on. Match the flat surfaces of the legs to the pins to make the proper alignment. Please do not do this under normal conditions as it may lead to permanent damage.
Tekno Newborn seems to walk very slowly.	His batteries are running low. Replace with a fresh set.

10) Placing Tekno Newborn with other Tekno Robotic pets

Tekno Newborn loves the company of other Tekno Robotic pets. If you have a friend with a Tekno the Robotic Puppy, Kitty the Tekno Kitten, Polly the Tekno Parrot, or any other Tekno robotic pet, place them near one another. You'll see that they react to each other just like real pets. They walk, talk, and generally like each others company. It's a great way to keep your Tekno Newborn happy!



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