

PLAYFUL PUP

TEKNO™

3+

Program
Your
Puppy!



walk



dance



"bath"
time



speak

OWNERS
MANUAL

TOYQUEST
LIVING WITH TOYS

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Content	Page Number
Tekno™ the Robotic Puppy Operating Manual	2
1 Removing Tekno™ from his package	3
2 Initial set-up	3
3 Understanding Tekno's™ programming	4
4 Tekno's™ sensors and touch inputs	5
5 Tekno's™ basic functions	7
6 Replacing Tekno's™ Batteries	12
7 Troubleshooting tips	13

Tekno™ Playful Pup

Tekno™ Playful Pup is a real robot friend who will walk, bark, talk, cry and display emotions, and can be programmed to do amazing tricks! Thanks to his artificial intelligence program, Tekno™ will let you know how he is feeling or how well he is being cared for by his barks, whines and changing eye colors. Tekno™ knows how long it's been since he's been fed or been played with. He has state-of-the-art sensors that allow him to "see" and "hear" and know he is being touched. These sensors allow his powerful computer brain to determine if it is getting dark, if the lights in the house suddenly turn on, if someone's talking to him, if there is a loud noise like a knock at the door! In short, Tekno™ is programmed to respond just like a real 8-week-old puppy.

Best of all, Tekno's™ Robot Translator actually "reads" Tekno's™ mind and translates his mood or thoughts for you. Now you can find out what ever whine, whimper and bark exactly mean.

Follow the instructions included in this manual and learn more about how to care for Tekno™ Playful Pup – your new robotic friend.



DO NOT RETURN TO STORE
THIS PRODUCT CANNOT BE RETURNED
FOR A REFUND AFTER IT HAS BEEN
UNPACKED AND USED.

FOR QUESTIONS OR PROBLEMS
WITH THIS PRODUCT PLEASE
CONTACT CUSTOMER SERVICE AT

1-800-434-6178

OR

CUSTOMERSERVICE@TOYQUEST.COM

Removing Tekno™ from the Package

Tekno™ is held in place by the large post under his body. Look for the plastic pull release tab (Fig. 1) and remove it from the post. Lift Tekno™ out of the package. Remove the two thumbscrews from the black plastic support. (Fig. 2)

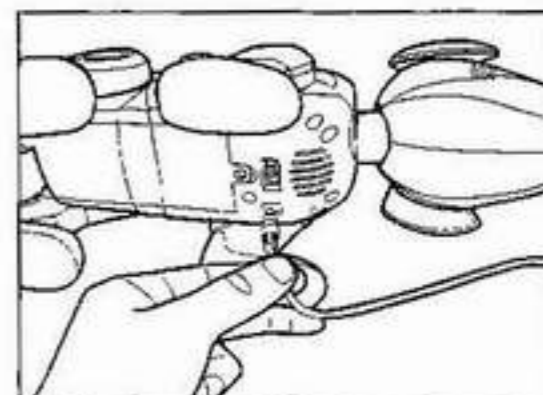
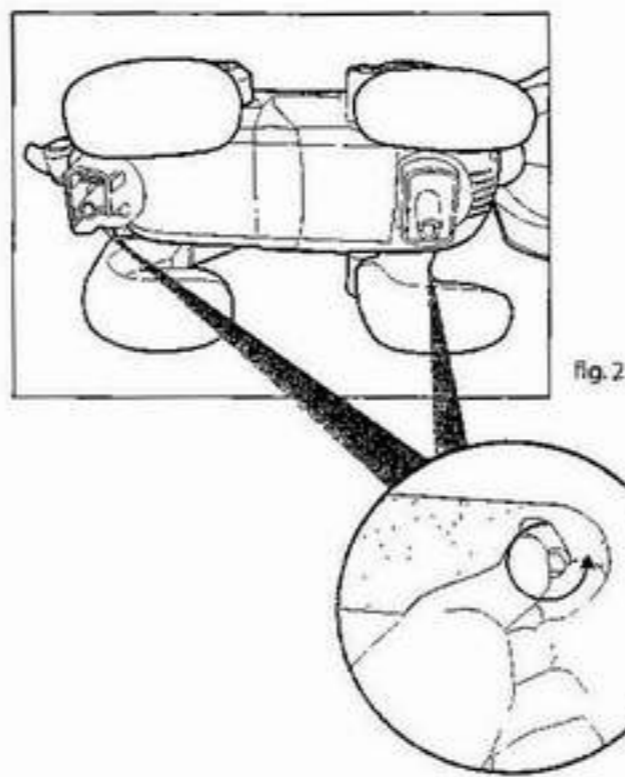
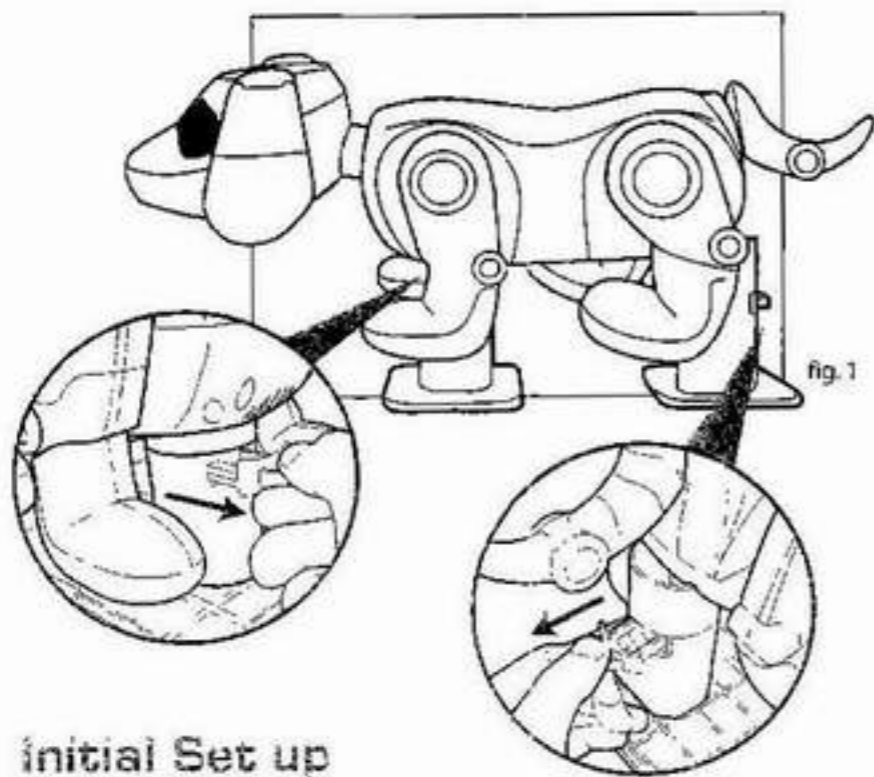


fig.3

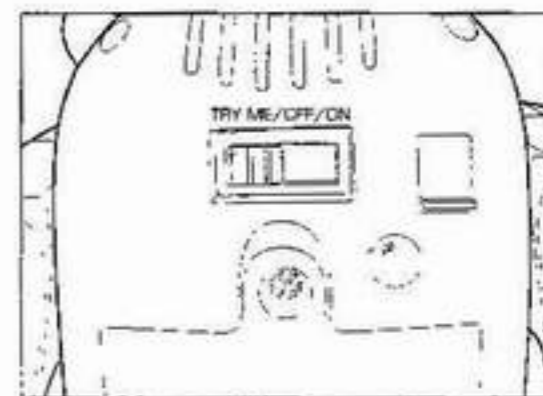


fig.4

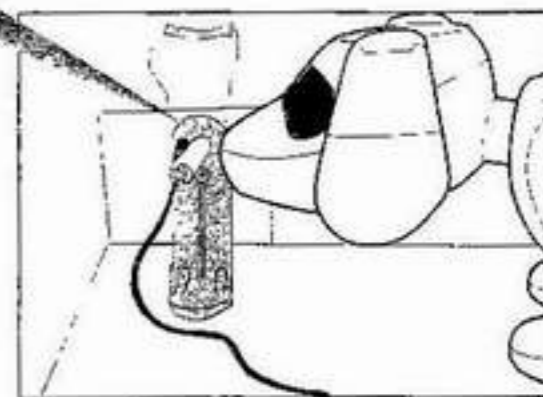


fig.5

Initial Set up

Pull the Try Me cord out from the under belly of Tekno™ (Fig. 3). Next, look for Tekno's™ On/Off position switch (Fig. 4). Move the switch from the TRY ME position to the ON position. Your Tekno™ will say his name. Tekno's™ main program is now running!

Remove the Tekno™ Robot Translator from the support plate by unscrewing the thumbscrew (Fig. 5). Remove the Try Me cord (Fig. 6) and move the On/Off switch from the Try Me position to the ON position (Fig. 7).

Remove the Red Ball and Bone from the package and keep them in a safe place.

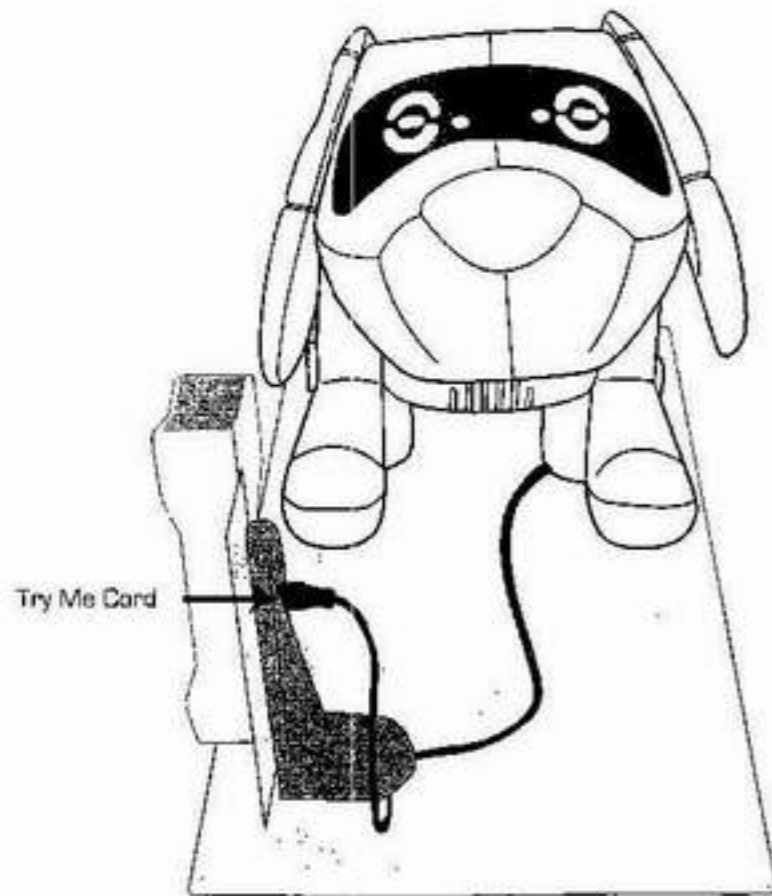


fig.6

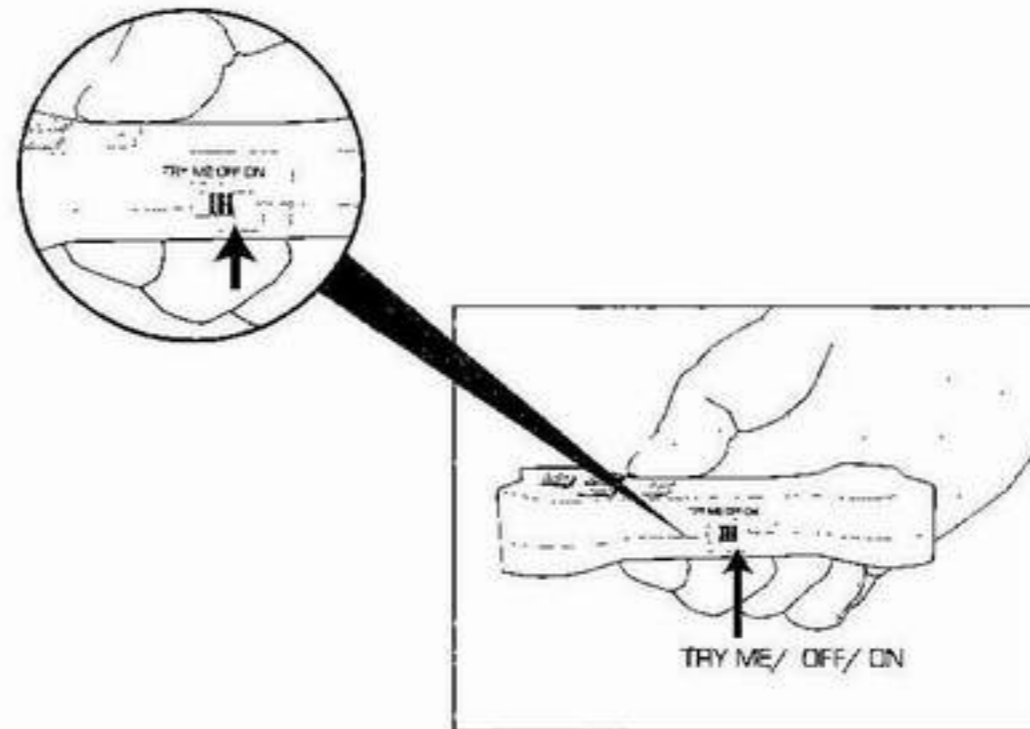


fig.7

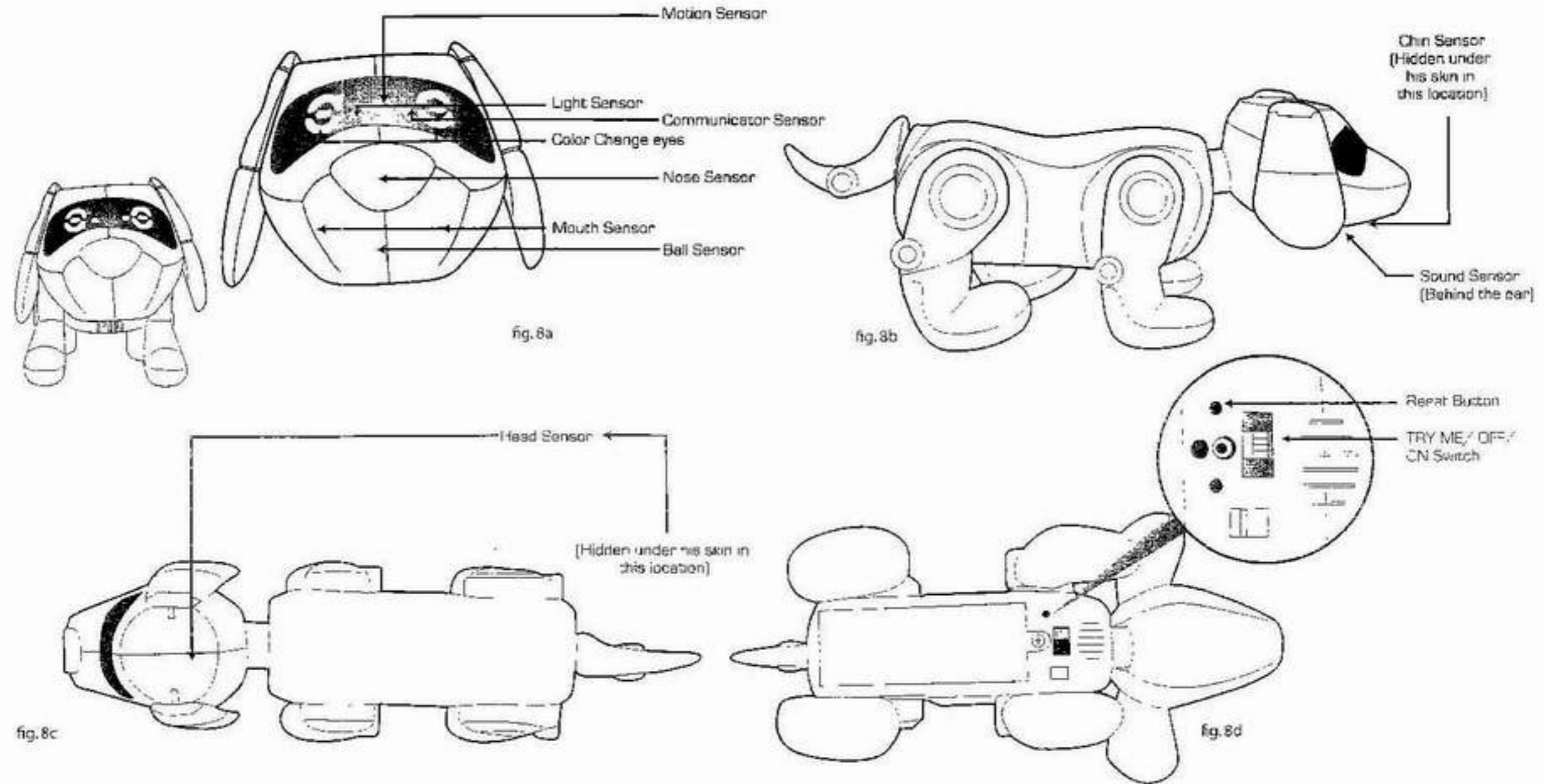
Understanding Tekno's™ software programming

Tekno™ uses the latest artificial intelligence software. He has the intellect of 8-week-old puppy. Puppies aren't perfect and neither Tekno™. He can have a mind of his own. Sometimes Tekno™ 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.

Like all Puppies, Tekno™ loves attention. Yell out his name and clap your hands to let him know you're there. Rub him on the head and scratch him behind his ears when he is good. Feed him regularly. In short, think of him as a real puppy and he will be your friend for life.

Tekno's™ sensors and touch inputs (Fig. 8)

To understand how Tekno™ works, you must know about his input devices. Tekno's™ sensors are of the latest technology. Some of them are located under his robotic skin. Learning all of Tekno's™ sensors will help you to keep him happy.



- Light sensor:** Located under his black sunglass protective lens. This responds to changes in light levels. This lets Tekno™ know the amount of light in the room.
- Motion sensor:** Located between Tekno's™ eyes, this sensor gives Tekno™ the ability to know if something is moving in front of him.
- Communicator sensor:** This sensor transmits and receives signals from Tekno™ to the Robot Translator so they can communicate with each other.
- Sound sensor:** Located on the side of his head, this allows Tekno™ to hear sounds.
- Mouth Sensor:** There are two invisible sensor located on each side of Tekno's mouth. These let Tekno™ know when he is being fed.
- Nose Sensor:** When pressed, this sensor makes Tekno™ sniff.
- Head sensor:** This invisible sensor is used to reward and thank Tekno™. When you pat or rub Tekno™ on the top of his head, he will pant and become very happy.
- Chin sensor:** This invisible sensor is for affection. When you touch this sensor, Tekno™ thinks you are scratching him under the chin.
- Color change eyes:** Tekno's™ eyes change color to help you understand his emotional state. Red means he is excited or angry. Yellow means he is mellow. Blue means that he is sad or confused.
- Ball sensor:** This invisible sensor is located near the bottom of Tekno's™ mouth area. It tells Tekno™ that he is holding the ball in his mouth.
- On/Off Switch:** This give power to Tekno™ or shuts him off.
- Reset Button:** This is used to refresh Tekno's™ brain back to the beginning.

Tekno's™ basic functions

How to Power Up your Tekno™

Turn the TRY ME/OFF/ ON switch on the under belly of Tekno™ to the "On" position. You will hear a "Tekno™" as Tekno™ starts his programming by saying his name.

Tekno™ will begin to sense what is going on around him automatically. If you yell his name or clap for him, he may Bark, Cry, Whine, Yelp with anticipation, or any number of other things. If he is Crying, he may be unhappy or startled. If he Pants or Barks, he is usually in a good mood.

How to keep Tekno™ happy

Tekno™ needs attention to be happy. Just like a real puppy, it is important to play with him and not forget to take care of him. He needs stimulation to be happy such as patting him on the head, scratching him on the chin, talking to him or clapping your hands. You will see his eyes flash, as he will playfully bounce around looking for adventure.

You should also remember to feed him at least once a day. You can feed him more if you like. Tekno™ always likes to eat.

How you can tell Tekno™ is unhappy

Tekno's™ ears, eyes, and voice will let you know. If you hear him crying, begging, or moaning, you know that he is very unhappy. If the bottom of his eyes appear blue, you know he is upset. To make him happy again, feed him, touch him, and play with him.

Tekno™ does not like to be left alone. If he is not played with often enough, he 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, he may growl at you until you play with him.

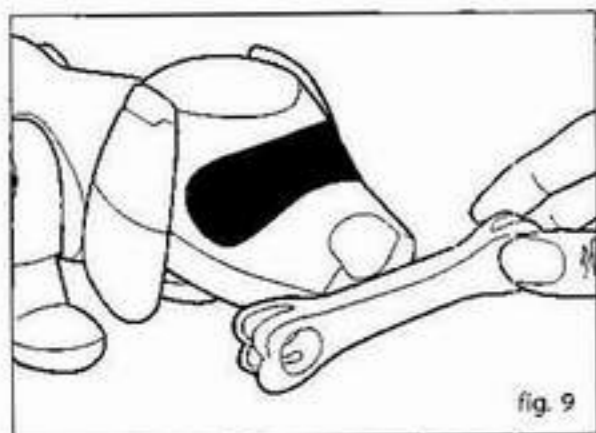
When Tekno™ gets sleepy

As it gets closer to the night time, Tekno's™ light sensor will let his computer know it's time to go to sleep. At first you may hear a groan or whimper for a few seconds. His eyes will change from the Round eye to the Rectangular eye slits. A few minutes later, Tekno™ will start to softly snore and his eyes will shut off. He will be asleep. You can wake him 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™ Sniff

Tekno™ is very curious. If you press anything against his nose, he will sniff it.

Important: Do not pull on the puppy's legs or the robot mechanism may slip and stop "jumping". If this happens, simply push the legs back into position.

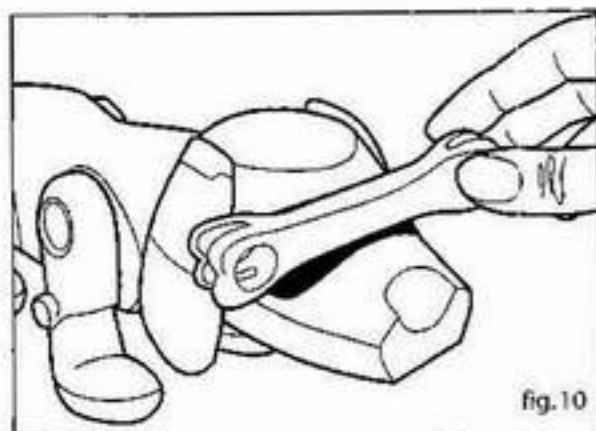


Making Tekno™ Eat

Tekno™ loves to eat. Place his bone across the front of his face with the two metal pins facing towards his face. (Fig. 9) It will stick in place (Refer to pg5 for location). Tekno™ will begin to chew the bone. This means that he is eating.

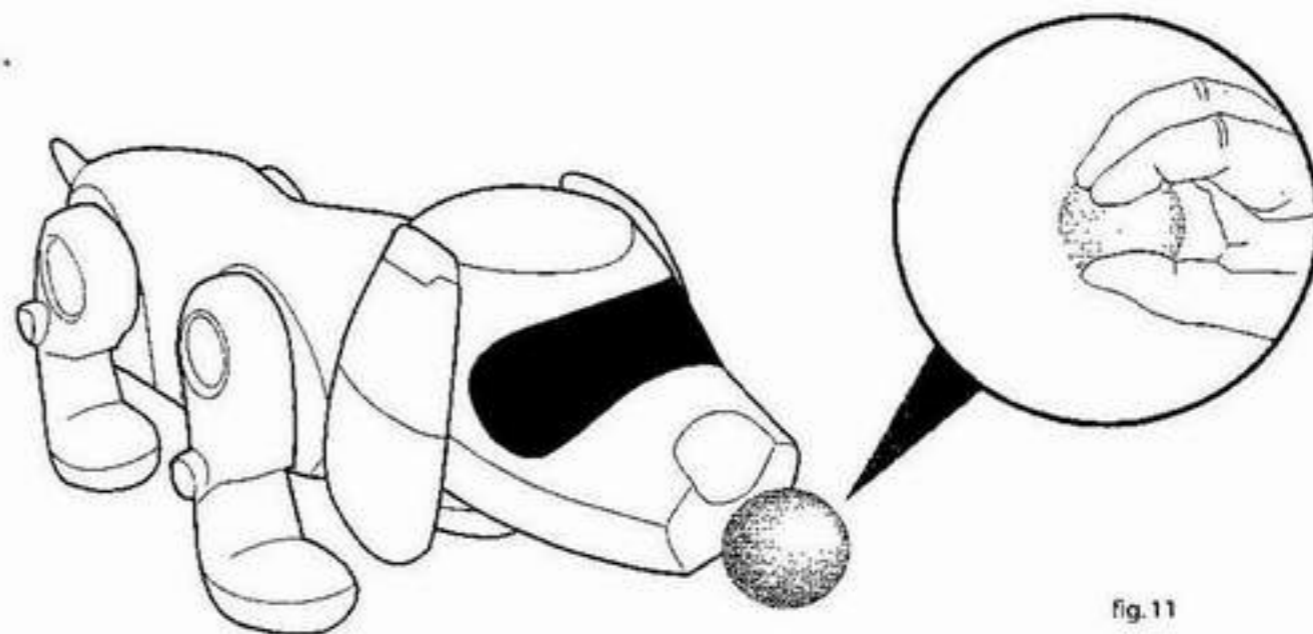
Making Tekno™ Beg

Tekno™ likes his bone. If you wave it in front of his eyes (Fig. 10), he will walk towards you, bark for the bone, or even beg for it. It's always kind to feed Tekno™ as he knows you are offering him his bone.



Making Tekno™ play with his ball

Tekno™ loves to play with his ball. Place the metal pin on the front of his mouth (Refer to pg5 for location). It will stick in place. Tekno™ will begin making "ruff" noises to get you to remove it from him and put it back (Fig. 11).



Tekno™ Programming tricks

Tekno™ is amazingly smart but he is also easy to program to do specific tricks. To program Tekno™, you need to use the Tekno™ Robot Translator (Fig. 12).

Select and press the Translator trick you want Tekno™ to do. (You have 4 choices: Walk, Speak, Dance, and take a "Bath" – see chart on page 10).

NOTE: To program your Tekno™, always hold the Robot Translator so that it faces towards Tekno's™ eyes (Fig. 13).

Walk, Speak, or Dance commands

Once Tekno™ receives the command from the Translator, he will stop what he is doing and his eyes will start to flash different colors (Fig. 14).

To get him to start your command, simply clap your hands or yell out his name. Tekno™ will start to do the trick you selected.

To get him to stop, simply rub him on the top of the head like you were telling him "good boy!" Tekno™ will return to normal play.

Take a "Bath" command

Once Tekno™ receives the command from the Translator, Tekno's™ eyes will flash just like the other commands (Fig. 14). To make him start this command, rub your hands over Tekno's™ head (Fig. 15) like you were pretending to wipe him off. Tekno™ will "shake" and then return to normal play.

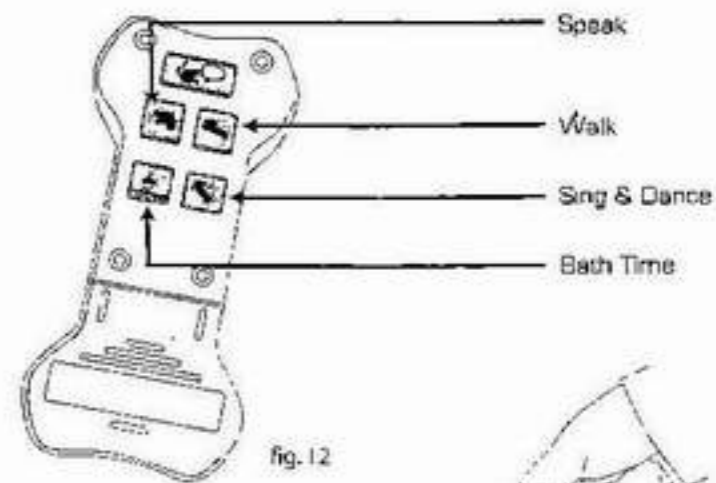


fig. 12

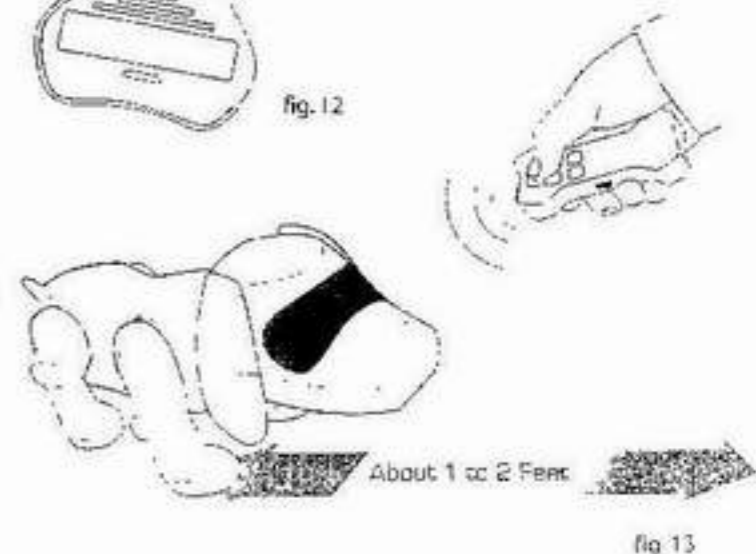


fig. 13

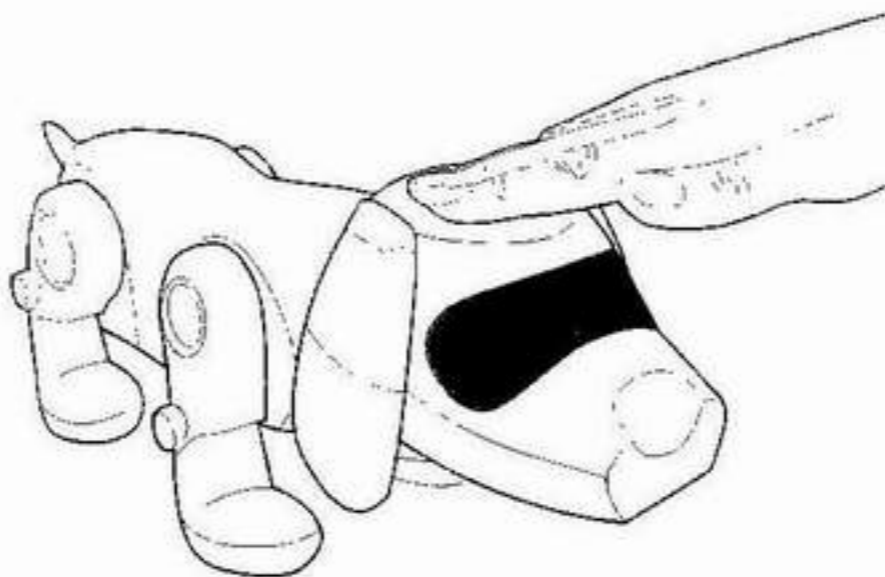
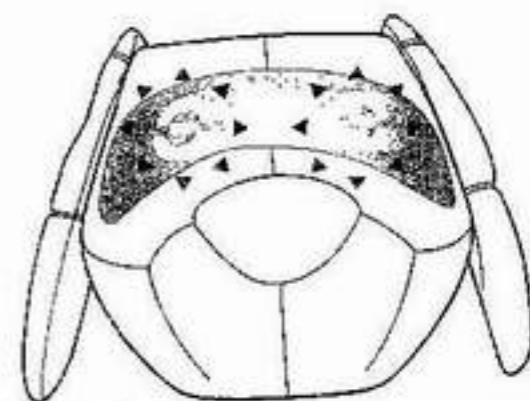


fig. 15



Tekno's™ eyes flash when he receives a command from the Translator.

fig. 14

Here is a list of Tekno's™ tricks and how to control his actions

Trick Name	What Tekno™ Will Do	How To Program Him	How To Make Him Do The Trick	How To Make Him Stop
Speak	Bark on your command	Press the SPEAK button on the Robot Translator (Fig. 12). Tekno's™ eyes will flash.	Yell Tekno's™ name or clap your hands. Tekno™ will bark each time he hears a noise.	Rub him on his head and he will return to normal play.
Walk	Move forward on command.	Press the WALK button on the Robot Translator (Fig. 12). Tekno's™ eyes will flash.	Yell Tekno's™ name or clap. Tekno™ will walk each time.	Rub him on his head and he will return to normal play.
Sing & Dance	Play music and move in an animated pre-programmed pattern with the music. He will perform to one of two different songs	Press the DANCE button on the Robot Translator (Fig. 12). Tekno's™ eyes will flash.	Yell Tekno's™ name or clap. Tekno™ will start to sing & dance.	Rub him on his head and he will return to normal play.
Bath Time	Pretend he is being washed by you.	Press the BATH FUN button on the Robot Translator (Fig. 12). Tekno's™ eyes will flash.	Rub your hand over Tekno's™ head (Fig. 15) as if you were pretending to wash him (NOTE: Never use water or any liquid on your Tekno™ or it may damage his electronics). When you are finished, Tekno™ will "shake" as he pretends to dry himself.	Tekno™ will return to normal play when he completes his performance.

Translating Tekno's™ thoughts

You can find out exactly what Tekno's™ barks and whines mean using his Robot Translator! Hold the Translator about 12 inches in front of Tekno's™ eyes (Fig. 16). Talk to Tekno™ and make Tekno™ respond to you. Press the Translator button (Fig. 17) and listen to the voice coming from it. You will hear things like "I'm so lonely" and "Where is my ball?". Use this when you want to know exactly what Tekno™ is thinking. Tekno™ stops broadcasting his "thought signals" about 10 seconds after his last movement or bark. If you press the Translator button and you don't hear anything, talk to Tekno™ to get him to respond to you and then try the button again.

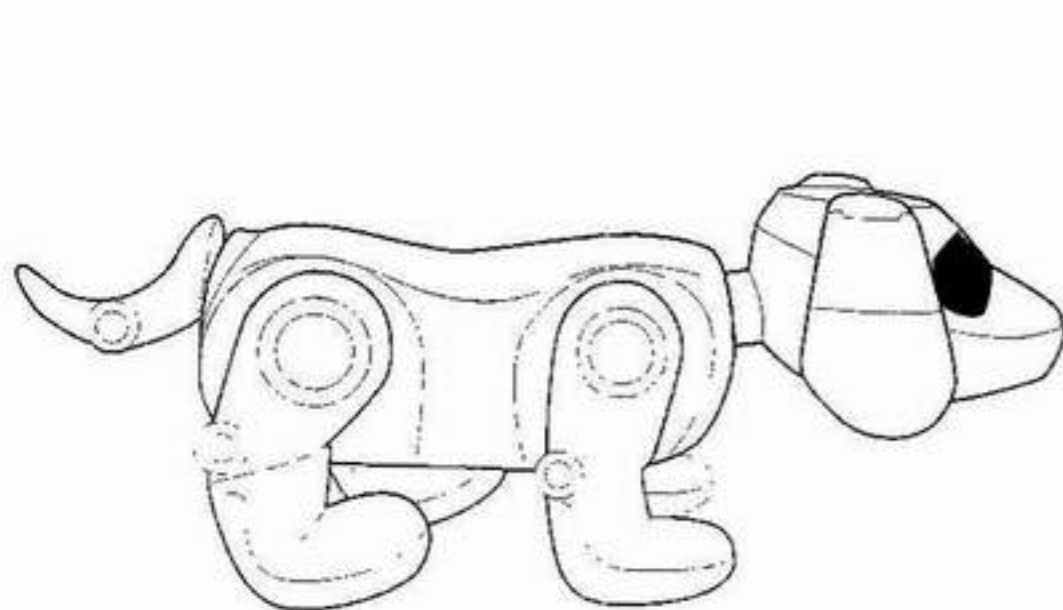


fig. 16

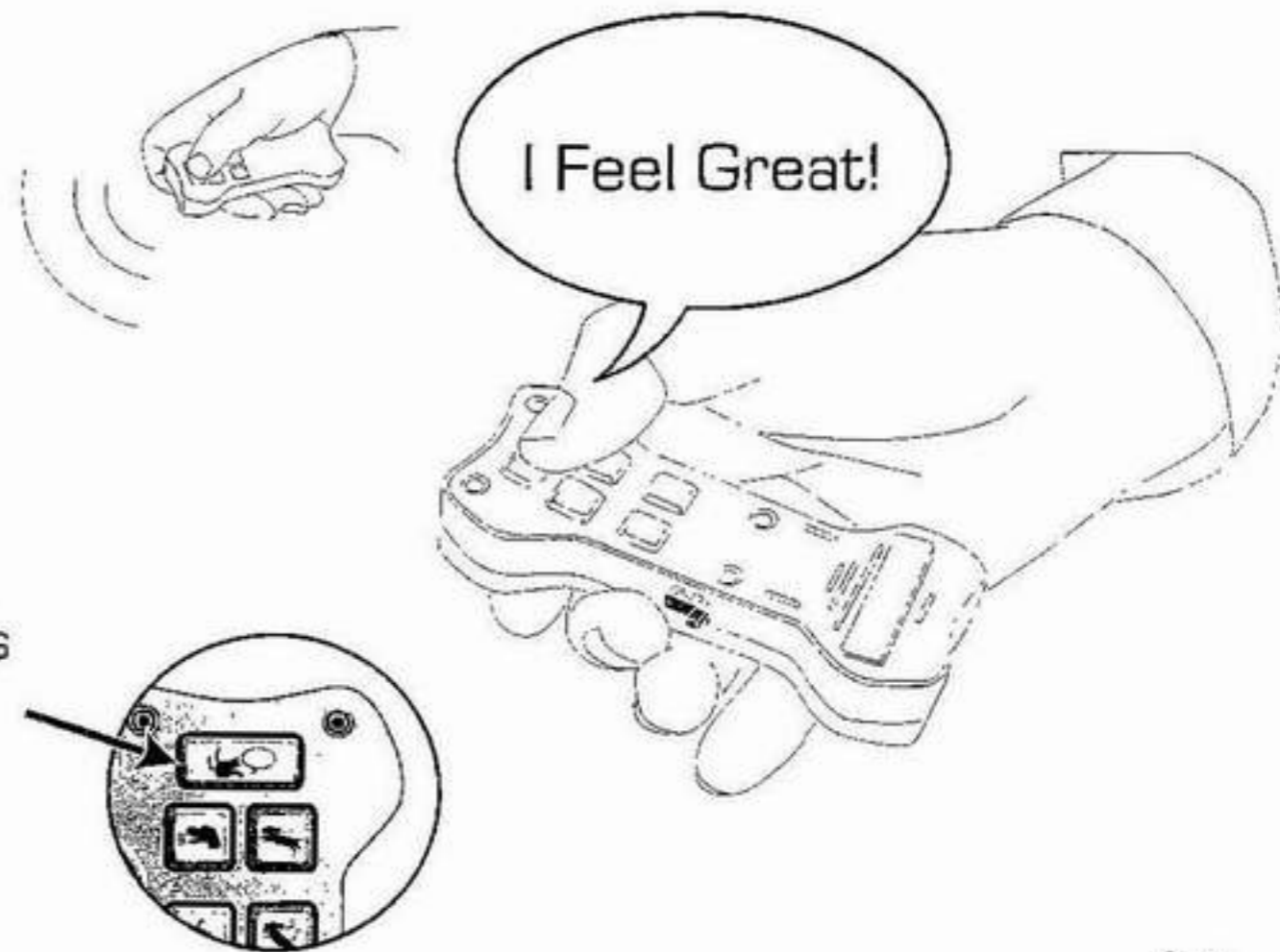


fig. 17

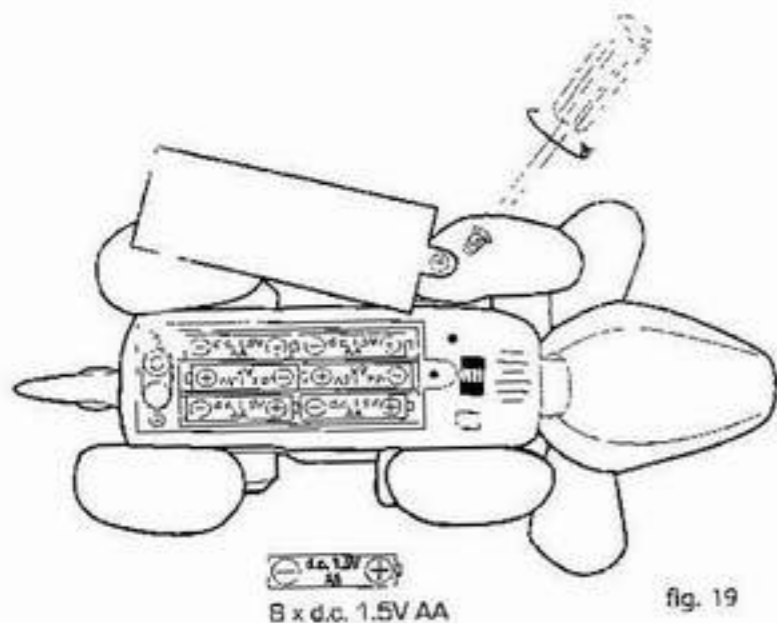


fig. 19

Replacing Tekno's™ Batteries

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's™ belly using a Phillips screwdriver. 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's™ electronic circuits (Fig. 19) Replace and secure the Battery Door on Tekno's™ belly.

Replacing Tekno's Robot Transtator Batteries

IMPORTANT: Only adults should replace the batteries. Loosen the screw using a Phillips screwdriver. Lift the battery compartment cover open. Note that the screw will stay attached to the compartment cover. Remove the exhausted batteries. Install 3 button cells with the plus (+) sign facing up (Fig. 20). Replace the battery cover and use a Phillips screwdriver to secure the screw. The battery compartment cover should be properly secured before a child reuses this product. Keep all batteries away from small children.

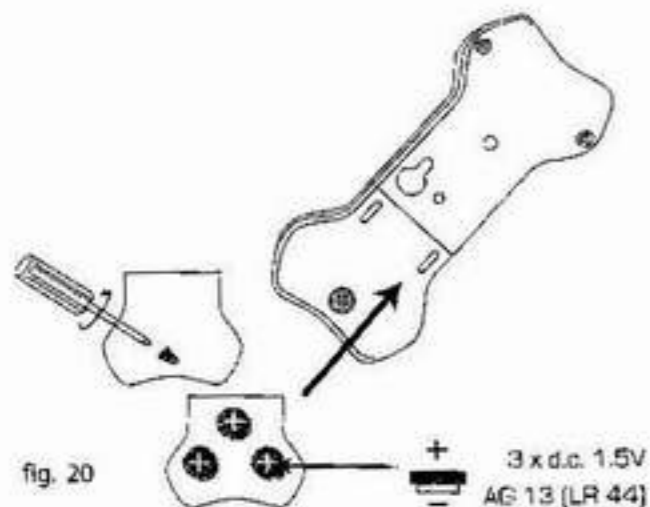


fig. 20

BATTERY INFORMATION:

IMPORTANT: Only adults should replace batteries!

- Use alkaline batteries recommended.
- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc); or rechargeable (nickel-cadmium) batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Please keep this information for future reference.
- Remove batteries from the product before extended storage.

Trouble shooting

Difficulty	Solution
Tekno™ does not respond to me when I call him	<ul style="list-style-type: none">▪ You are speaking too low.▪ Try to get closer to him, speak louder, or clap your hands. He is always listening.▪ Replace Tekno™ with new batteries.
Tekno™ does not respond when I press any buttons on this Robot Translator	<ul style="list-style-type: none">▪ You are not pointing the translator at Tekno's™ eyes.▪ Place the translator about 12 inches in front of his eyes and try again.▪ If this does not work, try replacing the batteries in Tekno™ and the Robot Translator.

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, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/ TV technician for help.