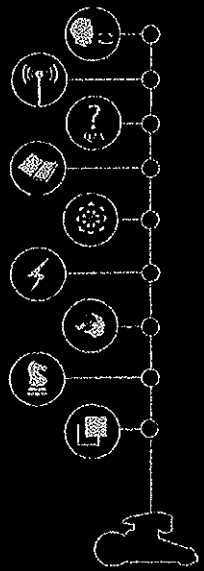


AGES 8+

i-Que™



TOY QUEST

www.toyquest.com

Merriam-Webster
ENCYCLOPEDIA OF
Britannica

CAUTION - ELECTRIC TOY Operation of Transformer Unit not recommended for children under 8 years of age. As with all electric products, precautions should be observed during handling and use to prevent electric shock.



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1



The i-Que™ personal robot

The world's most intelligent robot... and getting smarter every day.

Introduction

Welcome to the great step forward in the world of robotic technology – the i-Que™ personal robot.

The i-Que™ personal robot is the world's most intelligent robot. It is designed to move around your home, learn about you, and give you information on subjects such as biographies, word definitions, math, sports, and even animals. i-Que™ will learn about you, your friends and family, even your pets and favorite TV shows and adjust his programming to your needs. In short, i-Que™ will be your new best friend and mentor.

www.ique-robot.com

IMPORTANT SAFETY INSTRUCTIONS PLEASE READ AND SAVE THESE INSTRUCTIONS CAREFULLY BEFORE USING THIS PRODUCT

The product and transformer should be periodically examined for conditions that could result in the risk of fire, electric shock, or personal injury (such as damage to output cord, housing etc.). In such an event, the product or transformer should not be used until properly repaired.



i-Que™ knows when he needs a battery boost. He can self charge himself using his sensor to find his recharging base.

i-Que™ is programmable. You can make sure he stays quiet at night, wakes you up on time, or program him to say or do things on command.

i-Que™ is mobile. He roams around freely but with sensors around and under his body.

i-Que™ is packed with technology. Here is a list of some of his internal workings:

- 1 a state-of-the art speech engine that allows him to say any word you can type.
- 2 two sixteen bit microprocessors
- 3 internal clock and calendar
- 4 voice recognition capability
- 5 sound detection locator and director software
- 6 surface recognition to keep him from falling off table tops
- 7 27 MHz transmitter/receiver with dual frequency selectors
- 8 head level sensor to tell him to lower his head if running into off the ground objects
- 9 low power protection software
- 10 flash Ram Permanent memory

i-Que™ is packed full of knowledge. And, he has space for much more.

- 1 The complete Merriam-Webster student edition dictionary.
- 2 Thousands of information on famous people, historical events, animals, and sports from the Encyclopedia Britannica.
- 3 Ability to learn about you and adapt this by his software automatically.
- 4 Learned memory storage in excess of 100,000 facts.
- 5 Cartridge slot to add additional subjects, games, and trivia.

3

Before you start:

Please remove from the package each of the following parts and identify them (Fig 1a and 1b).
NOTE: Please look carefully in the white foam packaging for all of these items before discarding.

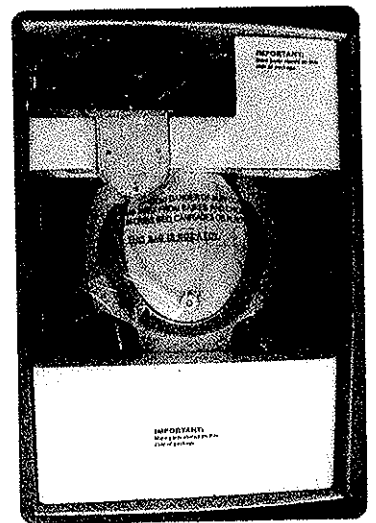
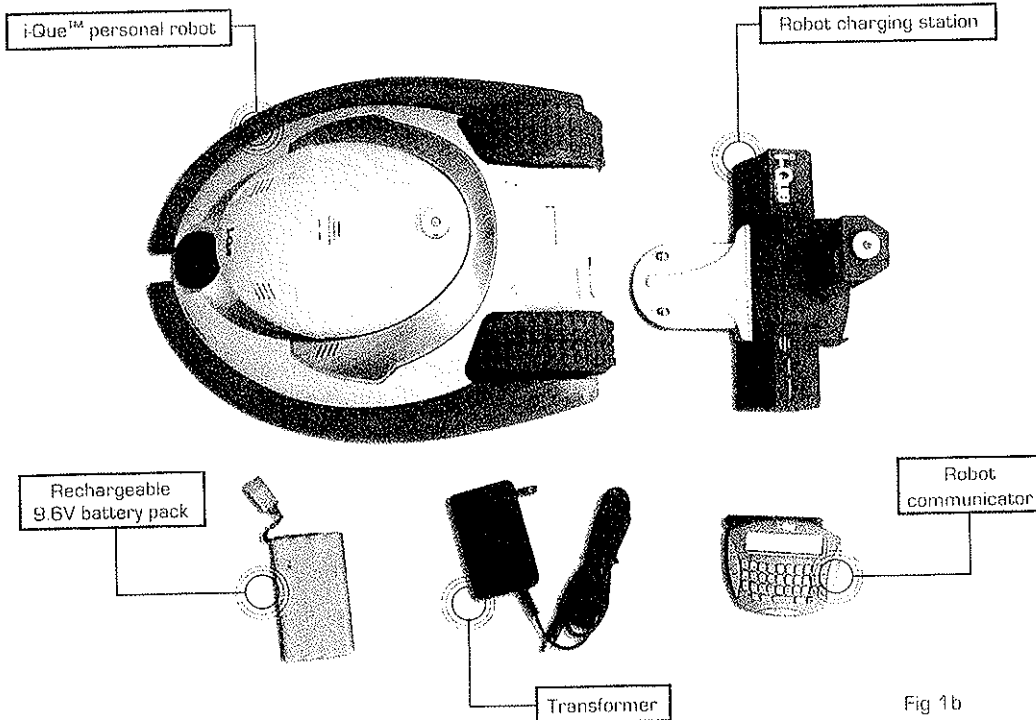


Fig 1a

Fig 1b



BEFORE YOU BEGIN: YOU MUST CHARGE i-QUE'S BATTERY PACK

Installing the battery:

i-Que™ runs on a 9.6V rechargeable battery pack that must be recharged before use. Turn i-Que™ over and remove the battery door using a small screwdriver (Fig 2). Take the battery pack and snap the battery clips together (Fig 3). Place the battery pack in the compartment and reinstall the door and tighten the screw (Fig 4).

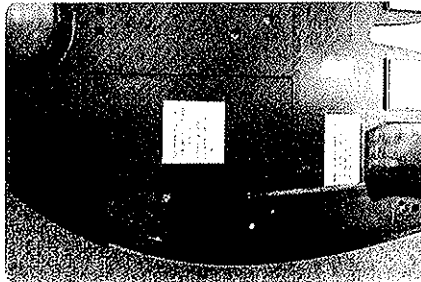


Fig 2



Fig 3

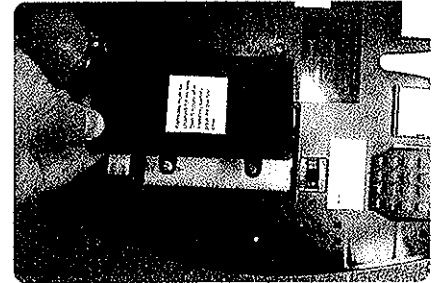


Fig 4

While on the bottom, check to see that the frequency switch is set to "CH 0" (Fig 5). This means Channel Zero. NOTE: Do not move this switch as it is preset to this initial configuration in the factory.

IMPORTANT: DO NOT MOVE THE ON/SLEEP/OFF switch from the SLEEP position. It was preset in the factory for SLEEP. This is correct. Moving it will upset i-Que™'s start up routine (but no permanent damage will be caused).

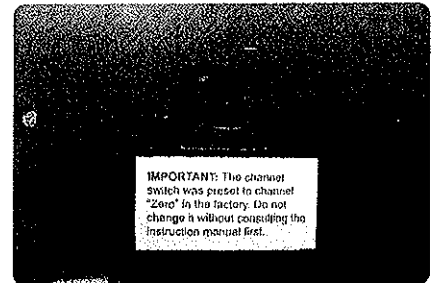


Fig 5

5

Installing the batteries in the communicator:

Find i-Que™'s communicator and open up the battery compartment on the rear (Fig 6) using a screwdriver. Install 3 AAA batteries and replace the battery door. The LCD screen should come on (Fig 7).

NOTE: There is no "On/Off" switch for the controller. It will go into power saving mode and shut down the LCD screen automatically. If the LCD screen is off, simply press any button to turn the device back on.

Check to see that the frequency switch is set to "CH 0" (Fig 8) which is the same setting as the switch on the bottom of the i-Que™ robot.

Place i-Que™'s communicator in the back of the robot so that it can be easily found (Fig 9).

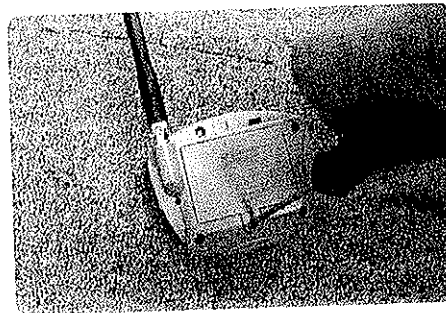


Fig 6

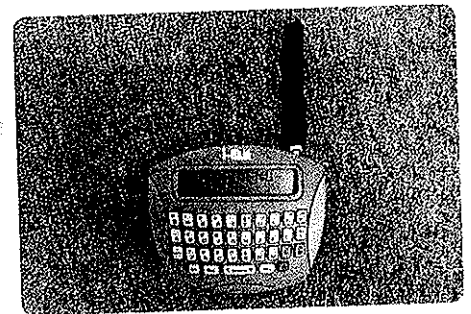


Fig 7

Battery Warnings:

Battery charging must be done by ADULTS only.
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.

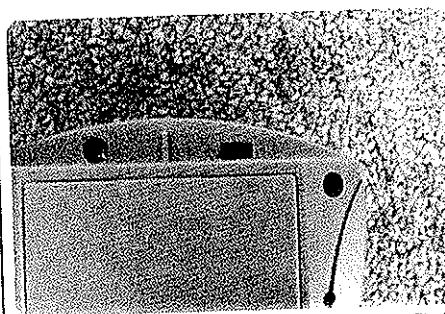


Fig 8

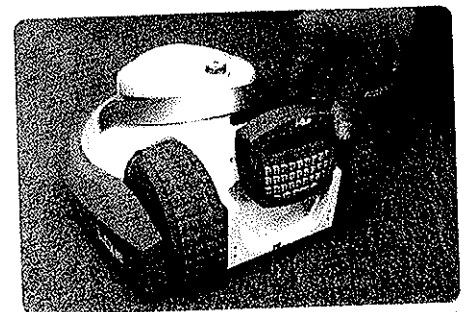


Fig 9

Setting up the charging base:

Find the charging base and the power adaptor (Fig 10).

The first thing to do is to find a suitable place for the "home" of your i-Que™. i-Que™'s first choice would be on a smooth floor surface, such as hardwood flooring, tile, or carpeting that is not "deep pile". If there is no surface like this, it is possible that i-Que™ can move about on a desktop, table or counter.

Place the charging base near the baseboard against a wall that is within distance of the transformer reaching a wall socket (Fig 11). Try to find an open space of about 3 feet on either side of the base so that i-Que™ can have the maximum ability to find it when he needs to charge. Plug the power adaptor into the AC IN 13.5V jack at the side of the charging base (Fig 12). You should see the RED LED labeled "POWER" light up. This means that the base has power. If the RED LED is not lit, check to see that the wall switch is set to ON.

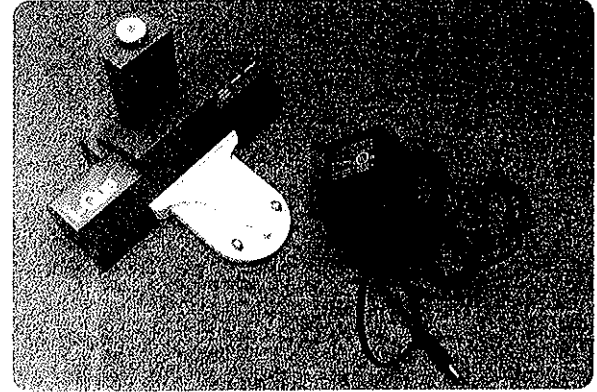


Fig 10

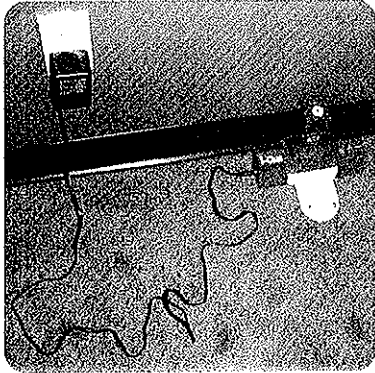


Fig 11

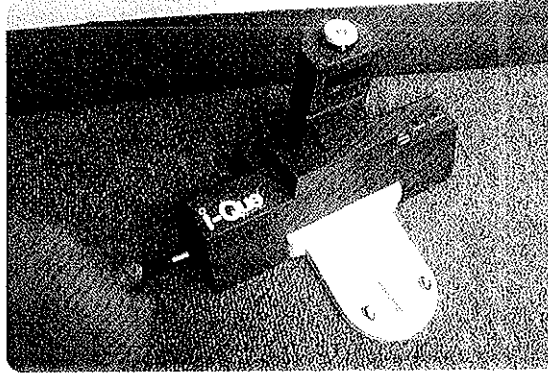


Fig 12

7

Charging i-Que™ for the first time:

Place i-Que™ directly on the charging base (Fig 13). If the GREEN LED does NOT come on, press the LOW POWER START button (Fig 14) and the green LED should come on. You can also see that i-Que™ is charging by a green LED flashing on and off on his face (Fig 15)

Leave i-Que™ for about 5 to 8 hours to allow him to get a good charge before starting him up for the first time.

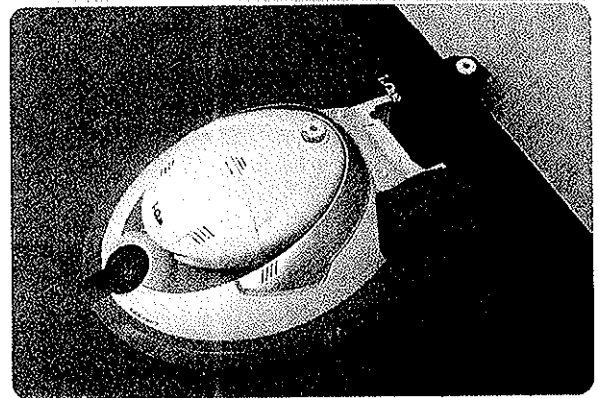


Fig 13

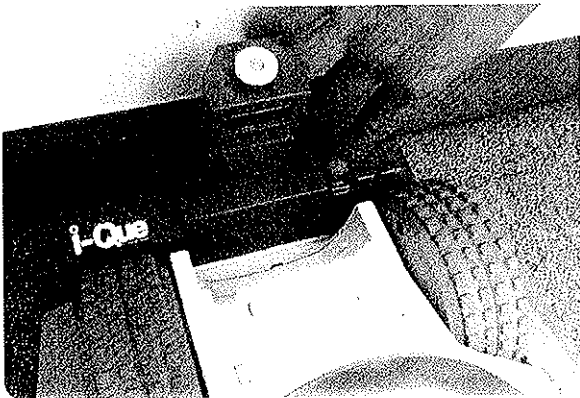


Fig 14

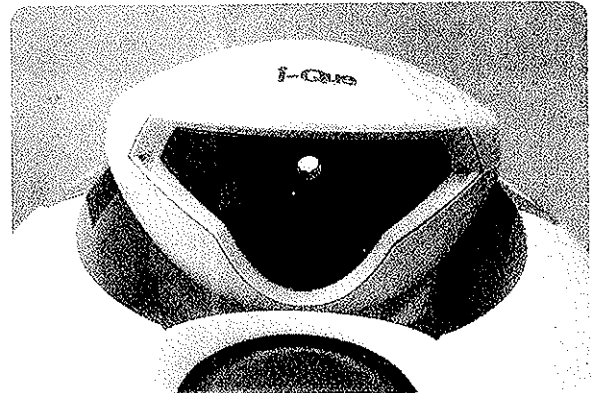


Fig 15

A closer look at i-Que™'s technology:

While i-Que™ is charging, let's learn a little bit more about what makes your i-Que™ "tick" (Fig 16).

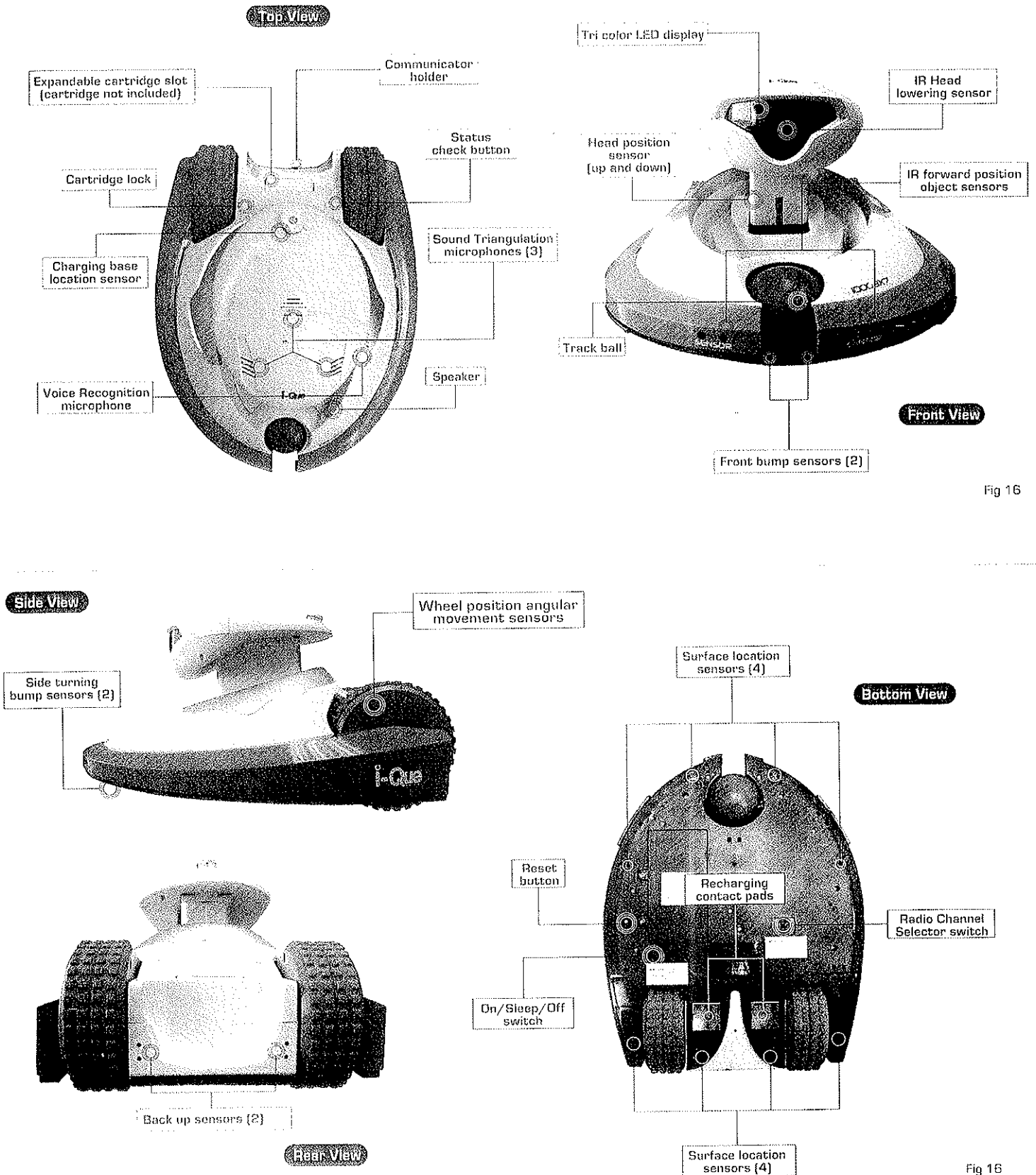


Fig 16



○ **Charging base location sensor**

Locates a digital signal in invisible infrared light to find and dock with charging station.

○ **Sound Triangulation microphones**

Uses all three sensors to calculate where a noise is coming from and investigate it. Also looks for "conversations" going on around it and tries to find the source.

○ **Voice Recognition microphone**

When used in Advanced mode, recognizes spoken words for Yes, No, Repeat, and i-Que.

○ **Speaker**

Specially designed to optimize i-Que™'s voice engine.

○ **IR Forward position object sensors**

Looks at obstacles in front of i-Que™ to warn about objects that may be in the way.

○ **Front bump sensors**

Used to help i-Que™ maneuver in tight forward spaces or objects too small for the IR sensors to detect.

○ **Side turning bump sensors**

These sensors let i-Que™ know that he has hit an object when turning right or left.

○ **Status check button**

Pressing this tells i-Que™ that you would like him to give you a quick status check. He will tell you his battery condition, time, date, settings, and give you a fact about history on that day.

○ **Expandable cartridge slot**

When using an expansion cartridge, i-Que™ can become an expert in a specific subject you are interested in.

○ **Wheel position angular movement sensors**

These tell i-Que™ exactly which angle the wheels have moved and how many turns. It allows him to navigate and "map" areas.

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○ **Track ball**

This unusual feature allows i-Que™ to turn in tight spaces and roll with low friction over many surfaces.

○ **Tri color LED display**

Used to display emotional state and assist in playing some games.

○ **Head position sensor**

These sensors tell i-Que™ what position his head is in at any given time.

○ **IR Head lowering sensor**

This sensor looks for objects that are about the same height as i-Que™'s head. If the sensor detects that he should lower his head when moving forward, he will do so before moving.

○ **Surface location sensors**

Special sensors built into his base constantly look for changes in the surface supporting i-Que™. If he detects an area has changed (such as the edge of a table), i-Que™ will change course to avoid falling off.

○ **Recharging contact pads**

The recharging contact pads are designed to recharge i-Que™ with the least amount of energy lost.

○ **Radio Channel Selector switch**

In the event that two i-Que™'s are in same proximity, it is possible for them to communicate with two different owners at the same time. One would use Channel 0 and the other Channel 1.

○ **On/Sleep/Off switch**

On turns i-Que™ "ON", Off turns him "OFF" and "SLEEP" puts him into a power saving mode for long storage periods but allows his clock and calendar to be maintained.

○ **Back up sensors**

Well placed optical sensors help i-Que™ to avoid objects while backing up and to fine tune the exact location of the charging base when docking.

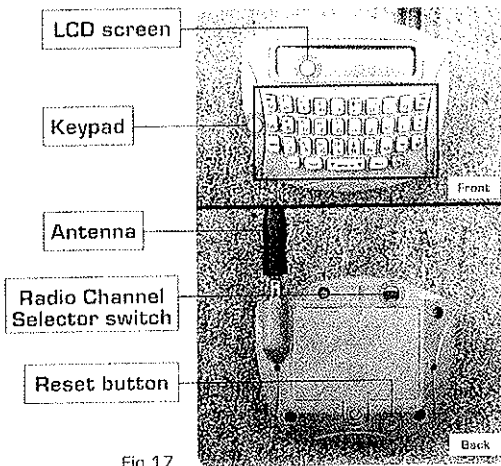


Fig 17

- LCD screen
- Keypad
 - Number keys
 - Letter and symbol keys
 - Repeat Key
 - Shift key
 - Text key
 - Space Key
 - Menu Key
 - Yes Key (green)
 - No Key (red)
 - Enter Key (blue)
 - Del key

i-Que™ radio communicator:

While i-Que™ is charging, we can look at some of the details of i-Que™'s wireless communicator (Fig 17). This is your primary device to send messages and commands to him. You will need to know how it functions when you turn i-Que™ on for the first time.

Study the use of the SHIFT KEY and the TEXT KEY well before using i-Que™ for the first time. You will need to use these keys to enter data correctly. Once you have done it a few times, it will get much easier.

- **Number Keys:** These are numbered 0 through 9. Use the SHIFT key to toggle between letters and numbers.
- **Letter Keys:** These are the alphabet for typing in words and commands. Some have upper case symbols.
- **Repeat Key:** This allows you to have i-Que™ repeat what he has just said in case you missed it or did not understand him fully. Press this key and he will repeat the last statement he made.
- **Shift Key:** Press this to toggle between letters and numbers on the keypad.
- **Text Key:** Press this key and the communicator will go immediately into text typing mode.
- **Space Key:** Use this to put a space between letters to create words or statements. Also, use this to scroll through the menu.
- **Menu Key:** Press this to display a menu of tasks for i-Que™. Use the Space Key to scroll through the selections until you get to the mode you want. We will explain each of the specific functions of the menu later in the manual.

- **Yes (GREEN) key:** Press this to enter the word "yes" to i-Que™
- **No (RED) Key:** Press this to enter the word "no" to i-Que™. You can also press this to stop i-Que™ from speaking or giving explanations.
- **Enter (BLUE) Key:** Press this when the words or menu on the LCD screen is what you want i-Que™ to understand.
- **DEL Key:** Press this and erase the last entry on the display.

A closer look at the Keyboard and symbols

The communicator has many special symbols. This first set is used for DRIVE MODE. You can control i-Que™ to move exactly in the direction that you wish.

- Q (left arrow) The arrow symbolizes i-Que™ going left in Drive mode
- B (down arrow) The arrow symbolizes i-Que™ going backwards in Drive Mode
- P (right arrow) The arrow symbolizes i-Que™ going right in Drive mode
- Y (up arrow) The arrow symbolizes i-Que™ going forward in Drive mode

Note: In Drive mode, you don't need to use the SHIFT button. Just press Q, B, P, and Y as desired

Arithmetic Symbols: Use the SHIFT key to toggle between the upper or lower versions of the key.

- Y - {Star} Star is the Multiplication Sign or "times"
- U - {Backslash} Backslash means "divide by"
- I - {Dash} The Dash symbol is subtraction or "minus"
- O - {Plus} The Plus sign is the addition symbol or "plus"

Punctuation keys: Use these to complete sentences or phrases

- N - Comma
- I - Dash
- M - Period
- G - Question mark



Charging Base:

Low Power Start button

- Press this button if the charging process didn't start (the center green LED doesn't light up and flash at i-Que™'s face)

Power indicator

- This LED light up when the charging base is powered.

Charging / Dock indicator

- This LED light up when i-Que™ docked the base.

Recharging contact pads

- The recharging contact pads release power to charge i-Que™ only when he docked. It's safe and will not cause electrical shock if touch accidentally.

Charging Base location transmitter

- There are three transmitter to guide i-Que™ locate the base during self charging.

AC IN 13.5V jack

- Plug in the power adaptor jack

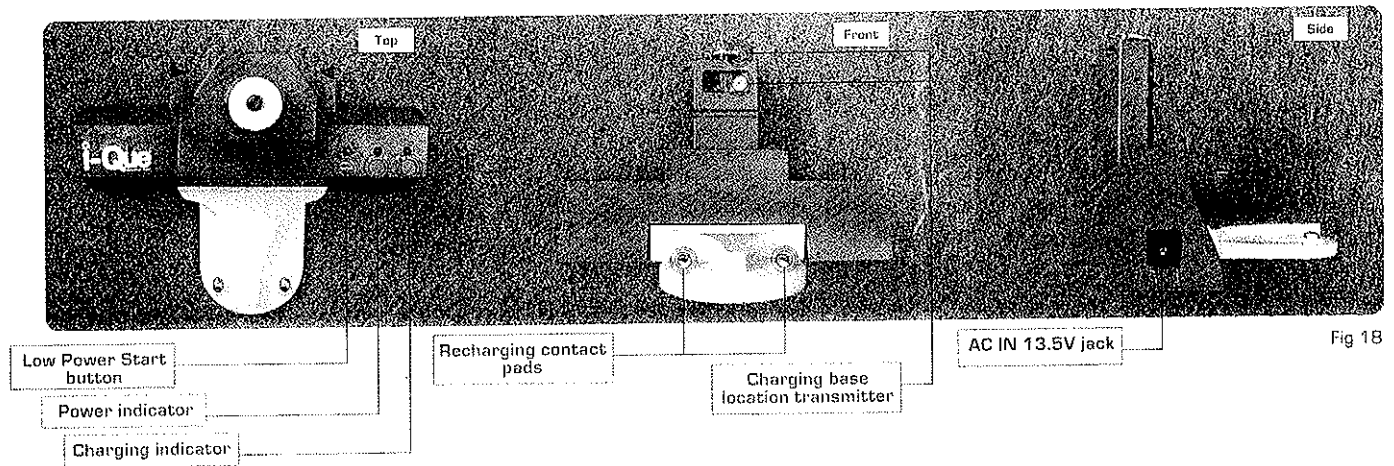


Fig 18

Input for communicator:

Press the TEXT button on the keypad of the communicator (just to the left of "SPACE"). The LCD display will show "TYPE TEXT" on the display [Fig 19]. This means that you can use the keypad to type in text. To toggle between upper and lower symbols, use the SHIFT Key. Each time you press the SHIFT key, the communicator will shift between either "letters" or "numbers and symbols".

Here is an example of how the communicator works with i-Que™.

i-Que™ will ask you questions. For example, he will ask you for your name. Press the "Text" button and type in your name using the letters. Use the space button and delete buttons to help type in the name that you want. (For example: PAUL) When your name is on the LCD screen, press the Blue ENTER button. This will send the message you have typed to i-Que™.

TIP: The RED No button has the ability to stop i-Que™ from talking. For example, i-Que™ knows a lot about people, history, and animals. He can talk for up to 20 minutes on a subject. So, if you want him to stop, just press the RED No button. If you want him to quit the current routine, you can press the Menu button and select something else you would like him to do or look up.

TIP: If at some time in the future you forget how to use i-Que™'s communicator, simply type in the word "HELP?" in text mode and then enter. i-Que™ will explain most of the important features and uses of it himself.

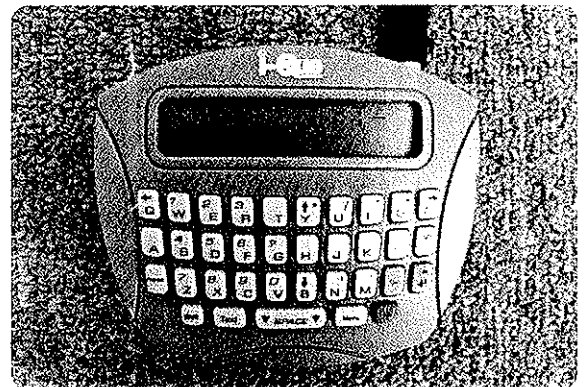


Fig 19

Turning i-Que™ on for the first time

After 5 hours of charging

Lift i-Que™ off from his charging base. Turn him over and move the On/Sleep/Off switch to the ON position. Place i-Que™ on the floor or tabletop surface.

i-Que™ will begin to introduce himself to you and do a self demonstration. You will need to find i-Que™'s communicator to complete your orientation.

i-Que™ will explain many of his functions to you. He will do a self diagnosis and teach you many of his special features. He will also teach you the basics of how to use his communicator.

i-Que™ will start his personalization software. He will begin to ask questions about you for his databases to analyze. It is important to get this information correct or i-Que™ may not be as useful to you in the future.

i-Que™'s introduction will last about 10 to 15 minutes, depending on your inputs. This will include the date, time, and some personal questions about you. After this initial introduction period, i-Que™ will tell you he is about to start his normal programming routine. By this time, you and i-Que™ should already have a good understanding of each other.

Master ON/SLEEP/OFF switch

i-Que™ is programmed to work 24 hours a day, seven days a week. If you want to turn him off, use the Master On/Off switch on the bottom of the robot. It is also possible to put i-Que™ into "SLEEP" mode. In sleep mode, i-Que™ will shut down all unnecessary circuits to protect his clock and calendar functions. This way, if you leave i-Que™ for a week or so unattended, you do not need to reset his clock.

17

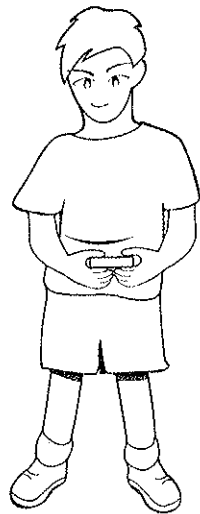
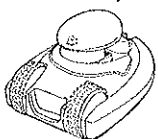


Fig 20

Control distance not more than 30 feet.



Using the i-Que™ communicator

The communicator transmits to i-Que™ by radio waves. It works best from a distance no greater than about 30 feet, depending on the environment (Fig 20).

To use the communicator, you must have BOTH i-Que™ and the communicator set to the SAME FREQUENCY. The frequencies of the communicator and i-Que™ were preset in the factory to Channel "0".

The purpose of having two choices of frequencies is to allow individual communication with two i-Que™'s in the same general area. This way, each communicator can be tuned so that it cannot accept entries of another.

You will notice that there are special "Yes" and "No" buttons. These can be pressed to answer any yes or no question. You do not need to press enter when using yes and no. i-Que™ will receive the information automatically for you.

Using i-Que™

TIP: When you are using the communicator and the screen goes off, simply press ANY button and it will come back on where you left off. This is an "auto power off" function to help save the batteries of the communicator. Don't worry, whatever button you first press to bring the display back to life won't be entered.

You can get information from i-Que™ easily. Use the communicator to ask for information.

Press the MENU button (just to the right of the "SPACE" button). The LCD display will show MAIN MENU and SETUP.



Press the SPACE button to scroll through your main menu choices. They go in the following order

- Set up
- Search
- New Person
- Calculator
- Drive Mode
- Speech
- Games
- Phone Book
- Power Down
- Memo Minder
- Dictionary
- Cartridge

Each of these are specific things that you can enter information about. But, let's try something interesting and search for information on an animal.

Press MENU. Press the SPACE bar until you see the words "SEARCH". Press the "ENTER" button (it is the button on the bottom of the far right column).

You will see the words "SEARCH" on the top of the screen followed by the words "HISTORY" underneath. If we wanted some information on History, we would use this mode. But, we are interested in Animals.

Press the SPACE button one more time. You will see the word "HISTORY" replaced by "BIOGRAPHY". If we wanted information on a famous person, we would use this mode. But, we still want to find out about an Animal.

Press the SPACE button one more time. You will see the word "BIOGRAPHY" is replaced by the word "ANIMALS". Press the ENTER button again to get into this mode. You will see the word "AMINALS" is now at the top of the screen. Now, it's time for you to type in an animal.

Let's choose COBRA. Type the word COBRA into the communicator. Make sure you spell it correctly. Have the communicator closer than 10 feet of i-Que™ (so you can hear him) and press the ENTER button.

i-Que™ will receive the signal and begin to tell you all sorts of information about Snakes. You will be amazed at the depth of his knowledge! Wait until he is finished talking about snakes OR you can stop him at any time. Simply press the NO button and i-Que™ will stop to talk about the subject you requested.

TIP: If i-Que™ says "I do not have that in my database", please make sure you have typed it in and spelled it correctly"

TIP: If you did not understand something i-Que™ said or you missed it, you can ask him to repeat the last statement. Use the REPEAT button. Just press this button at any time and he will repeat the last line or statement.

Follow the same procedures for Biographies. You can type in the first name, the last name, or both the first and last name. For example, if you want information about President Lincoln, go to Biographies, and type in:

- 1) Lincoln or
- 2) Abraham or
- 3) Abraham Lincoln

If there are multiple listings of any of the entries (for example, there are several people with the name "Abraham"), i-Que™ will tell your choices available and ask you which one you are interested in. Press ENTER to confirm when hear your choice. Once i-Que™ knows the person that you are referring to, he will begin to give you information.

Using the Dictionary

i-Que™ has over 70,000 words in his data base! Here's how to get a definition of a word that you want to know.

Press the MENU button. Press the SPACE button until the word "DICTIONARY" appears on the LCD screen. Press the ENTER button to enter dictionary mode.

Type in the word you want to know about. For example, type in the word "clock". i-Que™ will give you the definition of the word clock as a noun, a verb, or any other form that this word can be used.

Using the Calculator

i-Que™ can calculate almost any number combinations using addition, subtraction, multiplication and division that you can think of. Here's how:

Press the MENU button. Press the SPACE button until the word "CALCULATOR" appears. Press the ENTER button. You are now in calculator mode. i-Que™ will tell you that he is in calculator mode and give you some tips on how to proceed. Your communicator has been preset in "Number" mode already for you. You will use the "number keys" to enter your problem. Here's an example:

We want to know 86 multiplied by 34.

In calculator mode, enter the numbers 86 , then the [*] Symbol (also the letter "Y"), then the numbers 34, and finally the ENTER button. If i-Que™ received the problem, he will calculate and say the answer. You can do this also for addition, multiplication, and division. i-Que™ will even give you negative numbers.



Playing games:

You can play games with i-Que. Here's how:

Press the MENU button. Press the SPACE button until you see the word "GAMES" appear. Press the ENTER button. The word "GAMES MENU" will appear on the top of the LCD with the word TRIVIA on the bottom. You are now in game mode.

You have several types of game to play. Use the SPACE button to find the one that you want to play. They are in the following order:

- Trivia
- Spelling
- Math Game
- Light Effect
- Mega Memory
- Oracle
- Cartridge

NOTE: The only time you would select "CARTRIDGE" is if you had a memory expansion cartridge installed into i-Que™. This allows you to play the games in the cartridge. Do not select this until you have a cartridge installed. If you have a cartridge installed, i-Que™ will give you the information on how to play the game himself.

Select the game you want to play and press the ENTER button. i-Que™ will explain each game for you and how to play it. In the case of Trivia, you have 3 choices: Number Trivia, Animal Trivia, and History Trivia. Try to see how many you can get correct before you get 3 wrong!

The spelling game allows you to test your spelling skills. The math game will challenge your ability to calculate numbers in your head. The light effect game will see how well you can recognize patterns. Mega memory lets you find out how good your memory is. The oracle is there to answer your questions. Have fun!

Introducing i-Que™ to someone new

i-Que™ loves to introduce himself to your friends and family. The more people he meets, the more information he can learn about you. When you want him to introduce himself to someone, use NEW PERSON mode.

Press the MENU button. Press the SPACE button until the words "NEW PERSON" appear on the LCD screen. Press the ENTER button when you are ready.

i-Que™ will do a demonstration of himself and ask questions about the new person. It's a great way for him to learn!

Driving and controlling the movement of i-Que™

i-Que™ will move around by himself. He is very curious and will ask questions or make comments as he goes about his travels. But, you can take control of his movements in Drive mode.

Press the MENU button. Press the SPACE button until the words "DRIVE MODE" appears in the LCD screen. Press the ENTER button to begin Drive mode.

In Drive mode, you control i-Que™'s motors. You can make him move forward, backward, or turn left and right. Press and hold the "Y" button to move forward, the "B" button to move backward, the "Q" button to rotate Left, and the "P" button to rotate Right.

Once i-Que™ is where you want him to be, press the Menu button to exit control of i-Que™'s motors.



Powering Down i-Que™

i-Que™ knows when he needs to be recharged. He will lower his head and begin a slow search for the charging base. Once he finds the base, he will automatically dock with it and recharge his own battery.

But, you can send him to find his base and recharge himself at any time. Use **POWER DOWN** mode:

Press **MENU**. Press the **SPACE** button until the words "POWER DOWN" appear on the LCD. Press the **ENTER** button. "SHUT DOWN" appear on the LCD. Press the "SPACE" button until the words "RECHARGE" appear on the LCD. Press the **ENTER** button. i-Que™ will lower his head and begin his search.

TIP: If i-Que™ cannot find his base, he will eventually shut down. You will know that he has given up (or run out of power) by a flashing red LED appear on his black face plate. If you see this flashing red LED, simply pick up i-Que™ and put him on his charging base for him. I'm sure he'll thank you for it!

Programming i-Que™ to make a speech:

You can program i-Que™ to make a speech that you compose. Use **SPEECH** mode to do this.

Press the **MENU** button. Press the **SPACE** button until the word "SPEECH" comes on the LCD screen. Press the **ENTER** button to go into Speech mode. Press **ENTER** again, "TYPE SPEECH" is shown on the top of the LCD.

Type any thing that you want i-Que™ to say. It can be a speech up to about 100 characters. To write a speech, please type in each word of your speech followed by the enter button. Add one word at a time. i-Que™ will say the word you have entered. If you do not like the word, press the **NO** button. When you have finished your speech, press the **MENU** button. i-Que™ will store your speech into his memory.

TIP: i-Que™ is programmed to check against objectionable words. If you try to use these words, he will not allow this speech to be stored or replayed.

To hear i-Que™ say your speech, go to **SPEECH** mode. Press the **SPACE** button until the words "PLAY SPEECH" appear on the LCD. Press the **ENTER** button and i-Que™ will start to say your speech.

TIP: You can change i-Que™'s voice for your speech. Go to the **SET UP** section of this manual to find out how. Your speeches may be even more effective or funnier!

Using the phonebook:

i-Que™ can store phone numbers and contacts for you. Use **PHONE BOOK** mode.

Press **MENU**. Press the **SPACE** button until the words "PHONE BOOK" appear on the LCD screen.

i-Que™ will ask you for the entry name and the phone number. Follow his directions to enter names, phone numbers or to retrieve them.

Using the memo minder:

i-Que™ can be programmed to warn you about special events of occasions. Use **MEMO MINDER** mode.

i-Que™ will tell you how to enter the time, date, and a name of the event. When the time comes up, i-Que™ will let you know.



Customizing i-Que™ by using SET UP mode:

When you first used i-Que™, he asked you for many pieces of information. These included setting the clock and the date. But, there are many other things that you can enter or customize i-Que™ to your liking. Use SET UP mode for this.

Press the MENU button until you see the words "SET UP" appears on the LCD screen. Press the ENTER button to go into Set up mode.

Use the SPACE button to select various modes: The LCD will go in the following order:

- Voice Select (allows you to change i-Que™'s voice)
- Set Time (lets you set or adjust his clock)
- Set Date (lets you set the date)
- Read Time (in using this, i-Que™ will tell you the time of day and date)
- Set Birthday (use this to enter your birthday)
- Alarm Set (use this to set i-Que™ to wake you up)
- Alarm On/Off (this mode will let you turn the alarm on or off easily)
- Quiet Set (this mode lets you tell i-Que™ when not to bother you or move around)
- Quiet On/Off (this mode turns quiet time on and off)
- TV Time Set (this mode lets you enter your favorite TV show times)
- TV TM On/Off (this mode turns the TV announce on or off)
- VR On/Off (this mode allows you to use Voice Recognition)

NOTE: i-Que™ is preset with voice recognition OFF until you get used to his programming. It is an advanced mode.)

- Check status (this mode will let you check the status of various inputs of i-Que™)
- Reset (this mode is a way for you to CLEAR all inputs in the flash memory of i-Que™.

WARNING: Use this ONLY if you want to clear all entries and begin i-Que™ as if he were turned on for the first time).

Changing i-Que™'s voice:

You can change i-Que™'s voice anytime you want. Maybe one type of voice is easier for you to understand. Or maybe you just want something different. It's your choice.

Press the MENU button and use the SPACE button to get to Set Up. Press ENTER to go into Set Up mode. The words "VOICE SELECT" will be on the LCD screen. Press ENTER to go into Voice Select mode.

i-Que™ will make a statement in a voice and ask you if you like this particular voice. If you like the voice, press the YES Button. If you don't press the NO button and i-Que™ will give you another choice. When all choices are given, i-Que™ will repeat them again from the beginning.

As soon as you press the YES button, i-Que™ will return to his normal mode and use that voice until you change him again.

Set Time:

i-Que™ will ask you for the time and date when you first turn him on. But, it may be necessary to reset this information, make adjustments, or re-enter it if his batteries become completely discharged. Use SET TIME mode for this.

Press the MENU button. Use the SPACE button to get to Set Up. Press ENTER to go into Set Up mode. Use the SPACE button until you see the words "SET TIME" on the LCD display. Press the ENTER button to go into Set Time mode.

The LCD screen will show four "symbols". Enter the numbers that correspond to the current time. For example, "0812" for Eight - Twelve. If you enter the wrong number, use the BACKSPACE button to erase it (the backspace button is the button on the upper far right that also is the letter "DEL").

When all four numbers are shown on the screen, press the ENTER button.

The letters "AM" will appear on the screen. If the time is AM, press ENTER. If the time is PM, press the SPACE button. Press ENTER when the proper setting is on the LCD screen. The words "FINISHED" will appear briefly on the LCD screen.



Set Date

Just like Setting Time, it may be necessary to reset the date. Use Set Date mode for this.

Press the MENU button. Use the SPACE button to get to Set Up. Press ENTER to go into Set Up Mode. Use the SPACE button until you see the words "SET DATE" on the LCD display. Press the ENTER button to go into Set Date mode.

The words "ENTER MONTH" and two symbols will appear on the LCD screen. Enter the month in digits (for example, January would be 01, December would be 12). Press ENTER when the digits are correct. The words "ENTER DATE" and two symbols will appear.

Enter the correct date. (for example, 05 for the fifth, 21 for the twenty-first). Press ENTER when the digits are correct. The words "ENTER YEAR" and four digits will appear.

Enter the year and press the ENTER button when correct. The words "FINISHED" will appear briefly on the LCD screen.

Read Time

Read time lets i-Que™ tell you the current time and date.

Press the MENU button. Use the SPACE button to get to Set Up. Press ENTER to go into Set Up mode. Use the SPACE button until you see the words "READ TIME" on the LCD display. Press the ENTER button to go into READ TIME mode. i-Que™ will state the time and date for you.

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Set birthday

In the event that i-Que™ is reset, you may need to reset the birthday. Use Set Birthday for this entry.

Press the MENU button. Use the SPACE button to get to Set Up. Press ENTER to go into Set Up mode. Use the SPACE button until you see the words "SET BIRTHDAY" on the LCD display. Press the ENTER button to go into Set Birthday mode.

The words "ENTER MONTH" and two symbols will appear on the LCD screen. Enter the month in digits (for example, January would be 01, December would be 12). Press ENTER when the digits are correct. The words "ENTER DATE" and two symbols will appear.

Enter the correct date. (for example, 05 for the fifth, 21 for the twenty-first). Press ENTER when the digits are correct. The words "ENTER YEAR" and four digits will appear.

Enter the year and press the ENTER button when correct. The words "FINISHED" will appear briefly on the LCD screen.

Alarm Set

This mode tells i-Que™ what time you would like him to wake you up.

Press the MENU button. Use the SPACE button to get to Set Up. Press ENTER to go into Set Up mode. Use the SPACE button until you see the words "ALARM SET" on the LCD display. Press the ENTER button to go into Alarm Set mode.

The LCD screen will show four "symbols". Enter the numbers that correspond to the current time. For example, "0812" for Eight - Twelve. If you enter the wrong number, use the BACKSPACE button to erase it (the backspace button is the button on the upper far right that also is the letter "DEL").

When all four numbers are shown on the screen, press the ENTER button.

The letters "AM" will appear on the screen. If the time is AM, press ENTER. If the time is PM, press the SPACE button. Press ENTER when the proper setting is on the LCD screen. The words "FINISHED" will appear briefly on the LCD screen.

NOTE: The ALARM IS NOT SET YET! YOU MUST TURN THE ALARM ON. Go to the next step:



Alarm On/Off:

This allows you to easily turn i-Que™'s alarm function on or off.

Press the MENU button. Use the SPACE button to get to Set Up. Press ENTER to go into Set Up mode. Use the SPACE button until you see the words "ALARM ON/OFF" on the LCD display. Press the ENTER button to go into Alarm On/Off mode. You will see the word "ON". Press ENTER to turn the alarm on. Use the SPACE button to select OFF and press ENTER if you want the alarm not go on.

TIP: You can check to see if the alarm in i-Que™ is set by pressing the STATUS CHECK button located just to the left of i-Que™'s cartridge slot. i-Que™ will give you his status and let you know if the alarm is set or not.

Quiet Set:

This mode tells i-Que™ when he should not disturb you. For example, you probably don't want him rooming around your house all night. So, you can tell him to be still from 10 PM until some time in the morning. This way, he won't disturb you.

NOTE: i-Que™ has been preset to be quiet from 10 PM to 7 AM in the factory. You can use Quiet Time to adjust this to your liking. In addition, if you use the communicator, i-Que™ will ignore Quiet Time automatically and return to it after some time of inactivity by you.

Press the MENU button. Use the SPACE button to get to Set Up. Press ENTER to go into Set Up mode. Use the SPACE button until you see the words "Quiet set" on the LCD display. Press the ENTER button to go into Quiet Set mode.

The LCD screen will show four "symbols". Enter the numbers that correspond to the time you want i-Que™ to START his period of inactivity. For example, 0812 for Eight - Twelve. If you enter the wrong number, use the BACKSPACE button to erase it (the backspace button is the button on the upper far right that also is the letter "DEL").

When all four numbers are shown on the screen, press the ENTER button.

The letters "AM" will appear on the screen. If the time is AM, press ENTER. If the time is PM, press the SPACE button. Press ENTER when the proper setting is on the LCD screen.

The words "QUIET END" will next appear on the screen. This refers to the time that you want i-Que™ to start to be active again. Enter the time and AM or PM exactly as the first entry. The word "FINISHED" will appear briefly on the LCD screen.

NOTE: The default setting for Quiet time is ON. So, if you want to ignore quiet time, you must set it to OFF in the next mode.

Quiet On/Off

This mode allows you to ignore any setting for Quiet time. If you turn quiet time off, i-Que™ will continue to wander and move around 24 hours a day.

Press the MENU button. Use the SPACE button to get to Set Up. Press ENTER to go into Set Up mode. Use the SPACE button until you see the words "QUIET ON/OFF" on the LCD display. Press the ENTER button to go into Quiet On/Off mode. You will see the word "ON". Press ENTER to turn Quiet Time on. Use the SPACE button to select OFF and press ENTER if you want no Quiet Time for your i-Que™.

TV Time Set

TV Time Set allows you to tell i-Que™ when you want him to remind you of your favorite TV shows. Enter this mode and i-Que™ will tell you how to make the entries.

TV Time On/Off

TV Time Off will tell i-Que™ that you don't want to be bothered with this information.

Press the MENU button. Use the SPACE button to get to Set Up. Press ENTER to go into Set Up mode. Use the SPACE button until you see the words "TV TM On/Off" on the LCD display. Press the ENTER button to go into TV Time On/Off mode. You will see the word "ON". Press ENTER to turn TV Time on. Use the SPACE button to select OFF and press ENTER if you want your i-Que™ to ignore your TV time entries.



Voice Recognition ON/OFF (advanced mode)

VR ON/OFF enables or disables i-Que™'s Voice Recognition. i-Que™ is preset at the factory with this mode OFF. It is advised that you understand i-Que™'s functions well before trying this advanced mode.

i-Que™ has the ability to recognize almost anyone's voice. It can recognize four words.

- 1) i-Que (used to call him or wake him up)
- 2) Yes
- 3) No
- 4) Repeat (used in the same way the repeat button on the communicator works)

To turn the Voice Recognition ON, Press the MENU button. Use the SPACE button to get to Set Up. Press ENTER to go into Set Up mode. Use the SPACE button until you see the words "VR ON/OFF" on the LCD display. Press the ENTER button to go into Voice Recognition On/Off mode. You will see the word "ON". Press ENTER to turn Voice Recognition on. Use the SPACE button to select OFF and press ENTER if you want not to use Voice Recognition for your i-Que™.

HOW TO USE VOICE RECOGNITION

If you use voice recognition, remember to stand within about 3 feet of your i-Que™. Speak clearly. If you say "i-Que", he should wake up or give you a response. If he asks you a question, you can respond with a "yes" or "no" answer without using the communicator. And, if you didn't hear what he said, say "repeat" after he stops talking and he will say the last statement again.

SPECIAL NOTES about Voice Recognition

i-Que™ will ONLY listen to voice recognition when he is not talking or not moving. The reason is that the noise he generates will distort your voice into his microphones.

Although i-Que™ is programmed to understand almost all kinds of voices, it may be that your particular voice or accent is not reliable to him. In this case, do not use Voice Recognition mode and rely solely on the communicator for direct communication with your robot.

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Check Status

Check Status tells i-Que™ to give you a report on various entries in his memory. He will tell you the time, the date, if the alarm is set or not, etc.

Press the MENU button. Use the SPACE button to get to Set Up. Press ENTER to go into Set Up mode. Use the SPACE button until you see the words "CHECK STATUS" on the LCD display. Press the ENTER button to go into Check Status mode. You will see the word "CHECK STATUS". i-Que™ will tell you the status of himself.

TIP: You can also press the STATUS CHECK button of i-Que™ to let him tell you the status of himself.

Resetting i-Que™

WARNING: Using RESET will set i-Que™ back to all of his factory settings. All of the information you have entered or he has learned will be erased. i-Que™ will become as he was when you first turned him on.

Press the MENU button. Use the SPACE button to get to Set Up. Press ENTER to go into Set Up mode. Use the SPACE button until you see the words "RESET" on the LCD display. Press the ENTER button to go into Reset mode. i-Que™ will walk you through the steps on how to complete Reset mode.



USING i-QUE™ ON A TABLE TOP OR DESK

i-Que™ is designed to work on a surfaces other than the floor. He can be placed on a table top and move around on his own. i-Que™ has sensors in his chassis that warns him to not fall off the table.

IMPORTANT: It is best to remove all articles from the top of the surface. i-Que™ may not see them and could possibly push them off the surface. So, any valuables or breakable items should be completely removed from the area.

i-Que™'s collision avoidance sensors

i-Que™ has 2 infra red sensors in his front that allow him to detect objects in front of him. If he should find an object in his path, he will attempt to move around it out of a corner. There are also 4 "bump" sensors that help i-Que™ to navigate in tight areas.

i-Que™'s head height sensor

i-Que™ was programmed to roam around his environment. If he finds an object that may be blocked because his head is elevated, i-Que™ will automatically lower his head and attempt to travel under it.

Special Advanced commands:

There are several advanced commands for programming your i-Que™ for special purposes. These are for advanced users only.

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LIST OF SECRET CONTROL CODES

Motors? This shuts off i-Que™'s large wheel motors so that he cannot move. This can be used in situations where you want i-Que™ to stay still – such as a small desk or shelf.

Bumpsensors? This shuts off i-Que™'s bump and IR sensors. This may be needed when using future i-Que™ accessories.

Program? This allows you to create a specific movement pattern.

Bottomsensors? This shuts off i-Que™'s bottom sensors in case the surface you use him is making him confused.

Buzzwords? If you want to hear some buzzwords, use this special mode to call it up.

Info? This mode will give you a list of things that i-Que™ has learned.

Help? Help can be used to give you information and tips on how to use the controller.

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Secret codes	Functions
<p>"MOTORS?"</p>	<p>This should turn off the motors that make i-Que™ move around (his head will continue to work as normal). So, if you want to put this on a small shelf or in a small space, you can turn off his motors so he won't be constantly be moving back and forth.</p> <p>Go to Text mode and type in the word MOTORS? (including the question mark) and then press the Blue ENTER button. i-Que™ will say:</p> <p>"Warning. I am now turning off my drive motors. I will not be able to reach my charging base. If I run out of battery charge, you will need to take me to my charging docking station."</p> <p>To get out of this mode (and back to normal), just type in MOTORS? and press the Blue Enter button again. i-Que™ will say:</p> <p>"I am turning on my drive motors. I will be fully mobile again."</p>
<p>"BUMPSENSORS?"</p>	<p>This is used to turn off i-Que™'s two front, two rear and one head IR sensors as well as the four front bump sensors. The code is BUMPSENSORS? and Enter. So, here is what i-Que™ should say:</p> <p>"Warning. I am now turning off my collision avoidance sensors. I may bump into objects in my path."</p> <p>To exit this mode, enter BUMPSENSORS? and Enter. i-Que™ will say:</p> <p>"I am turning on the collision avoidance sensors. I can now avoid objects in my path."</p>
<p>"BOTTOMSENSORS?"</p>	<p>This is used to turn off i-Que™'s bottom IR sensors. It is in case that i-Que™ has a problem with some surfaces.</p> <p>To enter this mode, the code is BOTTOMSENSORS? (including the question mark) and press the Blue Enter button. Here is what i-Que™ will say when you enter this code:</p> <p>"Warning. I am now turning off my bottom sensors. I may fall off uneven surfaces, such as table tops or stairs. Please make sure I am in a safe location to move about."</p> <p>To exit this mode, the code is BOTTOMSENSORS? and press the Blue Enter button. i-Que™ will say:</p> <p>"I am now turning on my bottom sensors. I can be operated as normal once again."</p>

Secret codes	Functions
<p>"PROGRAM?"</p>	<p>If i-Que™ receives the word "PROGRAM?" from the communicator, i-Que™ will say:</p> <p>"I am now in program mode. You can program me to move in specific patterns."</p> <p>Use the Y button for forward, the B button for reverse, the G button for right turn and the P button for left. When you have finished your program, press the ENTER button.</p> <p>When you would like to execute your program, select Text mode on my communicator. Type the word run, spelled R U N, followed by the question mark symbol and then press the ENTER button. Please start your program now."</p> <p>Press the Y, B, G or P buttons, i-Que™ will move according to the buttons just like what i-Que™ does in "DRIVE MODE". i-Que™ will remember the moving path in his memory.</p> <p>To save this path, press the "Enter" button when you have finished. i-Que™ will save this path and say the following sentence and then return to normal.</p> <p>"You have now saved a program."</p> <p>NOTE: If i-Que™'s memory is full you press the "Enter" button, he will save the moving path, say the following sentence, and then return to normal.</p> <p>"Sorry but my program memory is full. Please use the code RUN question mark to enter your program."</p> <p>You have one 1 minute make each move of your program. If you take too long, i-Que™ will say :</p> <p>"Do you need more time to complete your program?"</p> <p>If you press "Yes", i-Que™ will say :</p> <p>"You can continue your programming."</p> <p>If you press "No" or there is no response for 15 seconds, i-Que™ will say the following sentence and then return to normal.</p> <p>"Your program has not been saved."</p>

Secret codes	Functions
<p>"RUN?"</p>	<p>If i-Que™ receives the word "RUN?" (including the question mark) from the communicator, i-Que™ will check if someone has programmed it by using the code "PROGRAM?" before.</p> <p>If No program exists, i-Que™ will say the following sentence and then return to normal : "No program has been saved. Please try to make one first."</p> <p>If someone has already programmed i-Que™, he will say : "I will execute your program now."</p> <p>Then i-Que™ will move according to the movement saved in "PROGRAM?" mode.</p> <p>After the movement is finished, i-Que™ will say a funny statement and then return to normal.</p>
<p>"BUZZWORDS?"</p>	<p>If i-Que™ receives the word "BUZZWORDS?" (including the question mark) from the communicator, i-Que™ will run the buzzwords routine and give you a buzzword and its definitions.</p>
<p>"INFO?"</p>	<p>If i-Que™ receives the word "INFO?" (including the question mark) from the communicator, i-Que™ will say the following sentences in sequence and then return to normal.</p> <p>NOTE: If some information is missing, i-Que™ will skip the statement. For example, if the "city" information is missing, i-Que™ will not say the statement "We live in the city of..."</p> <p>"My principle user is {owner's name}." "The nickname I use for this person is {owner's nickname}." "{owner's nickname} likes {food and sports}." "We live in the city of {city} in the state of {state}." "{nickname} has the following pet: {pet type} that we call {pet's name}." "My owner has friends named {friend's name}." "{owner's nickname} has a family. Their names are {name or names of family members}."</p>

Secret codes	Functions
<p>"HELP?"</p>	<p>If i-Que™ receives the word "HELP?" from the communicator, he will say the following sentences in sequence and then return to normal :</p> <p>"I see you need help understanding my communicator. It is easy to learn how to navigate the menu."</p> <p>Press the menu button to get to my main menu screen on the LCD. Use the space bar button to select different program functions.</p> <p>For example, press the space button until the word dictionary appears on the LCD screen. If you press the Blue Enter button, I will go into that mode. To exit a mode, press the MENU button to go to a different mode.</p> <p>The GREEN Yes button and RED No button are used to answer questions that I may ask you.</p> <p>You don't need to press enter after pressing these buttons. I will understand you. For example, I may ask you if you need more time. Press the yes button and I will understand.</p> <p>If I ask you a question that needs you to type in an answer, press the text button next to the left of the space bar.</p> <p>Then, use the alphabet keys to spell the answer followed by the blue enter button. For example, if I ask you for your name, press the text button, spell your name on the display, and then press the enter button.</p> <p>I may ask you a question that involves a number. You should press the Text button followed by the shift button. Use the upper case of the buttons to enter the numbers on the LCD display.</p> <p>For example, if I ask you for a date, you might enter zero, two for the month of February. You would need to use the shift button to enter the numbers zero and two.</p>

Secret codes	Functions
	<p>Sometimes I can talk about a subject for a long time. If you want me to stop giving you information, press the red "no" button and I will stop speaking.</p> <p>The back space button is located at the upper right of the keypad. If you press this button, the last letter ,number or symbol that you typed will be removed. More information about these can be found in my instruction manual.</p> <p>The backspace button is located at the upper right of the keypad. If you press this button, the last letter, number or symbol that you typed will be removed. More information about these can be found in my instruction manual.</p> <p>If you leave my communicator alone for a few minutes, the LCD screen will turn off to save power. To get the screen back, press any button on the communicator and it will return to normal. There is no On or Off button on my communicator.</p> <p>I hope this information was useful to you.</p> <p>For more information, please refer to my instruction manual or my website.</p> <p>I will return to normal mode now."</p>

Sending Text messages to i-Que™

You can send text messages to i-Que™. For example, you can ask i-Que™ "how are you?" by typing in the text message "HOWRU" and pressing enter. i-Que™ will give you an answer to your question. There are many common text messages that you can try (LOL - laugh out loud, G2CU - good to see you, WASSUP? - what's up?, or THX - thanks).

You can have a virtual conversation with i-Que™ using these simple text messages. Here is a list of entries that you can try. Press the Text button, type in one of these phrases, and then press the enter button. See what happens!

- | | | | | | | | | |
|-----------|------------|---------|---------|----------|------------|---------|---------|----------|
| ▪ DEGT | ▪ SSDD | ▪ SNAFU | ▪ LOL | ▪ ROFL | ▪ ROTFL | ▪ SAL | ▪ SIS | ▪ YGTBKM |
| ▪ SSINF | ▪ ILOVU | ▪ ILY | ▪ BBIAM | ▪ BBIAF | ▪ BBL | ▪ BBS | ▪ BCNU | ▪ B4N |
| ▪ GG | ▪ TLK2UL8R | ▪ TTYL | ▪ OO | ▪ OOH | ▪ CUL | ▪ CUA | ▪ CU | ▪ L8R |
| ▪ LD | ▪ TAFN | ▪ HAGO | ▪ G2CU | ▪ THX | ▪ THNX | ▪ THNQ | ▪ TIA | ▪ TYVM |
| ▪ CRBT | ▪ SRY | ▪ HHIS | ▪ ZZZZ | ▪ ZZZZZ | ▪ ZZZZZZ | ▪ IUSS | ▪ WU? | ▪ WASSUP |
| ▪ WASSUP? | ▪ BTDT | ▪ HOWRU | ▪ HRU | ▪ PU | ▪ WYSIWYG | ▪ HAGN | ▪ BAK | ▪ IB |
| ▪ TM | ▪ GAL | ▪ FYI | ▪ MYOB | ▪ IDUNNO | ▪ XLNT | ▪ CMON | ▪ CMMON | ▪ ASAP |
| ▪ NOWAY | ▪ NO WAY | ▪ NWAY | ▪ OMG | ▪ LTNS | ▪ RUOK | ▪ IMS | ▪ SORRY | ▪ BLNT |
| ▪ PDQ | ▪ SIT | ▪ KIT | ▪ GTG | ▪ GOTAGO | ▪ GOTTA GO | ▪ TA | ▪ IYSS | ▪ TIAD |
| ▪ UGTBKM | ▪ PXT | ▪ CUL8R | ▪ ONO | ▪ AAP | ▪ NIMBY | ▪ NICE1 | | |

i-Que™'s programmers had a bit of fun with him. They installed many special phrases. We won't list them all but you might try to go to text mode and type in these for a taste:

- LOSTSPACE ○ FLY ○ ARNOLD ○ HAMLET ○ GETTSBURG ○ GONEWIND ○ CELLPHONE

Check on i-Que™'s website at www.i-que-robot.com for updates and surprises. If you find any, send them in through "contact us".

Accessing i-Que™'s databases:

i-Que™ has so much information, it would literally take years to get him to reveal all of it. But, here is some information that may help you find what you are looking for:

Dictionary:

The Dictionary has over 70,000 words provided by Merriam-Webster. Nearly any word you can think of is in this document. If you enter a word, i-Que™ will give you the definition.

To access the Dictionary:

Press MENU. Use the Space Bar to scroll to Dictionary. Press the Blue Enter button. i-Que™ should respond that he is in Dictionary mode. Type in the word that you want him to look up. Press the Blue Enter button. If you want i-Que™ to stop, press the Red No button.

Biography:

i-Que™ has biographical references of hundreds of famous people in history. Try to think of a famous person and see if he knows it! Or, check the appendix for the complete list.

To access Biographical references:

Press MENU: Use the Space Bar to scroll to Search. Press the Blue Enter button. Use the Space Bar to select Biography. Press the Blue Enter button. i-Que™ should respond that he is in biography look up mode. Enter a famous person. As an example, you can enter Lincoln or Abraham Lincoln. If there are more than one person (for example, Roosevelt), i-Que™ will give you a choice of which Roosevelt you would like information about. To get i-Que™ to stop talking about this person, press the Red No button.

Animals:

i-Que™ has details of hundreds animals on land, sea, and air. He knows just about any animal you can think of. The complete list is in the appendix.

To access information about Animals:

Press MENU: Use the Space Bar to scroll to Search. Press the Blue Enter button. Use the Space Bar to select Animals. Press the Blue Enter button. i-Que™ should respond that he is in animal look up mode. Enter a name of a type of animal. To get i-Que™ to stop talking about this person, press the Red No button.

History:

i-Que™ has thousands of bits of information on events in history. The history database is divided into two sections: 1) History that took place on a specific date. 2) Sports History including Baseball, Football, Basketball, Hockey, and Car Racing.

To access information about History:

Press MENU: Use the Space Bar to scroll to Search. Press the Blue Enter button. Use the Space Bar to select History. Press the Blue Enter button. i-Que™ will ask you if you want Historical Dates or Sports History. Press the SHIFT button and enter 1 for History dates and 2 for Sports History.

If you choose Historical dates, enter any date of the year as numbers. For example, if you want to know what happened on March 2nd, type 0302 and Enter. If you wanted to know about Oct 15th, type 1015 and Enter. i-Que™ will give you several interesting pieces of information on what happened on this day in history.

If you choose Sports History, i-Que™ will ask you to select 1 for Baseball, 2 for Football, 3 for Basketball, 4 for Hockey, and 5 for Car Racing. Select the number you want and press the Blue Enter button. i-Que™ will give you a interesting historical fact about whichever subject matter you are interested in. Press the Yes button for another or the No button to stop.



Daily Buzzwords:

These are special words provided by Merriam-Webster to help increase your vocabulary. i-Que™ will try to teach you a buzzword in each day.

You can also call up Buzzwords and access many of them on the same day. Press the Text Key and see the words "TYPE TEXT" on the LCD screen. Type the word BUZZWORD? (the word "buzzwords" followed by the question mark) and press the Blue Enter button. i-Que™ will give you a random buzzword. When he is finished, he will ask you if you would like another. Press the Yes button to continue and the No button to go into normal play again.

Games:

There are many games that i-Que™ has pre-programmed in his memory. Here is a list:

- ① Trivia (Numbers, Animals, People)
- ② Spelling
- ③ Math Game
- ④ Light effect
- ⑤ Mega Memory
- ⑥ Oracle (i-Que™ predicts the future)
- ⑦ Cartridge (this is to access games ONLY IF you have installed an memory expansion cartridge)

Playing Trivia:

Press the Menu button. Use the Space bar to select GAMES. Press the Blue Enter button. Use the Space bar to Select TRIVIA. Press the Blue Enter button. i-Que™ will ask if you want Number Trivia, Animal Trivia, or Person Trivia.. Select A, B, or C and then press the Blue Enter button.

i-Que™ will give you questions that you must answer. Answer them by using the A, B, C, or D buttons and then the Blue Enter button.

You are allowed 2 incorrect answers to continue. On the third incorrect answer, i-Que™ will stop the game. The total number of correct will be your score. Maximum score is 100.

Spelling Game:

This game is something like a spelling bee combined with word scramble. i-Que™ will give you the letters that make up the word –but they will be mixed up. Then, he will give you a definition of the word. You must spell the word correctly in a certain amount of time. i-Que™ will give you 10 words. The total number that you have spelled correctly out of ten will be your score.

Press the Menu button to select GAMES mode and press ENTER. Use the Space bar to select SPELLING. Press the Blue Enter button. i-Que™ will ask you to select a Skill Level that you want to play. The higher the skill level, the more difficult the words and the shorter a time you have to type them in to the communicator. Remember to press the Blue Enter button when the word is spelled.

TIP: It's a good thing to either type each of the letters that i-Que™ says are in the words as he says them or write them down on paper. It's easier to find the word if you can see the actual letters available to make it up.



Math Game:

This game is something like flash cards. i-Que™ will give a problem to solve. You must solve the problem and press enter before the time is up. i-Que™ will give you 10 problems to solve. The total number of problems that you have solved correctly out of ten will be your score.

Press the Menu button to select GAMES mode and press ENTER. Use the Space bar to select MATH GAME. Press the Blue Enter button. i-Que™ will ask you to select a Skill Level that you want to play. The higher the skill level, the more difficult the problems and the shorter a time you have to type them in to the communicator. Remember to press the Blue Enter button when you have your solution.

Light Effect:

This is a game for up to 4 players. The idea is to recognize the LED pattern that i-Que™ displayed on his face. When someone recognizes the same pattern appearing, they pick up the communicator and enter their "number" (1 to 4). The first person to get 3 correct answers is the winner.

Press the Menu button to select GAMES mode and press ENTER. Use the Space bar to select LIGHT EFFECT. Press the Blue Enter button. i-Que™ will ask you how many players will be playing. Follow his direction to enter the number of players.

i-Que™ will display a pattern on his face. The players must recognize when the pattern appears again. The first person to enter their player number while the correct pattern appears on the screen will be awarded one "point". If you are incorrect or late, one "point" will be deducted. The first player with 3 "points" is the winner.

Mega Memory:

This is a memory game. i-Que™ will give you a sequence of numbers. You must enter them correctly in order. He will keep adding a new number. You must remember the sequence and enter them with this new number at the end. Here is an example:

i-Que™ will give you the number sequence: 2, 8, 4. You will type these in and press enter. Then, i-Que™ will give you the number 3. You must type in 2, 8, 4, 3 and press enter. This will continue until you can't remember the sequence and make a mistake in the sequence. i-Que™ will give you one "point" for each time you made a correct entry.

Oracle:

Oracle is not really a game. It's more like an amusing fortune teller. i-Que™ will ask you to ask him a question. Speak directly at i-Que™ loud enough for him to hear you. i-Que™ will analyze your statement and give you his best guess what he believes will happen. Try it! I bet most robots don't have his sense of humor.

Appendix:

Animal Entries

Aardvark	Barracuda	Cat	Deep-Sea Life	Finch	Goose	Iguanodon
Albatross	Bat	Caterpillar	Deer	Firefly	Gorilla	Insect
Alligator	Bear	Catfish	Dinosaur	Fish	Grasshopper	Jackal
Allosaurus	Beaver	Cattle	Diplodocus	Flamingo	Guanaco	Jaguar
Alpaca	Bee	Ceratosaurus	Dog	Flea	Guinea Pig	Jellyfish
Amphibian	Beetle	Cheetah	Dolphin	Fly	Gull	Kangaroo
Anaconda	Bird	Chimpanzee	Donkey	Flying Fish	Hare	Koala
Anchovy	Birds Of Prey	Chipmunk	Dove	Fossils	Hawk	Krill
Ankylosaurus	Bison	Cobra	Dragon	Fox	Hedgehog	Lamprey
Ant	Blackbird	Coral	Duck	Frog	Heron	Lemming
Anteater	Boa Constrictor	Coral Snake	Eagle	Gecko	Herring	Lemur
Antelope	Brachiosaurus	Coyote	Echidna	Gerbil	Heterodontosaurus	Leopard
Apatosaurus	Buffalo	Crab	Eel	Gibbon	Hibernation	Lion
Ape	Butterfly	Crane	Elephant	Gila Monster	Hippopotamus	Lizard
Archaeopteryx	Buzzard	Crocodile	Elk	Giraffe	Horse	Llama
Armadillo	Camel	Crow	Endangered Species	Goat	Hummingbird	Lobster
Baboon	Canary	Crustacean	Eoraptor	Goldfinch	Hyena	Locust
Badger	Cardinal	Cuckoo	Falcon	Goldfish	Iguana	Loon

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Lynx	Musk-Ox	Pig	Roadrunner	Shrimp	Tarantula	Weasel Family
Mammals	Muskrat	Pigeon	Robin	Silk	Termite	Whale
Mammoth	Nightingale	Platypus	Rodents	Skunk	Tern	Whippoorwill
Manatee	Ocelot	Porcupine	Saber-Toothed Cat	Sloth	Tick	Wolf
Mantis	Octopus	Porpoise	Saber-Toothed Tiger	Slug	Tiger	Wolverine
Marmot	Opossum	Prairie Dog	Sailfish	Snail	Toad	Woodchuck
Marsupial	Orangutan	Protozoan	Salamander	Snakes	Toucan	Woodpecker
Mastodon	Osprey	Pterodactyl	Salmon	Sparrow	Tri-Sare-Uh-Tops	Worm
Megalosaurus	Ostrich	Puma	Sandpiper	Spider	Turkey	Yak
Mink	Otter	Python	Scorpion	Sponge	Turtle	Zebra
Mite	Oviraptor	Quetzal	Sea Anemone	Squid	Tyrannosaurus Rex	Zoo
Mockingbird	Owl	Rabbit	Sea Horse	Squirrel	Velocirapture	
Mole	Oyster	Raccoon	Sea Serpent	Starfish	Viper	
Mollusk	Pachycephalosaurus	Rat	Sea Snake	Stegosaurus	Vulture	
Mongoose	Panda	Rattlesnake	Sea Urchin	Stork	Walkingstick	
Monkey	Parrot Family	Raven	Seal	Sturgeon	Wallaby	
Moose	Peacock	Reindeer	Shark	Swan	Walrus	
Mosquito	Pelican	Reptiles	Sheep	Swordfish	Warbler	
Mouse	Penguin	Rhinoceros	Shrew	Tapir	Wasp	

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Biography Entries

Abigail Adams	Anne Frank	Buffalo Bill	Confucius
Abraham	Ansel Adams	Calvin Coolidge	Constantine The Great
Abraham Lincoln	Anwar El- Sadat	Casimir Pulaski	Cool Papa Bell
Adolf Hitler	Aristotle	Catherine The Great	Crazy Horse
Aesop	Arthur Ashe	Cesar Chavez	Crispus Attucks
Al- Khwarizmi	Auguste Rodin	Charlemagne	Curie Family
Alexander Calder	Augustus	Charles Darwin	Czars Of Russia Alexander
Alexander Graham Bell	Babe Ruth	Charles De Gaulle	Czars Of Russia Nicholas
Alexander Hamilton	Bartolomeu Dias	Charles Lindbergh	Dalai Lama
Alexander The Great	Benito Mussolini	Charles Schulz	Daniel Boone
Alfred The Great	Benjamin Banneker	Chester Arthur	Darius I
Alvin Ailey	Benjamin Franklin	Chiang Kai-Shek	Davy Crockett
Amelia Earhart	Benjamin Harrison	Christopher Columbus	Desmond Tutu
Amerigo Vespucci	Beverly Cleary	Christopher Wren	Diego Rivera
Ancient Rome	Bill Clinton	Clara Barton	Dr Seuss
Andrew Carnegie	Blackfoot	Claude Monet	Dwight D Eisenhower
Andrew Jackson	Booker T Washington	Cleopatra	Edgar Allan Poe
Andrew Johnson	Boris Yeltsin	Cochise	Edmund Hillary
Anne Bradstreet	Buddha	Colin Powell	El Greco

Eleanor Roosevelt	Franklin D Roosevelt	Grimm Brothers	Ida Bell Wells-Barnett
Eli Whitney	Franklin Pierce	Grover Cleveland	Indira Gandhi
Elizabeth Blackwell	Frederick Douglass	Guglielmo Marconi	Isaac Newton
Elizabeth Cady Stanton	Frederick Grant Banting	Gwendolyn Brooks	Jack Johnson
Elizabeth I	Frederick The Great	Hank Aaron	Jackie Robinson
Elizabeth II	Frida Kahlo	Hans Christian Andersen	Jacques Cartier
Ella Fitzgerald	Galileo	Hapsburgs	Jacques Marquette
Elvis Presley	Genghis Khan	Harriet Tubman	James A Garfield
Emiliano Zapata	George Armstrong Custer	Harry S Truman	James Baldwin
Enrico Fermi	George Balanchine	Helen Keller	James Buchanan
Ernie Banks	George Bush	Helen Of Troy	James Cook
Ethan Allen	George Eastman	Henry Clay	James K Polk
Ferdinand And Isabella	George III	Henry Ford	James Madison
Ferdinand Magellan	George Rogers Clark	Henry Hudson	James Meredith
Fidel Castro	George W Bush	Henry Moore	James Monroe
Florence Nightingale	George Washington	Herbert Hoover	Jane Addams
Francis Drake	George Washington Carver	Hernan Cortes	Jane Goodall
Francis Scott Key	Gerald R Ford	Hernando De Soto	Jawaharlal Nehru
Francisco Coronado	Giuseppe Garibaldi	Ho Chi-Minh	Jean-Baptist-Point Du Sable
Frank Lloyd Wright	Golda Meir	Homer	Jefferson Davis

Jesse Jackson	John Quincy Adams	Lou Gehrig	Marquis De Lafayette
Jesse Owens	John Tyler	Louis Armstrong	Martha Graham
Jesus Christ	Jonas Salk	Louis Jolliet	Martin Luther
Jim Henson	Joseph Brant	Louis Pasteur	Martin Luther King Jr
Jim Thorpe	Joseph Stalin	Louis Sullivan	Martin Van Buren
Jimmy Carter	Juan Peron	Louisa May Alcott	Mary Mcloud Bethune
Joan Aiken	Juan Ponce De Leon	Lucretia Mott	Matthew Henson
Joan Of Arc	Judy Blume	Ludwig Van Beethoven	Maurice Sendak
Joe Dimaggio	Julius Caesar	Lyndon B Johnson	Medgar Evers
Joe Louis	Karl Marx	Madeleine L Engle	Meriwether Lewis
Johann Sebastian Bach	Kings Of England Henry	Magic Johnson	Metacom
Johannes Gutenberg	Kings Of France Louis	Mahatma Gandhi	Michael Jordan
John Adams	Kit Carson	Malcolm X	Michelangelo
John Brown	Lake Erie	Mao Zedong	Miguel Hidalgo Y Costilla
John C Calhoun	Langston Hughes	Marco Polo	Mikhail Gorbachev
John Cabot	Laura Ingalls Wilder	Marcus Garvey	Millard Fillmore
John Calvin	Leif Eriksson	Maria Tallchief	Moses
John Charles Fremont	Leonard Bernstein	Marian Anderson	Mother Teresa
John Deere	Lewis Carroll	Marie Antoinette	Muhammad Ali
John F Kennedy	Lloyd Alexander	Mark Twain	Napoleon I

Nat Turner	Ralph Abernathy	Satchel Paige	Vasco Nunez De Balboa
Neil Armstrong	Ralph Bunche	Shel Silverstein	Vincent Van Gogh
Nelson Mandela	Ray Charles	Sieur De La Salle	Vladimir Ilich Lenin
Nicolaus Copernicus	Rembrandt	Simon Bolivar	Web Du Bois
Nikita Khrushchev	Richard M Nixon	Sitting Bul	Warren G Harding
Osama Bin Laden	Roald Amundsen	Squanto	Washington Irving
P T Barnum	Roald Dahl	Suleyman The Magnificent	Wayne Gretzky
Pablo Picasso	Robert E Lee	Sun Yat-Sen	Wilbur And Orville Wright
Pancho Villa	Robert E Peary	Susan B Anthony	William Clark
Patrick Henry	Robert Fulton	Tecumseh	William Henry Harrison
Paul Bunyan	Robert Louis Stevenson	The Beatles	William Howard Taft
Paul Revere	Ronald Reagan	Theodore Roosevelt	William Mckinley
Pele	Rosa Parks	Thomas Edison	William Penn
Pete Seeger	Rutherford B Hayes	Thomas Jefferson	William Shakespeare
Peter The Great	Se Hinton	Thomas Paine	Willie Mays
Pocahontas	Sacagawea	Thurgood Marshall	Winston Churchill
Pontiac	Salvador Dali	Tiger Woods	Wolfgang Amadeus Mozart
Ptolemy	Samuel Adams	Ty Cobb	Woodrow Wilson
Queen Of Scots Mary	Samuel De Champlain	Ulysses S Grant	Zachary Taylor
Queen Victoria	Sarah And Angelina Grimke	Vasco Da Gama	

Troubleshooting

Problem	Causes	Solutions
I put i-Que™ to the charging base but the green "CHARGING" LED at the base doesn't light up.	<ol style="list-style-type: none"> 1) The power adaptor is unplugged from the wall socket. 2) The On/Sleep/Off switch is set to "Off". 3) The charging pads at i-Que™ and the base are mis-aligned. 4) The rechargeable battery is defective. 	<ol style="list-style-type: none"> 1) Plug in the power adaptor to the wall socket. 2) Set the On/Sleep/Off switch to "Sleep" or "On" and put him to the base. 3) Align the charging pads properly. 4) Call our customer service to replace the rechargeable battery.
I put i-Que™ to the charging base with the charging pads aligned properly. But the green "CHARGING" LED doesn't light up even when I press the Low Power Start button on the base.	<ol style="list-style-type: none"> 1) The power adaptor is unplugged from the wall socket. 2) The On/Sleep/Off switch is set to "Off". 3) The rechargeable battery is defective. 4) The program crashes or i-Que™ is hang up. 	<ol style="list-style-type: none"> 1) Plug in the power adaptor to the wall socket. 2) Set the On/Sleep/Off switch to "Sleep" or "On" and put him to the base. 3) Call our customer service to replace the rechargeable battery. 4) Press the reset button on i-Que™ or switch him off and on.
i-Que™ has no response when I send data.	<ol style="list-style-type: none"> 1) i-Que™ is out of the control distance from the communicator. 2) Voltage at either i-Que™ or communicator is low. 3) You have entered the data and pressed the enter button before i-Que™ finished his speech. 	<ol style="list-style-type: none"> 1) Move the communicator closer to i-Que™ and try it again. 2) Recharge i-Que™'s battery or replace the communicator battery. 3) Try again to send data when i-Que™ finished his speech or press menu to exit the mode and then press enter button to re-enter the mode and try it again.

	<ol style="list-style-type: none"> 4) The antenna is bent horizontally to the back side. 5) The program crash or i-Que™ is hang up. 6) i-Que™ is in Quiet Time mode. 7) The channel switch at i-Que™ and communicator are different. 	<ol style="list-style-type: none"> 4) Bend the antenna and align it vertically. 5) Press reset on i-Que™ bottom or switch him off and on. 6) Turn off the Quiet Time mode. 7) Set i-Que™ and communicator in the same channel.
The date and time setting are lost.	<ol style="list-style-type: none"> 1) The voltage of the rechargeable battery is too low to maintain the date and time setting. 2) The On/Sleep/Off switch is set off for more than 15 seconds. 	<ol style="list-style-type: none"> 1) Recharge the battery and set the date / time again. 2) Slide the power switch to sleep to turn off i-Que™.
The communicator LCD has no display.	<ol style="list-style-type: none"> 1) Communicator is in auto power off mode. 2) Batteries are dead. 	<ol style="list-style-type: none"> 1) Press any button to wake it up. 2) Replace with fresh batteries.
The speaker sound is weak or distorted.	The voltage of the rechargeable battery is very low.	Recharge the battery.
i-Que™ flashes with red LED at his face and stops working.	The voltage of the rechargeable battery is extremely low.	Recharge the battery.
i-Que™ bumps into the object.	<ol style="list-style-type: none"> 1) The reflection of the object is too small. e.g. dark object. 2) The bump sensors are turned off. 	<ol style="list-style-type: none"> 1) Avoid i-Que™ from seeing a dark object. 2) Turn on the bump sensors by key in BUMPSENSORS? and press enter.
i-Que™ fall off sensors do not work.	<ol style="list-style-type: none"> 1) The reflection of the object is too small. e.g. dark object. 2) The bump sensors are turned off. 	<ol style="list-style-type: none"> 1) Avoid using i-Que™ on dark surfaces 2) Turn on the fall off sensors by key in BOTTOMSENSORS? and press enter.



The wheels can't move in drive mode.	The motors are turned off.	Turn on the motors by key in MOTORS? and press enter.
The voice recognition function is not work.	<ol style="list-style-type: none"> 1) The VR function is set to off. 2) The environment noise is too loud or your speech is too low. 3) The sound source is at the opposite side of the VR mic. 4) You are too far away from the VR mic. 	<ol style="list-style-type: none"> 1) Set the VR function on. 2) Locate i-Que™ to a quiet place and retry or speak louder. 3) Locate and align your voice to the VR mic and try again. 4) Move closer to the VR mic.
The voice direction detection function is not work.	<ol style="list-style-type: none"> 1) The VR function is set to off. 2) The environment noise is too loud or your speech is too low. 3) You are too far away from the three VDD mic. 	<ol style="list-style-type: none"> 1) Set the VR function on. 2) Locate i-Que™ to a quiet place and retry or speak louder. 3) Move closer to the three VDD mic.
i-Que™ cannot self charging.	<ol style="list-style-type: none"> 1) The battery is exhausted before he find the base. 2) The charging base IR signal is blocked by object. 3) The charging base is unplugged from the wall socket. 4) i-Que™ lost the IR signal from the base. 	<ol style="list-style-type: none"> 1) No solution. Please put him to the base and charge him immediately. 2) Remove the obstacle which block the base IR signal. 3) Plug in the power adaptor to the wall socket. 4) Move i-Que™ closer to the base and retry.
i-Que™ cannot lower his head when switch off.	It is normal and not malfunction.	Turn the power switch to SLEEP. The OFF position is only use to slower the power drain when not use him for long time.

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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.

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