

ROBONETICS™

TROUBLESHOOTING GUIDE

WWW.ROBOSAPIENV2ONLINE.COM

ITEM NO. 8091

AGES: 8+



ROBOSAPIEN™

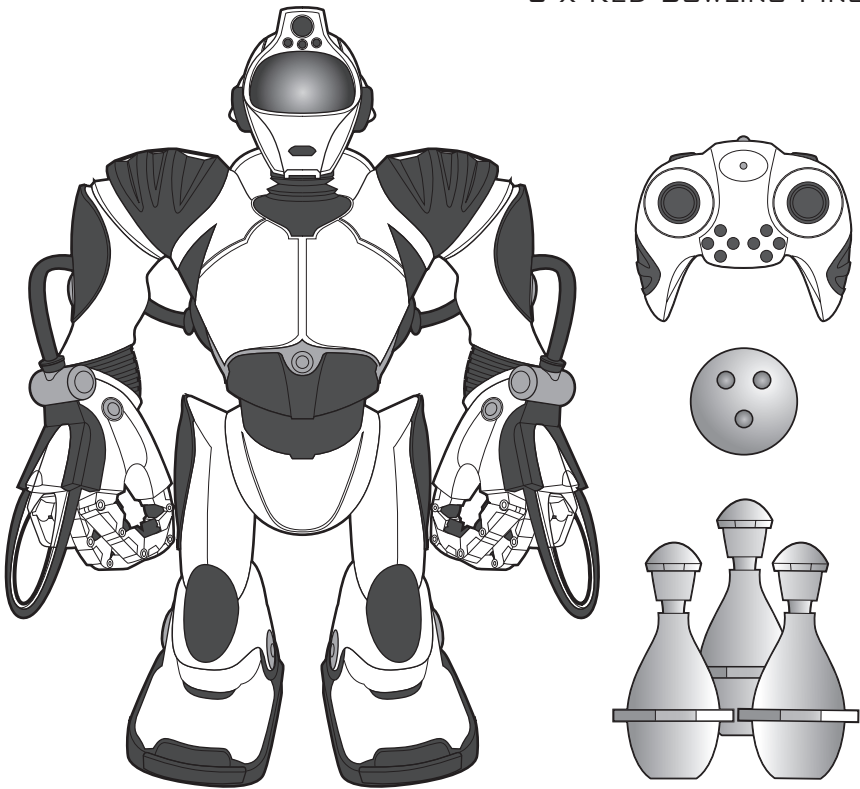
A FUSION OF TECHNOLOGY AND PERSONALITY

INTRODUCTION

CONGRATULATIONS ON CHOOSING ROBOSAPIEN™ V2, THE NEXT GENERATION OF ROBOSAPIEN™ TECHNOLOGY AND PERSONALITY. NOW WITH EVEN MORE ADVANCED DYNAMIC MOTION, INTERACTIVE SENSORS, NEW PROGRAM FUNCTIONS, SPEECH CAPABILITIES, AND A UNIQUE PERSONALITY.

THE MULTI-FUNCTIONAL, THINKING, FEELING ROBOT WITH ATTITUDE HAS ARRIVED!

ROBOSAPIEN V2'S PACKAGE CONTAINS: 1 X ROBOSAPIEN V2
1 X CONTROLLER
1 X GREEN BOWLING BALL
3 X RED BOWLING PINS



Q: WHY DO HIS CONTROLS SEEM TO BE REVERSED?

A: ROBOSAPIEN™ V2 IS CONTROLLED FROM THE REMOTE LIKE YOU WOULD DIRECT AN ACTOR ON A STAGE. WHEN YOU ARE FACING HIM, YOUR LEFT IS HIS RIGHT, WHICH MAKES HIM EASIER TO WORK AND PROGRAM FROM THE FRONT.

Q: CAN I USE NI-CAD BATTERIES IN MY ROBOSAPIEN V2?

A: NO, THEY ARE NOT RECOMMENDED.

Q: IS THERE AN EASY WAY I CAN LOOK UP ALL HIS REMOTE CONTROL FUNCTIONS?

A: HERE'S A HANDY AND CONCISE ROBOSAPIEN V2 REMOTE QUICK REFERENCE TABLE (FOUND ON PAGE D3). PRINT, CUT AND TAPE TO THE TOP OF YOUR ROBOSAPIEN V2 REMOTE CONTROL UNTIL YOU CAN DO ALL HIS FUNCTIONS AUTOMATICALLY.

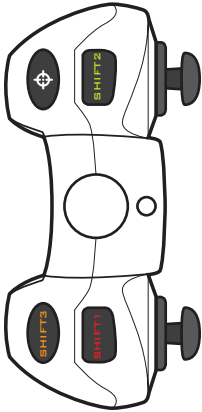
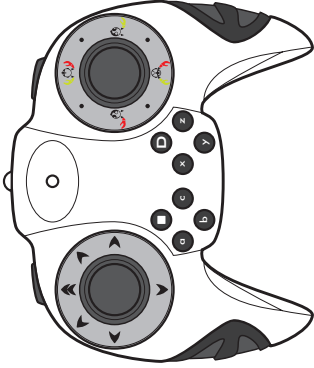
ROBOSAPIEN V2 CHEAT SHEET

LEGEND:

BLUE	INDICATES	DIRECT ACTIONS
RED	INDICATES	OPERATION COMMANDS
PINK	INDICATES	PROGRAM COMMANDS
BLACK	INDICATES	SPECIAL FUNCTIONS
GREEN	INDICATES	SPEECH AND DEMO FUNCTIONS

REMOTE QUICK REFERENCE TABLE

ROBOSAPIEN™ V2 CHEAT SHEET



	R	□	a	b	c	x	y	z	D
PRESS TOGETHER → ↓	HEAD AND UPPER BODY	STOP	SOUND SYSTEMS ON/OFF	VISION SYSTEMS ON/OFF	POSITIONAL PROGRAM ENTRY	POSITIONAL PROGRAM PLAY	GAIT CHANGE/ QUICK RESET	FREE ROAM	DANCE DEMO
○ UN-SHIFTED	RIGHT ARM	RESET	RIGHT ARM THROW	RIGHT ARM LOW PICK UP	RIGHT ARM HIGH PICK UP	RIGHT ARM GRAB	RIGHT ARM GIVE	RIGHT ARM ROLL	MOVEMENT DEMO
● SHIFT	LEFT ARM	SLEEP/ WAKE UP	LEFT ARM THROW	LEFT ARM LOW PICK UP	LEFT ARM HIGH PICK UP	LEFT ARM GRAB	LEFT ARM GIVE	LEFT ARM ROLL	LIE DOWN/ SIT UP/ LIE DOWN GET UP
● SHIFT	HIPS & WAIST TILT	GET UP	RIGHT KICK	RIGHT PUSH	RIGHT CHOP	LEFT CHOP	LEFT PUSH	LEFT KICK	DOOPS
● SHIFT SHIFT	BOTH ARMS	CLEAR PROGRAM	SOUND PROGRAM	VISION PROGRAM	MAIN PROGRAM	PERFORM PROGRAM	GUARD MODE	CLEAR ENTRY	HIGH 5
● SHIFT SHIFTS	HEAD ONLY	BULLDOZER FORWARD	LAUGH	INSULT	RIGHT ARM DROP	LEFT ARM DROP	PLAN	SPARE CHANGE	HEY BABY
● SHIFT SHIFTS	HEAD AND UPPER BODY	BULLDOZER BACKWARD	ROAR	DIODE	FETCH	DANGER	CALM DOWN	HUG	BURP
● SHIFT SHIFTS SHIFTS	UPPER BODY ONLY	POWER DOWN	ROBOSAPIEN™ V2 ROBOGRABTOR™ INTERACTION	ROBOGRABTOR™ INTERACTION	ROBOPET™ INTERACTION	MANUAL PROGRAM MODE: DAYLIGHT	MANUAL PROGRAM MODE: INDOOR YELLOW	MANUAL PROGRAM MODE: INDOOR WHITE	DON'T PRESS

GENERAL CONT'D

Q: HOW CAN I KEEP ROBOSAPIEN™ V2 AWAKE FOR LONG PERIODS?

A: IF HE IS KEPT IN FRONT OF AN OBJECT SO HIS EYES BLINK SLOWLY (A WHITE WALL ABOUT 4 1/2 FEET/ 1 1/2 METERS AWAY WORKS WELL), HE WILL STARE AT IT FOR OVER 2 DAYS BEFORE HIS BRAIN BATTERIES FINALLY DIE.

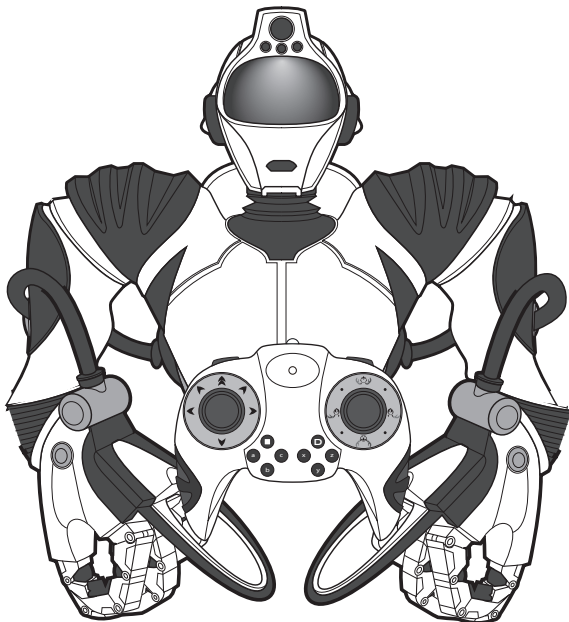
DURING THIS TIME HE WILL PAY ATTENTION TO ANYBODY WHO WALKS BY, BUT WON'T ENTERTAIN YOU OR GO TO SLEEP.

Q: HE KEEPS WATCHING ME AND REACTING TO SOUNDS! HOW CAN I CONTROL HIS ACTIONS?

A: PRESS THE "B" BUTTON TO DEACTIVATE HIS VISION SYSTEMS, AND THE "A" BUTTON TO DEACTIVATE HIS SOUND RESPONSE. HE'LL NOW RESPOND ONLY TO TOUCH AND REMOTE CONTROL BUTTONS.

Q: WHERE CAN I STORE HIS REMOTE CONTROL WHEN HE'S SLEEPING?

A:



Q: WHAT'S THE DIFFERENCE BETWEEN THE VARIOUS WALKING GAITS?

A: IN ADDITION TO 6 TURNING MOVES (WALK-TURNS AND TURN-IN-PLACE) YOUR ROBOSAPIEN™ V2 HAS 5 DIFFERENT WALKING GAITS. THESE CAN BE SELECTED BY PRESSING THE GAIT CHANGE BUTTON "Y" WHEN HE'S WALKING FORWARD FROM A SINGLE "LEFT-JOYSTICK" PRESS.

GAIT 1: (PRESS LEFT JOYSTICK ONCE) WALKS FORWARD, SWAYS AT THE HIP.

GAIT 2: (PRESS LEFT JOYSTICK TWICE) DOUBLE PACE. FIRST FEW STEPS IN PLACE TO GAIN MOMENTUM.

GAIT 3: (ONE "Y" PRESS) SAME PACE, TWISTS HANDS AT THE WRIST, ALTERNATELY.

GAIT 4: (TWO "Y" PRESSES) SWINGS ARMS ALTERNATELY, HANDS TURNED SIDEWAYS.

GAIT 5: (THREE "Y" PRESSES) SWAYS TWISTING AND BENDING AT THE HIP, HANDS PALM DOWN.

Q: HOW DO I KEEP MY ROBOT FROM STUMBLING ON CARPET?

A: FROM A STOP, PRESS HIS LEFT JOYSTICK FORWARD TWICE. THIS WILL GET HIM INTO A HIGH-STEPPING GAIT WHICH WILL HELP HIM OVER SHAG, FORWARD OR BACKWARD. IF HE DOES FALL OVER ON HIS BACK THOUGH, JUST PRESS SHIFT3-STOP TO GET HIM BACK UP AGAIN.

Q: HOW DO I KEEP MY ROBOT FROM FALLING WHEN HE TURNS IN PLACE ON CARPET?

A: WHEN HIS BATTERIES ARE FRESH, HE WILL SOMETIMES TOPPLE WHEN LEFT TO TURN CONTINUOUSLY ON CARPET. TURN HIM ONLY AS FAR AS NEEDED, THEN STOP OR CHANGE TO FORWARD WALK COMMAND.

Q: MY ROBOT ISN'T WALKING WELL. WHAT CAN I DO?

A: THOUGH TESTED BEFORE SHIPPING, YOUR ROBOSAPIEN™ V2 MAY SUFFER STRESSES DURING USE THAT MAY AFFECT HIS ABILITY TO WALK PROPERLY.

TO INSURE BEST WALKING OPERATION, PLEASE CHECK THE FOLLOWING...

- 1 - WE RECOMMEND USING YOUR ROBOT ONLY ON SMOOTH SURFACES WITHOUT CRACKS, GROOVES, OR OBSTACLES (I.E., WOOD, VINYL OR LAMINATE FLOORING). UNEVEN OR ROUGH SURFACES SUCH AS CERAMIC TILE OR CARPET WILL CAUSE HIM TROUBLE. THOUGH HE CAN WALK ON CARPET, (EVEN SHAG IN "HIGH STEP" WALKING MODE), HE MAY HAVE TROUBLE NAVIGATING ON IT.
- 2 - MAKE SURE THAT THE BATTERIES IN HIS FEET ARE ALL THE SAME TYPE. DIFFERENT BATTERIES HAVE DIFFERENT WEIGHTS WHICH CAN CAUSE IMBALANCE, AND HE'LL WALK IN CIRCLES OR FALL.
- 3 - USE ONLY ALKALINE BATTERIES, WHICH ARE THE CORRECT WEIGHT AND OUTPUT THE CORRECT AMOUNT OF POWER FOR PROPER ROBOSAPIEN V2 OPERATION. CARBON BATTERIES ARE TOO LIGHT IN WEIGHT AND LOW IN POWER.
- 4 - MAKE SURE THAT YOUR ROBOT'S FEET AND FOOTPADS ARE FREE OF DIRT OR STICKY SUBSTANCES. ALSO MAKE SURE HIS WAIST MECHANISM IS NOT BEING RESTRICTED OR TIED DOWN IN ANY WAY.
- 5 - AVOID DROPPING OR KNOCKING YOUR ROBOT OVER. THIS WILL STRESS HIS MECHANISM AND CAN POSSIBLY CHANGE HIS PERFORMANCE.
- 6 - DO NOT FORCE YOUR ROBOT'S LEGS IN ANY DIRECTION OR BEND ANY MOTOR PAST ITS LIMIT.

WALKING CONT'D

IF YOUR ROBOT IS STILL NOT WALKING CORRECTLY, HERE ARE SOME SIMPLE SOLUTIONS.

SOLUTION FOR NOT WALKING STRAIGHT:

IF A FOOTPAD BECOMES DEEPLY SCRATCHED OR WORN, IT WILL BIND ON FLOORS OR CARPET AND INTERFERE WITH PROPER WALKING.

SOLUTION: IF THE ROBOT TENDS TO WALK TO THE LEFT, PUT REGULAR SHINY SCOTCH TAPE OVER THE BACK INSIDE HEEL FOOTPAD OF THE RIGHT FOOT.

SOLUTION: IF THE ROBOT TENDS TO WALK TO THE RIGHT, PUT SCOTCH TAPE OVER THE BACK INSIDE HEEL FOOTPAD OF THE LEFT FOOT.

(YOU CAN ALSO REDUCE THE FRICTION OF THE FOOTPAD BY COVERING IT WITH A THIN, SMOOTH LAYER OF SUPERGLUE – BUT YOU MUST BE EXTREMELY CAREFUL TO AVOID GETTING GLUE ANYWHERE ELSE ON THE ROBOT.)

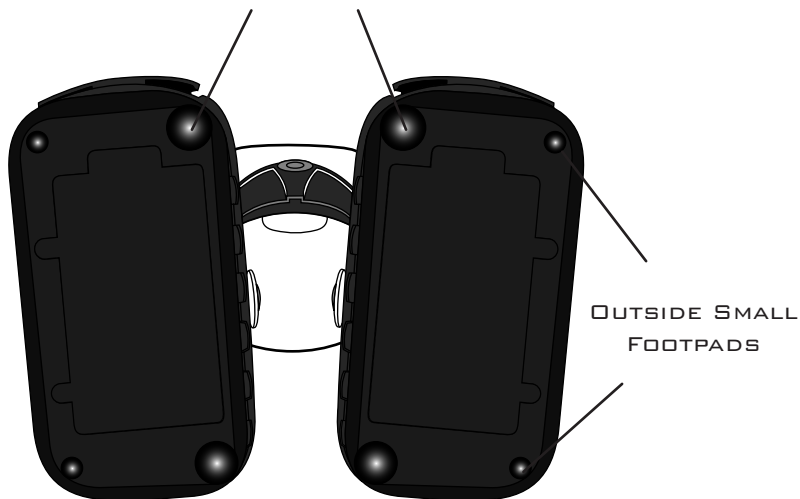
SOLUTION FOR FALLING ON CARPET:

IF YOUR ROBOT FALLS DOWN ON CARPET WHEN WALKING (ESPECIALLY WHEN HIS BATTERIES ARE FRESH), THERE ARE SEVERAL SIMPLE TRICKS TO CORRECT HIS BALANCE.

- 1 - PUT SLIPPERY PACKING TAPE (THE TYPE FOUND IN DOUBLE-SIDED TAPE) ACROSS THE FRONT INSIDE FOOTPADS. MAKING THESE FOOTPADS MORE SLIPPERY WILL REDUCE FALLING AND SPEED TURNING (COVERING THIS FOOTPAD WITH A THIN, SMOOTH LAYER OF SUPERGLUE ALSO WORKS).
- 2 - USING A CROSS-HEAD SCREWDRIVER, UNSCREW YOUR ROBOT'S FOOTPADS AND CHANGE THE INSIDE ONES FOR THE OUTSIDE ONES. THIS WILL MAKE HIM MORE STABLE ON CARPET SURFACES.

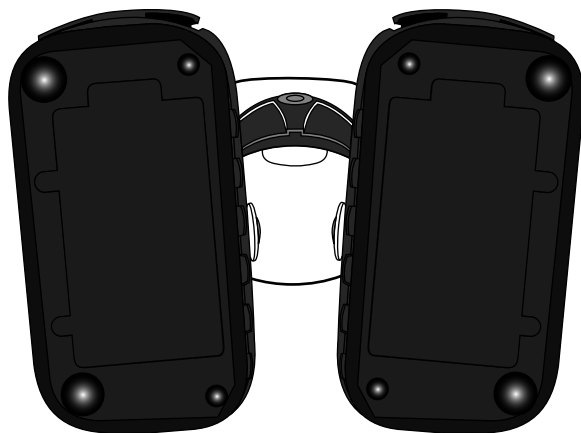
BE SURE THE HIGH FOOTPADS ARE NOW ON THE OUTSIDE, WHILE THE SHORT FOOTPADS ARE NOW ON THE INSIDE. (REFER TO ILLUSTRATION ON PAGE 8.)

INSIDE LARGE FOOTPADS



OUTSIDE SMALL
FOOTPADS

BEFORE SWITCHING THE FOOTPADS



AFTER SWITCHING THE FOOTPADS

Q: MY ROBOT KEEPS STARING AT STRANGE OBJECTS AROUND THE ROOM. WHAT IS HE LOOKING AT?

A: HE “SEES” USING INFRA RED (I/R) LIGHT, A LIGHT TOO “RED” FOR HUMANS TO SEE. HOWEVER, MANY APPLIANCES, COMPUTER SCREENS, TVs, AND DIMMED LIGHTING EMIT I/R LIGHT WHICH YOUR ROBOT CAN BE ATTRACTED TO, SO HE’LL JUST NATURALLY TURN TO HAVE A LOOK.

IF YOUR ROBOT SEEMS TO BE “DISTRACTED” BY OBJECTS IN THE SURROUNDING ENVIRONMENT AND ISN’T PERFORMING THE COMMANDS YOU REQUEST, TRY MOVING HIM TO ANOTHER AREA, OR PRESSING THE “B” BUTTON ON HIS CONTROLLER TO DISABLE HIS VISION ABILITIES.

Q: MY ROBOT ONLY SEES ME INTERMITTENTLY. WHAT’S WRONG?

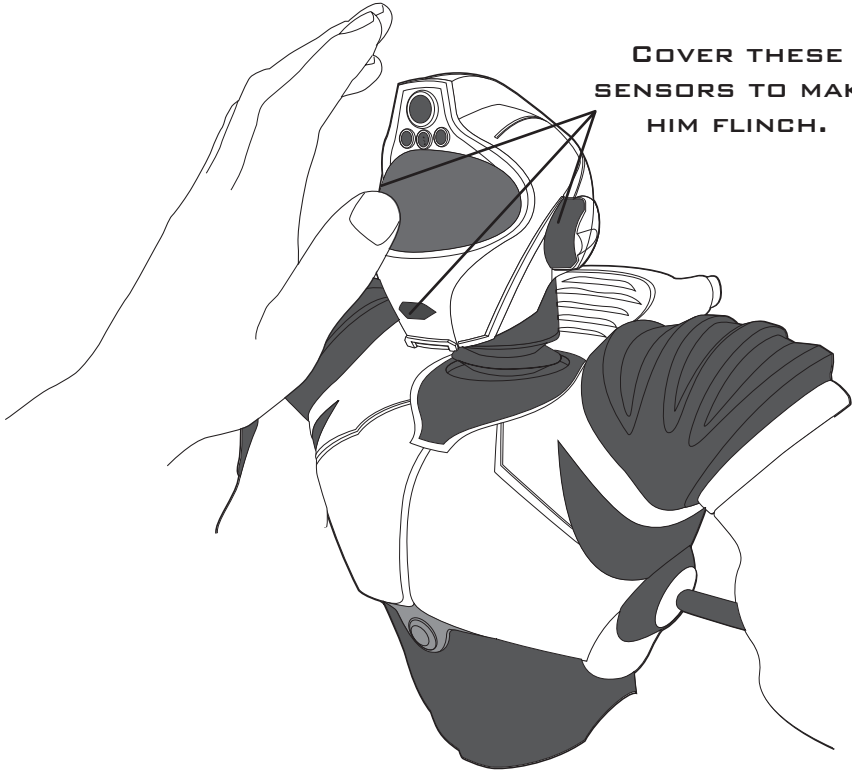
A: IF YOUR ROBOT HEARS SOMETHING LOUD, HIS VISION TURNS OFF UNTIL HE FIGURES OUT WHERE THE SOUND IS COMING FROM (ABOUT THREE SECONDS UNLESS HE HEARS ANOTHER SOUND). HIS EYES WILL TURN OFF AND THEN BLINK AT ONE SECOND INTERVALS DURING THIS MODE TO LET YOU KNOW HE’S IN LISTEN MODE.

IF YOU’RE TESTING YOUR ROBOSAPIEN™ V2’S VISION IN A NOISY PLACE, BE SURE TO PRESS THE “A” BUTTON TO DISABLE HIS HEARING. HE’LL NOW PAY MUCH BETTER ATTENTION TO YOU.

Q: SOMETIMES HE DOESN’T RECOGNIZE THINGS PLACED IN FRONT OF HIM. WHAT’S WRONG?

A: ONE OF THE ROBOT’S SECRETS IS THAT HE “SEES” WITH HIS EARS, NOT WITH HIS EYES. THEREFORE, WHEN YOU SHOW HIM SOMETHING, IT HAS TO BE BIG ENOUGH TO BE “SEEN” BY THE EYE “CONE” OF BOTH EARS; OTHERWISE HE’LL JUST SAY “WHAT IS THAT?” AND REGARD IT AS A REGULAR OBJECT. (REFER TO ILLUSTRATION ON PAGE 10.)

**COVER THESE
SENSORS TO MAKE
HIM FLINCH.**



WHEN YOU SHOW YOUR ROBOSAPIEN™ V2 SOMETHING, BE SURE THE OBJECT (OR YOUR HAND HOLDING THE OBJECT) IS BIG ENOUGH TO COVER THE WIDTH OF HIS FACE SO HE “FLINCHES”. HE ALSO NEEDS A SECOND OR TWO (DEPENDING ON HOW BRIGHT THE ROOM IS) TO RECOGNIZE THE OBJECT.

Q. MY ROBOT HAS TROUBLE IDENTIFYING HIS GREEN BALL.

A. WHEN SHOWING HIM DIFFERENT COLORS TO IDENTIFY, MAKE SURE YOU “FLINCH” HIM BETWEEN EACH COLOR. YOU CAN DO THIS BY WAVING THE OBJECT IN FRONT OF HIS FACE. IF HE DOESN'T FLINCH IMMEDIATELY, PRESS THE STOP BUTTON AND TRY AGAIN. IF HE STILL HAS TROUBLE RECOGNIZING THE OBJECT'S COLOR, TRY SHOWING HIM A LARGER OBJECT OF THE SAME COLOR. FOR EXAMPLE, IF YOU WANT HIM TO IDENTIFY HIS RED BOWLING PIN, TRY SHOWING HIM 2 PINS NEXT TO EACH OTHER WHICH WILL INCREASE THE SURFACE AREA FOR HIM TO “SEE”.

Q: MY ROBOT THINKS I AM BLUE. WHAT DO I DO?

A: IF YOUR ROBOT THINKS YOU ARE "BLUE" FOR SOME REASON, THEN THE PROBLEM IS THE WHITE BALANCE SETTING IN HIS COLOR CAMERA EYE. HIS DEFAULT MODE IS "INDOOR YELLOW LIGHT" LIKE THE WARM LIGHT YOU COMMONLY GET FROM INDOOR LIGHT BULBS.

AS WITH A CAMERA, YOU MAY HAVE TO ADJUST WHAT HE SEES FOR "INDOOR", "OUTDOOR", OR "SUN-ON-BEACH".

**IF YOU'RE OUTSIDE UNDER SUNLIGHT,
PRESS SHIFT1-SHIFT2-SHIFT3-"X"**

**IF YOU'RE INSIDE UNDER FLUORECENT LIGHTS,
PRESS SHIFT1-SHIFT2-SHIFT3-"Z"**

IN DIFFERENT LIGHT SETTINGS, HIS PERCEPTION OF COLORS MAY CHANGE. FOR EXAMPLE, UNDER INDOOR WHITE FLUORESCENT LIGHTS (WHEN IN "INDOOR YELLOW LIGHT" MODE), HUMAN HANDS APPEAR BLUE, YELLOW TENNIS BALLS APPEAR GREEN, AND ORANGES APPEAR RED.

PLEASE CHECK YOUR ROBOSAPIEN™ V2 INSTRUCTION MANUAL, PAGE 25, FOR FURTHER COLOR CAMERA INFORMATION.

Q: HOW CAN I REDUCE THE VOLUME ON MY ROBOT?

A: A BIT OF TAPE OVER THE SPEAKER GRILL AT THE BACK OF HIS NECK WILL GREATLY REDUCE HIS VOLUME (THOUGH HE WILL SOUND LIKE HE'S TALKING THROUGH A TELEPHONE). OR STICK A 1.5" X 2" "POST-IT" OVER THE SPEAKER GRILL, WHICH WILL REDUCE THE VOLUME WITHOUT MUFFLING THE SPEECH TOO MUCH.

HANDS AND PICK UPS

Q: WHAT IS THE DIFFERENCE BETWEEN EACH PICK UP AND DROP FUNCTION?

A: YOUR ROBOT IS CAPABLE OF OVER 20 DIFFERENT PICKUPS WITH HIS FULL SIZED HANDS. THESE PICKUPS CAN BE COMBINED TOGETHER FOR A VARIETY OF PROGRAMMED ACTIONS.

FOR EXAMPLE THE FOLLOWING PROGRAM ALLOWS THE ROBOT TO ASK FOR SOMETHING AND THEN RETURN IT TO THE PERSON WHO GAVE IT TO HIM.

ALL BUTTONS IN EACH STEP MUST BE PRESSED SIMULTANEOUSLY.

SHIFT1 + SHIFT2 + "A"	- ENTER SOUND PROGRAM MODE
SHIFT1 + SHIFT2 + STOP	- CLEAR MEMORY
SHIFT2 + "X"	- GIMME WITH LEFT HAND
SHIFT1 + SHIFT3 + "A"	- LAUGH
SHIFT1 + SHIFT3 + "X"	- LEFT HAND PLACE
SHIFT1 + SHIFT2 + "X"	- EXIT PROGRAM MODE

PRESS STOP

PROGRAM CONTINUES ON NEXT PAGE...

HANDS AND PICK UPS CONT'D

SHIFT1 + SHIFT2 + "B"	- ENTER VISION PROGRAM MODE
SHIFT1 + SHIFT2 + STOP	- CLEAR MEMORY
SHIFT1 + "X"	- GIMME WITH LEFT HAND
SHIFT1 + SHIFT3 + "X"	- DANGER
SHIFT1 + SHIFT3 + "C"	- RIGHT HAND PLACE
SHIFT1 + SHIFT2 + "X"	- EXIT PROGRAM MODE

PRESS STOP

SHIFT1 + SHIFT2 + "Y"	- ENTER GUARD MODE.
-----------------------	---------------------

ROBOSAPIEN™ V2 WILL NOW ASK FOR SOMETHING WHEN HE HEARS OR SEES THINGS, AND THEN PASS IT BACK TO THE OWNER. FOR SOME REASON, THIS IS VERY POPULAR WITH CHILDREN.

Q: WHAT ARE THE BEST OBJECTS FOR MY ROBOT TO PICK UP?

A: EMPTY SODA AND BEER CANS. BY PLACING AN EMPTY SODA OR BEER CAN ONE CAN-WIDTH IN FRONT OF HIS TOE, HE CAN PICK IT UP HIGH (SHIFT1-"C"), OR LOW (SHIFT1-"B"), OR HAVE YOU GIVE IT TO HIM (SHIFT1-"X").

OTHER THINGS HE'S GOOD AT PICKING UP ARE EMPTY MILK CARTONS AND WATER BOTTLES, CRUMPLED PAPER AND PAPER TOWELS, MEDICINE BOTTLES AND 4 INCH TOY FIGURINES.

HANDS AND PICK UPS CONT'D

Q: CAN HE PICK UP FULL CANS?

A: ONLY CLEAN, EMPTY CANS ARE RECOMMENDED OTHERWISE IT GETS A BIT MESSY WHEN HE WAVES THEM AROUND.

HOWEVER HE CAN PICK UP OBJECTS WEIGHING UP TO 1/4 POUND (120 GRAMS), ABOUT THE WEIGHT OF A SMALL REMOTE CONTROL OR A PARTIALLY FILLED, SMALL BOTTLE OF WATER. PLEASE BE SURE THE CAN/BOTTLE IS SECURELY CLOSED TO AVOID SPILLING ANY LIQUIDS ON YOUR ROBOT OR HIS SURROUNDINGS.

Q: WHAT ABOUT TALL WATER BOTTLES?

A: HE CAN PICK THEM UP ONLY WHEN LAID DOWN ON THEIR SIDE, ONE BOTTLE-WIDTH IN FRONT OF HIS TOE.

Q: WHY DOES HE PICK UP SO FAR IN FRONT OF HIMSELF?

A: SO THAT HE DOESN'T KICK THE OBJECT OUT OF HIS REACH BEFORE TRYING TO PICK IT UP.

FOR INFORMATION ON THIS AND OTHER WOWWEE PRODUCTS, PLEASE VISIT OUR WEBSITE, [HTTP://WWW.WOWWEE.COM](http://www.wowwee.com)