

ROBOSAVIENX™

A FUSION OF
TECHNOLOGY
&
PERSONALITY

User Manual

Item No. 8006/8009



6+



Introduction

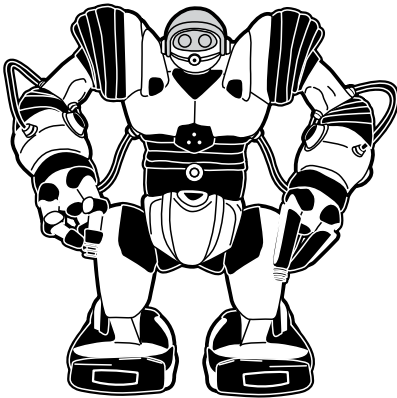
Congratulations on choosing **Robosapien X™**, a sophisticated fusion of technology and personality. With a full range of dynamic motion, interactive sensors and a unique personality, Robosapien X™ is more than a mechanical companion; he's a multi-functional, thinking, feeling robot with attitude!

Explore Robosapien X™'s vast array of functions and programs. Mold his behavior any way you like.

Be sure to read this manual carefully for a complete understanding of the many features of your new robot buddy.

Product Contents:

- Robosapien X™ x1
- Infra-red Remote Controller x1
- Infra-red Dongle x1
- Pick Up Accessory x1



Robosapien X™



Remote
Controller




















Infra-red
Dongle



Pick Up
Accessory

For more information visit: www.wowwee.com



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Battery Details

BATTERY REQUIREMENTS:

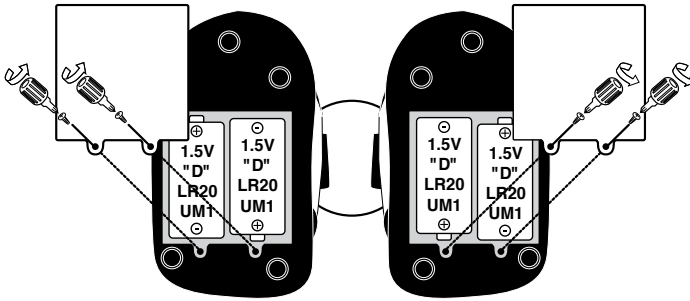
Your robot is powered by 4 x "D" size Alkaline batteries (2 batteries in each foot - not included).

Your remote controller is powered by 3 x "AAA" batteries (not included).

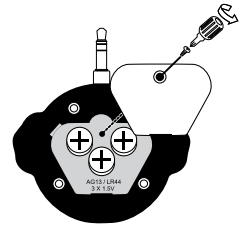
Your infra-red dongle is powered by 3 x "LR44" batteries (included).

BATTERY INSTALLATION:

- Be sure the robot power button is in the OFF position (OUT) before installing or changing batteries.
- Remove the battery covers with a Phillips/crosshead screwdriver as shown (not included).
- Install recommended batteries as shown, making sure battery polarity is correct (batteries not included).
- Replace battery doors and carefully tighten all screws.



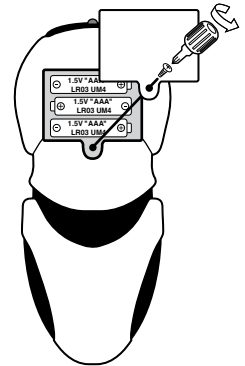
Robosapien X™ : Base of feet



Infra-Red Dongle

IMPORTANT BATTERY INFORMATION:

- Use only fresh batteries of the required size and recommended type
- Do not mix old and new batteries, different types of batteries [standard (Carbon-Zinc), Alkaline or rechargeable] or rechargeable batteries of different capacities
- Remove rechargeable batteries from the toy before recharging them
- Rechargeable batteries are only to be charged under adult supervision
- Please respect the correct polarity, (+) and (-)
- Do not try to recharge non-rechargeable batteries
- Do not throw batteries into the fire
- Replace all batteries of the same type/brand at the same time
- The supply terminals are not to be short-circuited
- Remove exhausted batteries from the toy
- Batteries should be replaced by adults
- Remove batteries if the toy is not going to be played with for some time



**Remote Controller:
Bottom View**

LOW BATTERY INDICATORS:

When Robosapien X™'s batteries grow weak, your Robosapien X™ will move and walk very slowly.

- When this occurs, power robot OFF and replace all batteries.

When the remote controller's batteries grow weak, the indicator light will shine very dimly.

- When this occurs, replace all the batteries in the remote controller.

NOTE

- Robot will just stop when battery power gets VERY low. Power off and replace all batteries.
- Some lighting or sunlight can interfere with infra-red signals.



Robosapien X™ & IR Dongle Overview

1. Infra-Red Receiver

Always point the Controller towards Robosapien X™ 's head.

2. Eye Lights

Blink and move when he executes a command. Look into Robosapien X™ 's eyes to see what he is "thinking".

3. Sonic Sensor

Senses sounds when in LISTEN mode.

6. Palm Lights

(Both hands)

Light up when you move an arm or when you press STOP.

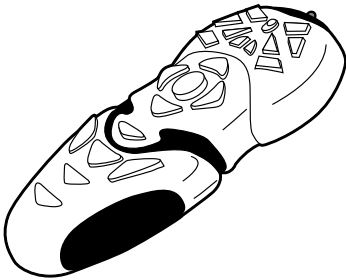
5. Hand Sensors

(Both hands)

Sense touch at the tips of the longest fingers.

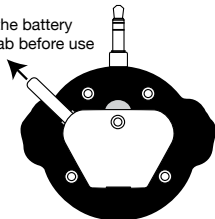
4. Foot Sensors (Both feet)

Sense any touch to the front or back of the foot.



NOTE: Always point the Controller at Robosapien X™ 's head.

Remove the battery pull-out tab before use



Infra-Red Dongle Instructions:

The Robosapien X™ Infra-Red Dongle is compatible with both iOS and Android devices. To start, plug the infra-red dongle into the 3.5mm headphone jack on your smart device. Then, download the free application to your device using the instructions below:

iOS – Visit the Apple App Store on your device and search for "WowWee Robo Remote", or use the following link: <https://itunes.apple.com/us/app/id618649939>. Click on install, and then start the application.

Android – Visit the Google Play store on your device and search for "WowWee Robo Remote". Click on install, and then start the application.

Instructions on how to use your smart device to control Robosapien X™ are included in the app tutorial.

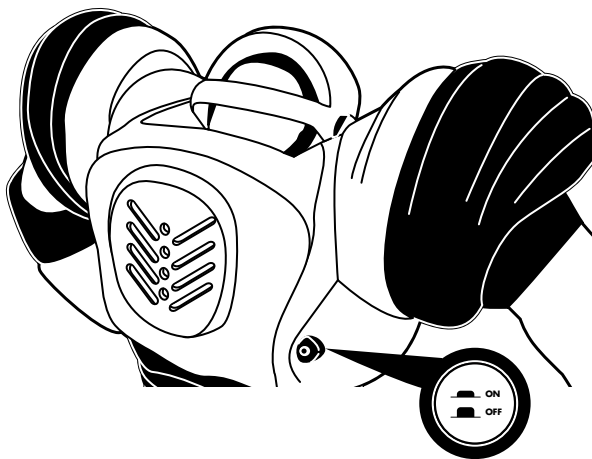


Robosapien X™ Operation Overview

Robosapien X™ has 67 easy to access command functions.

The command functions feature: Direct Control, Combination Actions, Actions with Attitude, Demo Modes and Programming Mode to build your own dynamic sequence of motions!

Explore the unique multi-level remote control for hours of fun and action!



Where is Robosapien X™ 's power switch?

- The power switch is located on the robot's back, below the right shoulder blade.
- Press once to turn ON. Robosapien X™ will awaken with a yawn, a stretch and then say "Uh-huh." Robosapien X™ is now ready for your commands.

How do I access the levels of commands on the Controller?

- By using the SELECT button. The Select buttons works just like the CAPS LOCK on a computer keyboard. Every controller button can do at least three different things. Pressing the Select button once (controller displays a green light) activates all the GREEN commands on the remote. Pressing the Select button twice (controller displays an orange light) activates all the ORANGE commands.

What are the RED command buttons for?

- The RED commands on the upper sections of the controller directly control Robosapien X™ 's movements (arms and legs). For further information see page 7.
- The RED commands on the lower section of the controller are used for programming your Robosapien X™ - for detailed information see page 13 to 15.

What are the GREEN command buttons for?

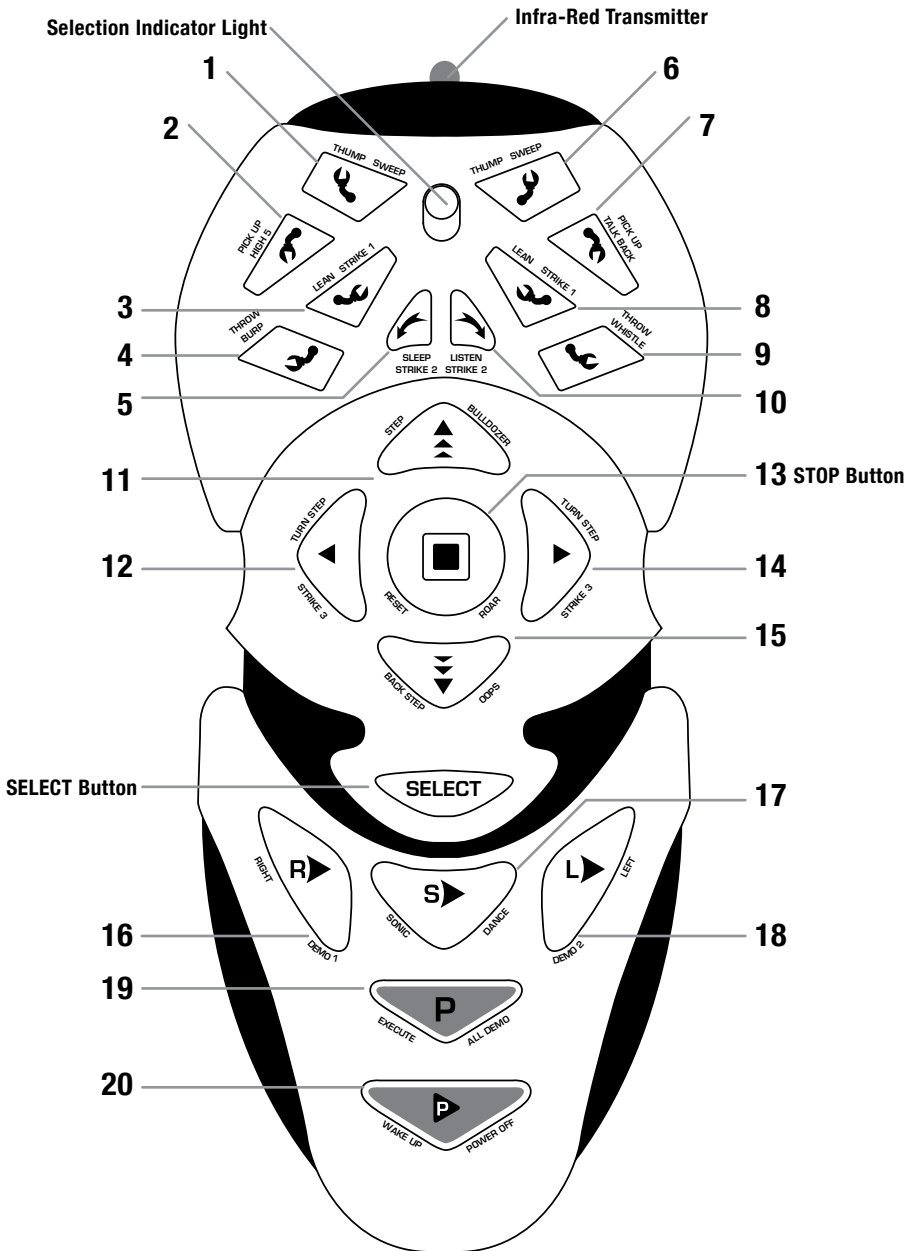
- The GREEN commands on the upper sections of the controller execute combination actions (Pick Up, Throw). For further information see page 9.
- The GREEN commands on the lower section of the controller execute your Programmed Sequences - for detailed information see page 13 to 15.

What are the ORANGE command buttons for?

- The ORANGE commands on the upper sections of the controller access "Attitude Actions" (ie., "High 5", "Burp"). For further information see page 11.
- The ORANGE commands on the lower section of the controller execute three pre-programmed Demo Sequences - for detailed information see page 12.



Controller Index



NOTE: The LEFT side of the Controller operates Robosapien X™'s RIGHT side;
the RIGHT side of the Controller operates Robosapien X™'s LEFT side.

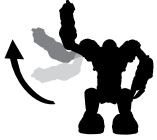


Red Commands

upper controller

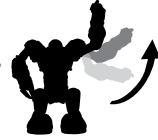
Red Commands directly control **Robosapien X™**'s movements.

1 RIGHT ARM UP



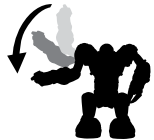
- Press twice to fully raise arm up.

6 LEFT ARM UP



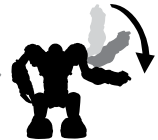
- Press twice to fully raise arm up.

2 RIGHT ARM DOWN



- Press twice to fully lower arm down.

7 LEFT ARM DOWN



- Press twice to fully lower arm down.

3 RIGHT ARM IN



- Press twice to fully turn arm inwards.

8 LEFT ARM IN



- Press twice to fully turn arm inwards.

4 RIGHT ARM OUT



- Press twice to fully turn arm outwards.

9 LEFT ARM OUT



- Press twice to fully turn arm outwards.

5 TILT BODY RIGHT

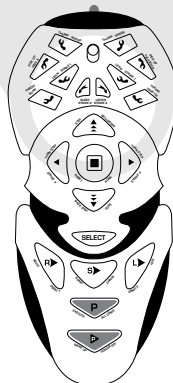
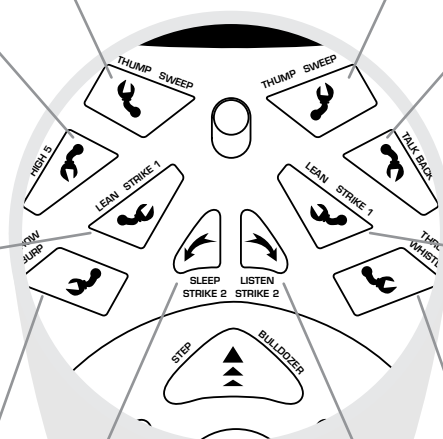


- Press once to tilt body to the right.

10 TILT BODY LEFT

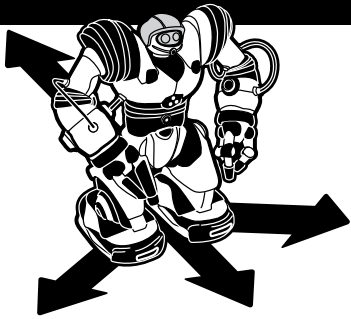


- Press once to tilt body to the left.

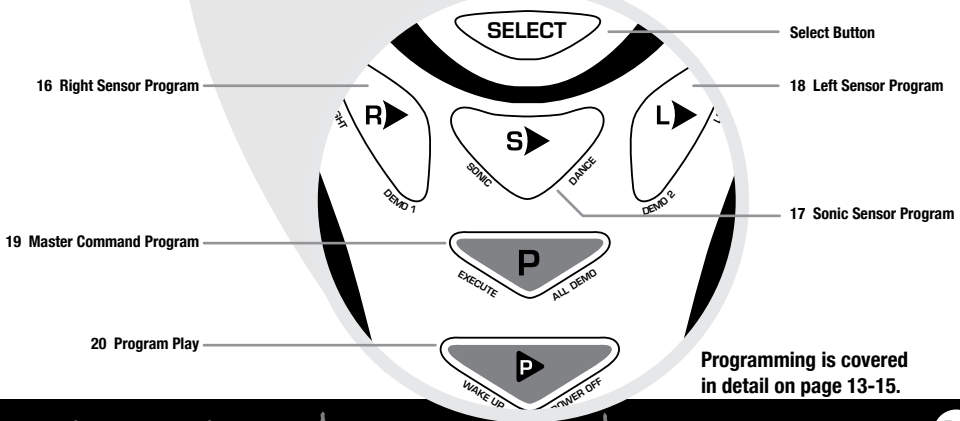
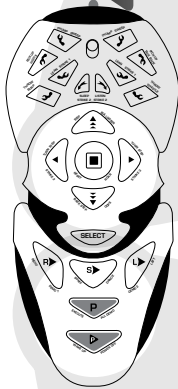
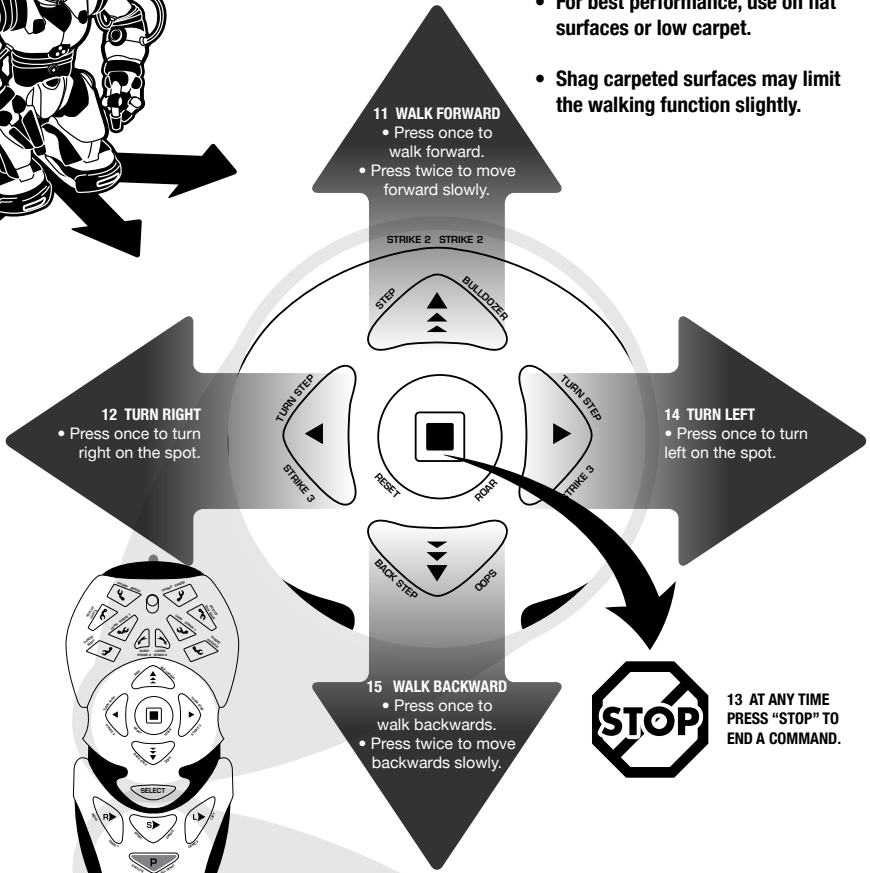


Red Commands

middle & lower controller



- For best performance, use on flat surfaces or low carpet.
- Shag carpeted surfaces may limit the walking function slightly.



Programming is covered in detail on page 13-15.



Green Commands

upper controller

Green Commands access combination actions.



To access the GREEN Commands, first press the **SELECT** button once. The GREEN indicator light will LIGHT AND HOLD to confirm the selection.

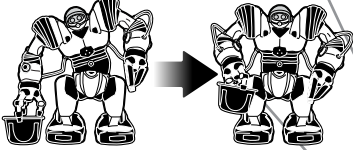
1 RIGHT HAND THUMP

- Robosapien X™'s right arm lifts and presses downward.

6 LEFT HAND THUMP

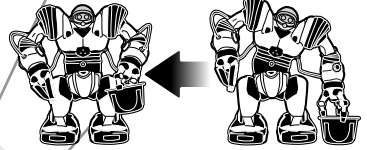
- Robosapien X™'s left arm lifts and presses downward.

2 RIGHT HAND PICK UP



- Place Pick Up Accessory next to Robosapien X™'s right foot (see diagram) and he'll pick it up!

7 LEFT HAND PICK UP



- Place Pick Up Accessory next to Robosapien X™'s left foot (see diagram) and he'll pick it up!

3 LEAN BACKWARD

- Robosapien X™ leans backward and opens his arms!

8 LEAN FORWARD

- Robosapien X™ leans forward and opens his arms!

4 RIGHT HAND THROW

- If an object is already in Robosapien X™'s right hand, press THROW and he'll toss it!

9 LEFT HAND THROW

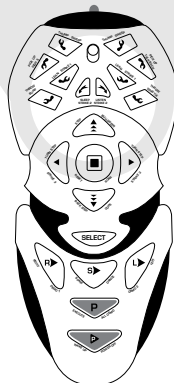
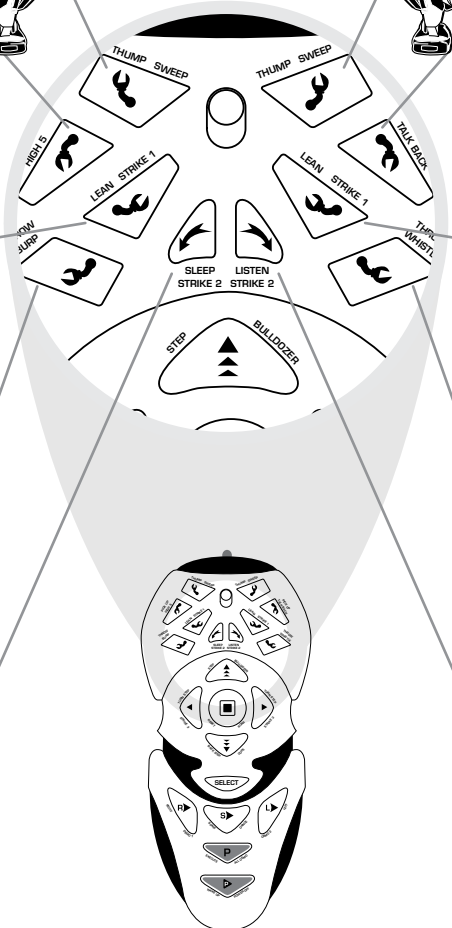
- If an object is already in Robosapien X™'s left hand, press THROW and he'll toss it!

5 SLEEP

- Robosapien X™ goes to sleep (all sensors are inactive). Press STOP or WAKE UP to wake him up (see page 10). After approx. 2 hours of uninterrupted sleep, he'll power himself off to save energy.

10 LISTEN

- Robosapien X™ responds to a sound or tap on his body with a default grunt, or a Sonic Sensor Program sequence programmed by you. See Programming on page 14 for further details.



12 RIGHT TURN STEP

- Rotates Robosapien X™ 45 degrees to the right.

11 FORWARD STEP

- Robosapien X™ takes two steps forwards.

13 RESET

- Resets Robosapien X™ to his original Default position

15 BACKWARD STEP

- Robosapien X™ takes two steps backwards.

14 LEFT TURN STEP

- Rotates Robosapien X™ 45 degrees to the left.

16 RIGHT SENSOR PROGRAM EXECUTE

- Plays right sensor routine.
- See Programming Mode - touch sensors, page 13.

SELECT BUTTON

- Place once to access GREEN Commands, press twice to access ORANGE Commands.

19 MASTER COMMAND PROGRAM EXECUTE

- Plays program routine.
- See Programming Mode - master command, page 15.

18 LEFT SENSOR PROGRAM EXECUTE

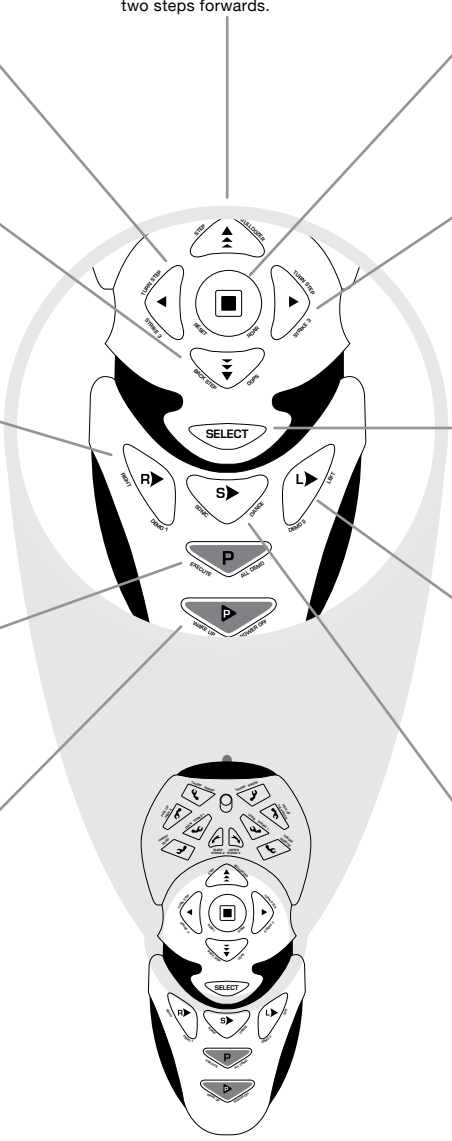
- Plays left sensor routine.
- See Programming Mode - touch sensors, page 13.

20 WAKE UP

- Robot goes through his wakeup routine.

17 SONIC SENSOR PROGRAM EXECUTE

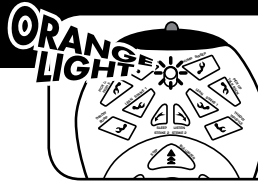
- Plays sonic routine.
- See Programming Mode - sonic sensor, page 14.



Orange Commands

upper controller

Orange Commands access actions with attitude.



To access the ORANGE Commands, press the **SELECT** button TWICE. The ORANGE indicator light will **LIGHT AND HOLD** to confirm the selection.

1 RIGHT HAND SWEEP

- Knock things forward with a sweeping arm and waist action!

6 LEFT HAND SWEEP

- Knock things forward with a sweeping arm and waist action!

2 HIGH 5

- Robosapien X™ stretches up for a big High 5 and says "Aaay"!

7 TALK BACK

- Grunts and gestures. Robosapien X™'s quite the conversationalist.

3 RIGHT HAND STRIKE 1

- Robosapien X™ performs an inside strike with a mighty "Hoy-yah!"

8 LEFT HAND STRIKE 1

- Robosapien X™ performs an inside strike with a mighty "Hi-yah!"

4 BURP

- High technology doesn't mean better table manners!

9 WHISTLE

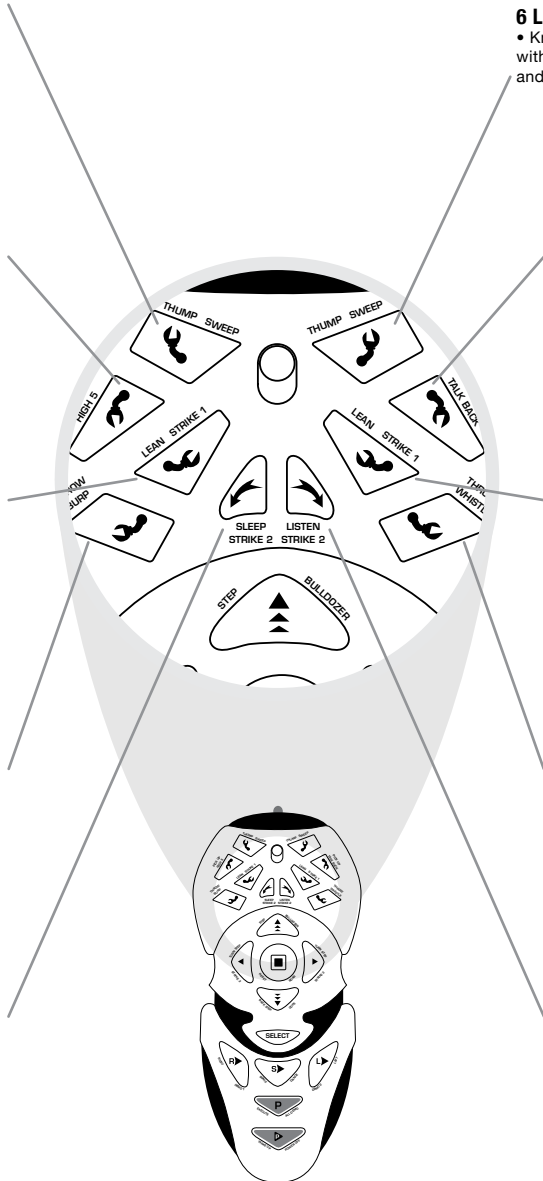
- Listen to that crazy Wolf Whistle! Nice software.

5 RIGHT HAND STRIKE 2

- An open hand strike with a powerful "Hi-yah, 'oOOo".

10 LEFT HAND STRIKE 2

- An open hand strike with a powerful "Hoy-yah, 'oOOo".



12 RIGHT HAND STRIKE 3

- Robosapien X™ performs an outside strike.

11 BULLDOZER

- Pushes forward 8 steps. Better not get in his way!

13 ROAR

- Robosapien X™ lifts both arms and roars!

15 OOPS!

- Oop's, you'll have to excuse him. It must be something he ate!

14 LEFT HAND STRIKE 3

- Robosapien X™ performs an outside strike.

16 DEMO 1

- Robosapien X™ comes out Karate chopping!

SELECT BUTTON

- Press once to access GREEN Commands, press twice to access ORANGE Commands.

19 ALL DEMO

- All 3 pre-programmed DEMOs play in a row.

18 DEMO 2

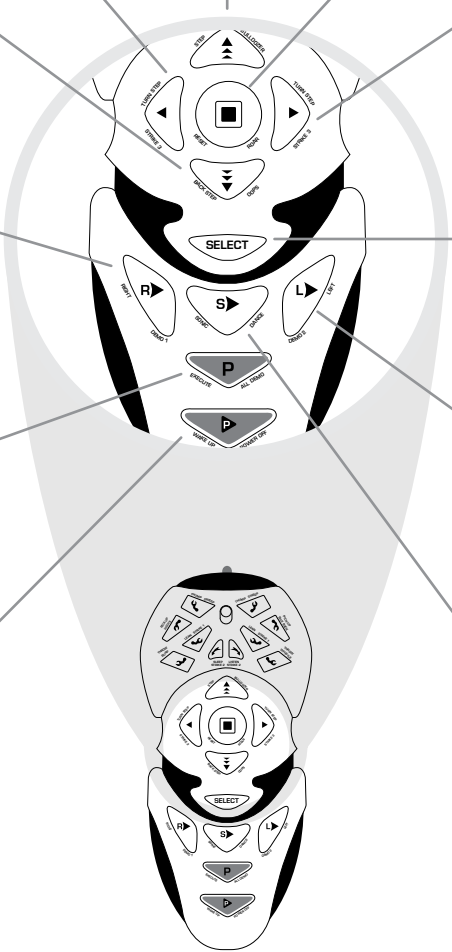
- The ultimate in attitude!

20 POWER OFF

- Robosapien X™ completely Powers Off. To reactivate him, press the ON/OFF button (located on Robosapien X™ 's back) twice.

17 DANCE DEMO

- Robosapien X™ shows off his dance prowess..... and he's got the moves!



Programming Mode

touch sensors

Robosapien X™ has three programmable sensors and a Master Program, that allows you to take control of the following unique programming environments:

1 Right Sensor Program () #16

2 Left Sensor Program () #18







3 Sonic Sensor Program () #17

4 Master Program () #19

Touch Sensors

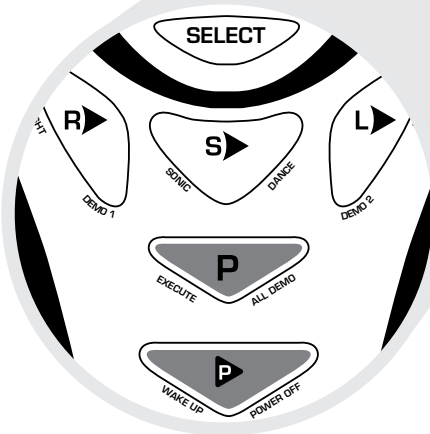
The sensors on Robosapien X™ 's Fingers, Toes and Heels can all be programmed to respond when touched. They also trigger whenever he walks into an obstacles.

Right & Left Sensor Programs

- a Ensure the Controller is in Normal Mode (indicator light on Controller is DARK).
- b Press the Right or Left Sensor Program button once (Robosapien X™ beeps - you are now in Program Mode).
- c Program up to six steps (the Select button does not count as step). For example:
Walk Forward, Right Arm Out, Left Arm Out, ( ,  , ROAR), Tilt Body Right, Tilt Body Left.
- d Robosapien X™ will now automatically repeat your programmed sequence.
- e If you wish to program less than six steps, you need to 'Close' the program by pressing **PROGRAM PLAY** () once, after you've completed your selection - for example:
Walk Forward, Turn Right, ( , ) High 5, PROGRAM PLAY ().
- f To trigger the sensor, touch a long finger, or a toe/heel sensor (on the side corresponding to the Sensor Program you set). Alternatively press SELECT once (GREEN command mode), followed by R> or L> Sensor Program Execute (depending on which side has been programmed) and he'll also run through the routine.

Clearing the Program/Holding the Program

- a To clear the program and return to the Default Program, press the Right, or Left Sensor Program button once, followed by the Program Play button and the program will clear.
- b Turning Robosapien X™ off will also clear any previously set programs.
- c Use the Sleep function to hold the program in Robosapien X™ 's memory for up to two hours.




Robosapien X™ can be set up as a “Room Guard” or can even start dancing to your favorite music using the built-in Sonic Sensor Program function.



Sonic Sensor Programs

a Ensure the Controller is in the Normal Command Mode (indicator light on the Controller is DARK).

b Press the Sonic Sensor Program button () once; Robosapien X™ says “BEEP!”. You are now in Program Entry Mode.

c Program up to SIX steps (the SELECT button does not count as a step).

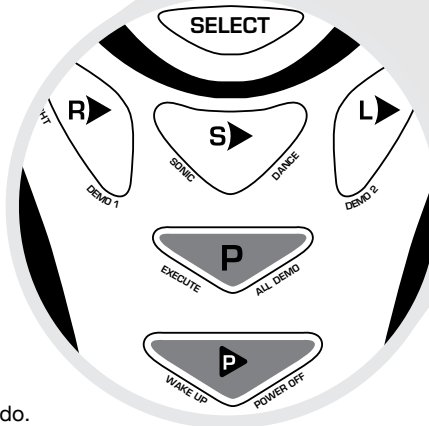
- For example:


WALK FORWARD, RIGHT ARM OUT, STOP,

(, , **ROAR**),

TILT BODY RIGHT, TILT BODY LEFT.

After six steps, Robosapien X™ will automatically repeat your programmed sequence so you can check what it will do.



d If you wish to program less than six steps, you need to ‘Close’ the program by pressing **PROGRAM PLAY** () after you’ve completed your selection - for example:

WALK FORWARD, (,  , HIGH 5), WALK BACKWARDS, PROGRAM PLAY.

e To review your program again, press SELECT once (Controller indicator light goes GREEN), followed by Sonic Sensor button. Robosapien X™ will run through your routine.

f To put Robosapien X™ into SONIC RESPONSE mode, press SELECT followed by LISTEN. He’ll now wait for a sharp sound or tap on his body, then run through your programmed routine.

Clearing the Program/Holding the Program

a To clear the Sonic Program and return to the Default Program, press the Sonic Program button once, then **PROGRAM PLAY**.

b Turning Robosapien X™ off will also clear any previously set programs.

c Use the Sleep function (SELECT, SLEEP) to hold the program in Robosapien X™’s memory for up to two hours.







Programming Mode

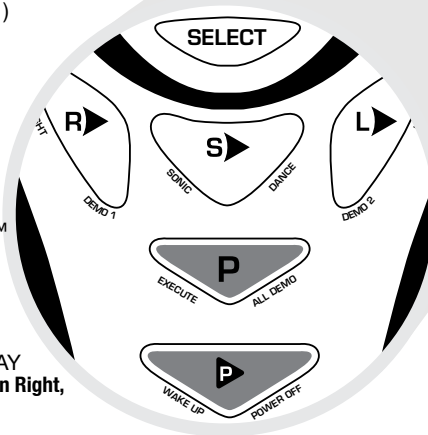
master command

A main feature of the Robosapien X™ is that he can be programmed in segments. The fourteen step Master Program can “link in” any six-step Sensor Program for long play routines.



Master Programs







- Ensure the Controller is in the Red Command Mode (indicator light on the Controller is DARK).
- Press the MASTER PROGRAM () button once; Robosapien X™ says “Beep”. You are now in Program Entry Mode.
- Program up to fourteen steps (the SELECT button does not count as a step - see Touch Sensors page 13 for example).
- After fourteen steps, the Robosapien X™ will automatically execute your Master Program sequence.
- If you wish to program less than fourteen steps, you need to ‘close’ the program by pressing PROGRAM PLAY (). - for example: **Walk Forward, Turn Right, Walk Forward, Turn Left, Walk Backward, High 5, Program Play.** ( , )
- To execute your program at any time, press PROGRAM PLAY.
- To execute your program without linking in the Sensor Programs (so you can quickly review your Master Program sequence), press SELECT, then MASTER PROGRAM.



Clearing the Program/Holding the Program

- To clear the **Master Program**, press the MASTER PROGRAM button once, then press the PROGRAM PLAY Button. The robot goes “OUAH!” to confirm the program is cleared.
- Turning Robosapien X™ off will also erase any Master Programs.
- If you wish to keep your program, use the Sleep function (SELECT-SLEEP) to hold the program in Robosapien X™ 's memory for up to two hours.



Extending the Program

- You can extend the length of the Master Command Program beyond fourteen steps by “linking in” any of the three Sensor Programs. Sensor Programs can be mixed and matched in any pattern.
- First pre-program any Sensor Program with a routine (see previous pages 13 & 14).
- Press Master Program to enter your program as normal. Press SELECT then press any R>, S>, or L> buttons. This sensor routine will be stored as ONE STEP in your Master Program. Repeat to add additional sensor routines. On playback, those routines will play with no pause between execution.
- To enter a Master Program so that the robot waits for each sensor input, enter your program as normal then just press either R>, S>, or L> as one step. On playback, the robot will STOP at the beginning of each sensor routine waiting for either a sensor touch or sound. For example: **WALK FORWARD, WALK BACKWARD, ( , R>), R>, ( ,  , STOP), ( , L>), L>, STOP, ( , S>), LEFT ARM UP, ( , S>), S>, S>, PROGRAM PLAY.**



Troubleshooting Guide

If you are experiencing difficulties with Robosapien X™, use this troubleshooting guide.

Problem	Solution
1. Robosapien X™ is not responding to the Controller.	a. Stand robot upright, clear all obstacles from the feet and hand sensors, then push Robosapien™'s ON/OFF button until you hear the yawning power up sequence.
	b. For best results keep a clear line of sight between the remote and the infra-red receiver in the Robosapien™'s head. Always point the controller directly at the head and stay within 12 feet (3 meters) distance.
	c. Check that batteries are inserted correctly and that nothing comes between the batteries and battery contacts.
	d. Robosapien X™ might be in PROGRAM MODE (“Beep, beep, beep”). Press the PROGRAM PLAY button at the very bottom of the remote, then STOP to restore regular operation.
	e. Certain types of electronic lighting or bright sunlight can jam infra-red signals from reaching your robot. Lower the robot's sun visor or, if the problem persists, move the robot into shadow or away from the interference.
	f. The robot will ignore remote control signals during his wakeup routine. Wait until the wakeup routine finishes, then he will respond as normal.
2. Robosapien X™ has trouble walking.	a. The hand or feet sensors detect objects in front or back. Use the BULLDOZER walking mode (press SELECT twice, then BULLDOZER) or SELECT-STEP or SELECT-BACKSTEP to move the robot away from the obstruction.
	b. Robosapien X™ may have difficulty walking on thick carpets or slippery surfaces. For best results only use your Robosapien X™ on flat, level surfaces (low pile carpets or hard floors).
	c. Something is stuck on the robot's feet. Check that nothing is caught or preventing his footpads, legs, or hands from moving freely.
	d. Press <  > again (or press <  > twice if stopped) to enter SLOW WALK mode, which is much more stable.
3. Robosapien X™ does not detect sounds in Listen Mode.	a. Wait two seconds after LISTEN MODE activates before making sounds or tapping the robot's body.
	b. Robosapien™ does not hear sounds that are soft or low-pitched. Make a sharp sound (eg. clapping your hands), or tap Robosapien™'s body.
4. Robosapien X™'s limbs are not moving the way I want.	a. Robosapien™'s arms and legs move to multiple positions. When a limb is fully extended, use several button presses to find new positions.
	b. Reset the Robosapien X™ to the default position. Press SELECT then the RESET (STOP) button.
5. Robosapien X™ is behaving erratically.	a. Press the STOP button twice, or turn Robosapien X™ off and back on again.
	b. Batteries are very low. Replace all batteries in the feet with fresh “D” batteries.
	c. Something is interfering with the infra-red signals. Move the Controller closer to the robot, or move the robot to another location under different lighting.



Notes

use this page to write down your favourite program combos!

R▶ Right Sensor

1

2

3

4

5

6

S▶ Sonic Sensor

1

2

3

4

5

6

P Master Program

1

2

3

4

5

6

7

8

9

10

11

12

13

14

L▶ Left Sensor

1

2

3

4

5

6







ROBOSAPIENX™

A FUSION OF TECHNOLOGY & PERSONALITY

The equipment that you have purchased has required the extraction and use of natural resources for its manufacturing. It may contain substances that are hazardous to health and the environment. In order to prevent the release of these substances into the environment and to reduce the pressure on natural resources, we encourage you to use appropriate return systems. These systems will ensure that most of the materials in your equipment are properly reused or recycled at the end of its operational life. The crossedbin symbol invites to use these systems. For further information on collection, reuse and recycling systems, please contact your regional waste management administration.



WowWee™

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Customer Service Email:
support@wowwee.com
www.wowwee.com

We recommend that you retain our address for future reference. Product and colors may vary. Packaging printed in China.

WARNING! This product is not suitable for children under 3 years because of small parts - choking hazard.

MADE IN CHINA.

CAUTION

Changes or modifications 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 and 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 experienced radio/TV technician for help

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.

For these purposes, the party responsible is:

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