



Content

Page Number

Kitty the Robotic Kitten Operating Manual-	2
1 Removing Kitty from her package-----	3
2 Initial Set-up-----	4
3 Understanding Kitty's programming-----	4
4 Kitty's sensors and touch inputs-----	5
5 Kitty's basic functions-----	7
6 Teaching Kitty everyday tricks-----	10
7 Teaching Kitty advanced tricks-----	12
8 Replacing Kitty's Batteries-----	16
9 Trouble shooting tips-----	17
10. Interacting with other Robotic Pets----	18

Kitty the Robotic Kitten Operating Manual

Kitty is an authentic robot that does everything a real kitty can do...and more! She can walk, "meow", talk, cry, move her tail, look around, and display a wide range of emotions. With your help, she can be taught to perform amazing tricks!

Thanks to her artificial intelligence program, (and a few purrs and meows!), Kitty will let you know how she is feeling and provide feedback on the care you provide. Kitty knows how long it's been since she's been fed and is quick to remind you when she is need of some attention. Like a real cat, she goes to sleep several times a day when left alone!

Kitty has state-of-the-art sensors that allow her to "see" and "hear" and even "feel" your touch. With these sensors and Kitty's powerful computer brain, Kitty can determine if it is getting dark, if the lights in the house suddenly turn on, if someone's talking to her, if there is a loud noise (like a knock at the door) - and even if you're petting her on her back!

Kitty can also walk fast or slow depending on how she feels. If she is just looking for adventure, she will walk at a normal pace. If she is excited or scared, Kitty will walk faster. In short, Kitty is programmed to respond just like a real 8-week-old "kitty cat"!

Understanding Kitty

By the following instructions in this manual (or using the web site <http://www.kittyrobot.com/>) you will be able to provide the best life possible for Kitty... and lead to greater enjoyment in your new role as Cool Pet Owner.

1. Removing Kitty From The Package

Kitty is held in place by several plastic straps and two plastic columns under her belly. Carefully remove all the plastic straps. Pull the two plastic latches out from each of the columns (**Fig. 1**). Turn Kitty upside down and notice that there is a thumbscrew of each of the columns still attached. Unscrew them and save them if you want to reuse the package as a carry case. Save Kitty's Fish Treat and her Place Mat (counting trick) in a safe place.

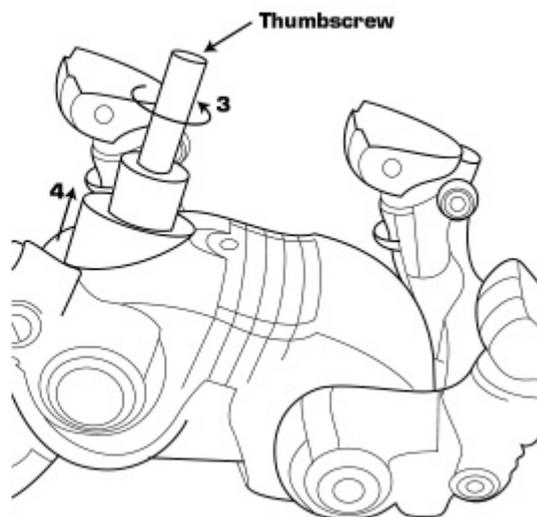
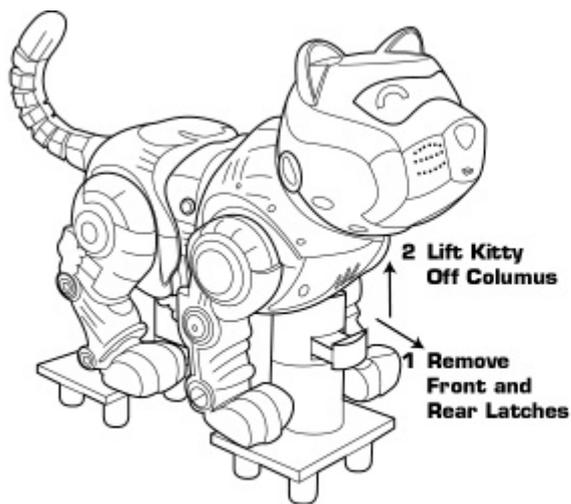


FIG. 1

2. Initial Set Up

After Kitty is free from the package, pull the Tab out of her side to begin her program set up. Turn the On/Off switch off and then on again. When you hear a "beep" it means Kitty has come to life!

3. Understanding Kitty's Programming

Kitty uses the latest in artificial intelligence software. She has the intellect of an 8-week-old kitten. Kittens aren't perfect and, from time to time, she may have a mind of her own. Sometimes Kitty will respond to your commands, and other times she will do what she wants to do. It all depends on how she feels and how you are trying to communicate with her.

Like all kittens, Kitty loves attention. Yell out her name and clap your hands to let her know you're there. Pat her on the head or pet her on the back when she is good. Feed her regularly. Change her batteries when she stops working. Just think of her as a real kitten and she will be your friend for life!

4.Kitty's Sensor And Touch Inputs

To understand how Kitty works you must know about her input devices.(Fig.2)

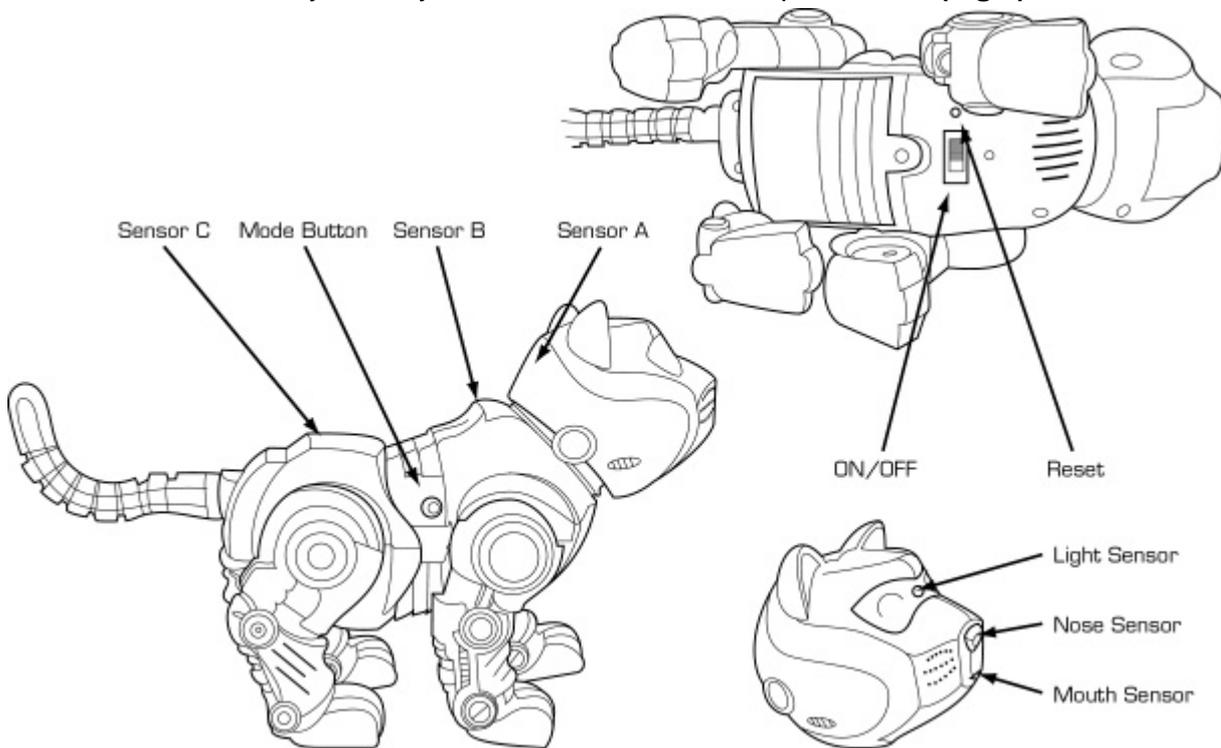


FIG. 2

Located between her eyes under the protective lens, Kitty's **LIGHT SENSOR** responds to changes in light levels.

The **SOUND SENSOR** in Kitty's head allow her to respond to voices and other noises.

When pressed, the **MOUTH SENSOR** lets Kitty know she is being fed. You'll know she is enjoying her meal when you hear her crunching and slurping.

The **NOSE SENSOR** has two purposes. When pressed, Kitty will make "sniffing" noises. Also, if she walks into an object, this sensor will shut down her motor function to keep her out of harm's way. You'll hear her say "**OW!**"

Kitty's **TOUCH SENSORS** let her know that she is being petted. These sensors are your way of letting Kitty know how much affection you have for her. Please note the location of each sensor (A, B and C) which run directly down the center of her back. **(Fig. 2)** When you stroke Kitty down her back, she will become very happy. Move your hand from the back from **Sensor A** on the back of her down her back to **Sensor C (Fig. 3)**

Try to touch her lightly - like you might a real cat. You will see that Kitty will **PURR** and wiggle her tail. The more you pet her, the more Kitty's purring you will hear from her.

The **MODE BUTTON** is used to program Kitty and teaching her tricks.

Kitty powers up or shuts down when you move the **ON/OFF SWITCH**.

The **RESET BUTTON** refreshes Kitty's brain back to the beginning of her programming.



5. Kitty's Basic Functions Powering Up Kitty:

Turn the On/Off switch to the ON position. You will hear a "beep". Kitty is alive!

Kitty will begin to sense what is going on around her automatically. If you yell her name or clap for her, she may Meow, Cry, Whine, become frightened and run away, or any number of other things. If she is crying, she may be unhappy or startled. If she meows playfully she may be looking for affection.

Keeping Kitty Happy:

Kitty needs attention and stimulation to be happy. Just like a real kitten, it is important to play with her and not forget to take care of her. Gently stroking her back, talking to her, or clapping your hands will meet with joyous results. You will see her head turn with curiosity, her eyes flash with anticipation, her tail curl, and she will happily parade around seeking adventure.

Kitty loves to eat! Remember to feed her once a day (or more if you prefer). Kitty always likes a snack during the day. By pressing the Fish Treat to her **MOUTH SENSOR**, you'll hear the crunching noises that indicate she's one satisfied kitty.

How You Can Tell Kitty Is Unhappy:

Kitty's voice will let you know her mode. If you hear her crying, begging, or moaning, it's time to turn her frown upside down. To make her happy again, just feed her, pet her on the back, and play with her.

Kitty does not like to be left alone. If you haven't played with her as often as she'd like, Kitty will cry for several minutes before quieting down. When you return, in most cases she will be extremely happy to see you again. However, if you leave her for a very long time, she may be very annoyed with you and HISS when you return. All will be forgiven when you play with her again.

When Kitty Gets Sleepy:

Kitty likes to sleep several times a day. Occasionally, you will hear her yawn. If she is left alone for a few minutes, she will meow for a few minutes and then go to sleep. You can easily tell if she is asleep as her **EYES** will be not be lit.

Kitty will also go to sleep as nighttime approaches. Kitty's **LIGHT SENSORS** will let her computer know it's late at night. Like a real Kitty, first you may hear a yawn or whimper for a few seconds. Her eyes will change from the round eye to the rectangular eye slits. (Fig. 4)

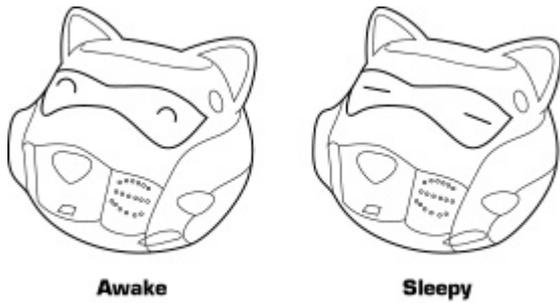


FIG. 4

A few minutes later, Kitty will start to softly snore and her eyes will shut off. Now she's asleep. You can wake Kitty up by talking to her, making a loud noise, or turning on the lights. She may wake up a bit startled and will either Meow or Cry. It's a good idea to let Kitty know you are there by petting her along her back.

Making Kitty Sniff:

Kitty is very curious and loves to sniff out objects placed in front of her. If you press anything against her nose, she will take a whiff of it.

Teasing Kitty With Her Treat:

Kitty likes her Fish Treat. If you wave it in front of her eyes, she may walk towards you, meow for the Treat, or even cry for it. It's always kind to feed Kitty if she knows you are offering her a treat. **(Fig.5)**

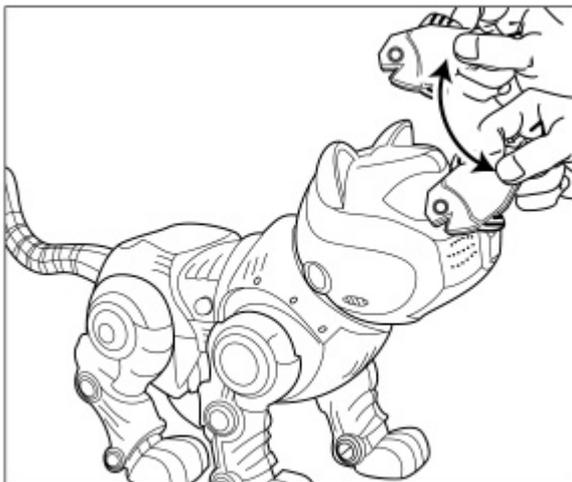


FIG. 5

Kitty's Emergency Stop:

Kitty will automatically stop moving her legs when she hits an object with her nose while walking. You may also hear a slight grinding noise occasionally if she cannot move. This is normal and will not cause any damage. If you want to make Kitty stop walking at any time, tap her on the nose. You will hear Kitty say "OW!" --so be gentle!

6. Teaching Kitty Tricks:

Kitty is amazingly smart - but she needs **YOUR** know- how to program her so she can perform her tricks. Follow these steps **EXACTLY** and you will be able to make Kitty astound your friends and family with your combined talents. Here are the tricks she can do:

Trick name	What Kitty will do	How to program her	How to make her do the trick	How to make her stop
Speak	Meow on your command.	Press and hold the Sensor A for 3 seconds until a "beep" is heard.	Yell Kitty' s name or clap your hands. Kitty will meow each time and move her head and tail with happiness.	Pet her on her back and she will purr and return to normal play.
Pounce	Kitty will appear to stalk her "prey" . She will look around, move forward slowly and quietly-then run quickly to pretend to pounce on an object.	Touch the Sensor C continuously for 3 seconds until a "beep" is heard. Repeat this again by touching Sensor C for another 3 seconds continuously until you hear a "beep".	Yell Kitty' s name or clap Kitty will do the trick each time. For extra fun, place her Fish treat about 2 feet in front of her and see if she can "catch" it in her paws!(Fig.6)	Pet her on her back and she will purr and return to normal play.
Started when the lights come on	Kitty is sensitive to bright lights. Kitty can be programmed to make sounds of being frightened and lonely when the room becomes bright.	Press and hold Mode button and Sensor C for 3 seconds "beep", beep, beep, beep" will be heard. Press Sensor C again to confirm. Here a "beep".	Turn on the lights when gets dark or move her from a dark place to a well lit place.	Press Nose and Mouth Sensors for 3 seconds until you hear a sensor of High and Low beeps .
Talk	Say words in English 1) "Kitty , 2)"Thank you, 3)"Yummy,4)"Pet me".	Press MODE BUTTON and NOSE SENSOR for 3 seconds until you hear 4 "Beeps" and "Thank You". Press TOUCH SENSOR A and you will hear Kitty Laugh Press NOSE SENSOR again to start.	"Kitty" is played whenever there is a change in the light level or the MODE BUTTON is pressed. Kitty will say "Thank You" or "Yummy" when she is fed. Whenever Kitty feels like she wants some affection, she will say "Pat Me !"	Press Nose and Mouth Sensor for 3 seconds until you hear a series of High and Low beeps.
Laugh	Laugh when she hears any noise. She will then "excuse" herself.	Press MOSE BUTTON and NOSE SENSOR for 3 seconds until you hear 4 "Beeps" and "Thank You". Press TOUCH SENSOR A and you will hear Kitty Laugh. Press NOSE SENSOR again to start.	Talk to Kitty or make a loud noise. Kitty will laugh each time.	Press Nose and Mouth Sensors for 3 seconds until you hear a sensor of High and Low beeps .

Sing And Dance	Play music and move in an animated pre-programmed pattern with the music. She will perform to one of three different songs.	Press and hold the MODE BUTTON, NOSE SENSOR and MOUTH SENSOR at the same time for 3 seconds. Hear 4 "Beeps". Press MODE BUTTON once to begin to select a song. Press TOUCH SENSOR A repeatedly to song. One Beep is song 1. Two Beeps is song 2. Three Beeps is song 3.	Press Mode Button to begin Sing and Dance Routine.	She will say "Thank You" and will return to normal play when she completes her performance.
Trick name	What Kitty will do	How to program her	How to make her do the trick	How to make her stop
Rude Noises	Cough or Burp and excuse herself.	Press MODE BUTTON and TOUCH SENSOR A for 3 seconds until you hear 4 "Beeps". Press NOSE SENSOR again to confirm. The "Burp" and "cough" sound will be played.	Kitty will make these noise all by herself for about 10 minutes.	Wait 10 minutes and Kitty will stop all by herself.
Wake up songs	Play one of three different songs when she wakes up.	Press and Hold MODE BUTTON and TOUCH SENSOR B for 3 seconds and hear 3 "Beeps". Press NOSE SENSOR to select each song. Press once and song one ,press again to hear song two , and third time for song three. When the song you have selected has finished playing ,press the MODE BUTTON and hear a "beep".	Place Kitty in a dark area (or wait until night time) and let her snore and go to sleep. When she wakes up, she will play the song of your choice.	Kitty will stop automatically when she is finished. To make her NOT wake you up the next morning. Press Nose and Mouth Sensors for 3 seconds until you hear a series of High and Low beeps.

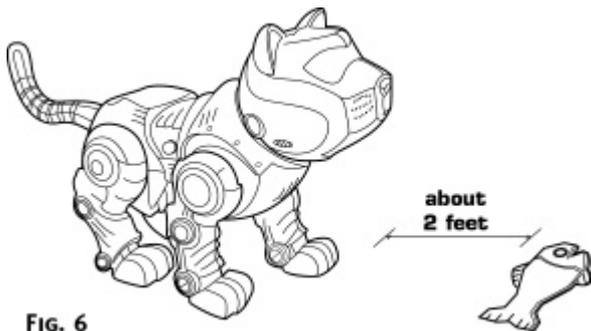


FIG. 6

7. Advanced Programming Tricks:

Now it's time to really concentrate. Kitty's advanced tricks are a bit more difficult to program but well worth the effort.

Trick Name: Alarm Clock

Kitty will wake up at exactly the time you want her to and play a special song.

To program Kitty, you must teach her to tell time.

Press the **MODE BUTTON** for **3** seconds until you hear a "**Beep**". You will see that both of Kitty's eyes are ON which means it's **A.M.** (midnight to noon). If her left eye is Off it means **P.M.** (noon to midnight).

Next, check your clock to see the current time of the day. Press the **TOUCH SENSOR A** (listen for a "beep") one time for each of the hours of the day starting with AM. If you press more than **12** times, Kitty's left eye will go **OFF** indicating that you are in PM time. Press the **MODE BUTTON** when you have finished and you will hear the number of beeps that equal the number you pressed. (Kitty's eyes will also flash. If you set the wrong time, you must press **RESET** and start over. If the number of beeps is correct, press the **MODE BUTTON** again. You will see Kitty's eyes have stopped flashing and are now on. You have just set the Hours of the day. To set the minutes, look at the current time and divide the minutes into **5-minute** segments. Each five-minute segment will be equal to 1 "**beep**". For example, **15** minutes equals **3** "beeps" **25** minutes, equals **5** "beeps", etc. Press the **TOUCH SENSOR A** (listen for the beep) once for each **5-minute** interval of time. Press the **MODE BUTTON** when you have entered the correct minutes. The Eyes will flash on and off and you will hear the number of beeps you have entered. If the number of beeps is incorrect, press the **MOUTH SENSOR** to start over. If the number of beeps is correct, press the **MODE BUTTON** one more time. The Eyes will stop flashing and Kitty is ready for is normal play.

To Set The Alarm:

In setting Kitty's alarm, you have **2** choices as to how you'd like her to wake you up in the morning. Kitty can either wake you up by Meowing or can make an Alarm sound. Here's how to set her.

Press the **MODE BUTTON** and the **MOUTH SENSOR** for **3** seconds. You'll hear **2** beeps. You're now in Alarm Mode.

To select a wake-up time, repeat the same process for setting the clock. Kitty will wake you up by Meowing and moving her tail. If you want to wake up with an Alarm sound instead, press the **MODE BUTTON** and **NOSE SENSOR** for **3** after setting the alarm. You'll hear **4** "**wake up**" sound that tells you the alarm is set.

Kitty will shut herself off in a short period after her alarm goes off. You do not need to press any of her buttons to make her stop. removed or the **RESET** button is pressed or the **ON/OFF SWITCH** is moved to the OFF position, you must reset both the Clock and the Alarm by repeating the procedures.

Kitty's Amazing Counting Trick!

Kitty will actually count the number of treats on her dish from one to four! This is the ultimate trick to master but Kitty needs your help to do it.

You will need the printed card that is included in the package that is labeled "Kitty's Place Mat". Place the card in front of Kitty with the arrows facing towards Kitty's eyes. On the Place Mat you will see a different number of treats in each dish. Kitty will tell you how many treats she wants to eat.(**Fig. 7**)

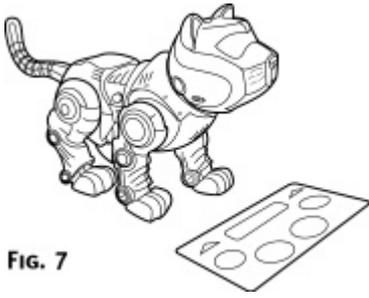


FIG. 7

To program Kitty for this trick, Press and Hold the **MODE BUTTON** and the **NOSE SENSOR** for 3 seconds. You will hear 4 "beeps" and Kitty say "THANK YOU!" Press the **MOUTH BUTTON** and Kitty will start to play a musical tune (you can use this time to prep the audience). When the tune stops, press the **NOSE SENSOR** and you will hear a beep. You are programmed to run the trick!

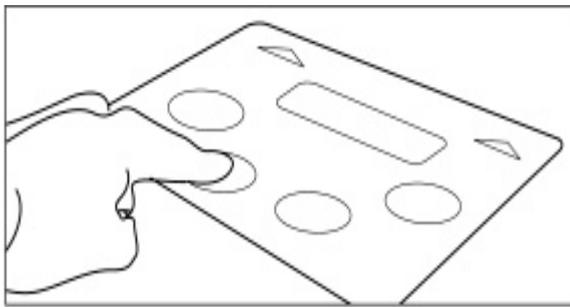


FIG. 8

Ask someone (we'll call her Shirley) to choose a dish on the Place Mat any dish and put her finger on it. **(Fig. 8)**

Press **TOUCH SENSOR A** to start Kitty into action. Kitty will "Meow" or make a "**Whimper**" and her Right eye or Left eye will light up **(Fig. 9)**. Instruct Shirley to move her finger to the **NEXT** dish in the direction of Kitty's eyes. Shirley can only move one time for each of Kitty's "**Meows**" or "**Whimpers**".

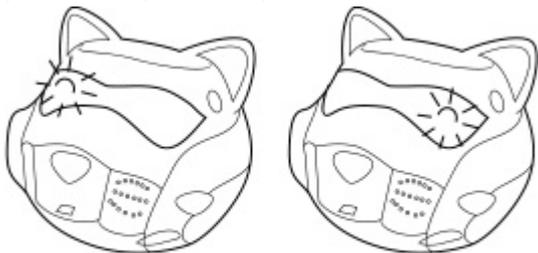


FIG. 9

IMPORTANT: If Shirley is on the last dish of the Place Mat and Kitty says to move **OFF** of the Place Mat, then they should **NOT** move her finger from that dish.

Kitty will ask the audience to make several moves. When she is decided how many treats she wants, Kitty will count the treats on the dish that you are pointing to by saying "**Yummy**" once for each treat on the dish and then laugh. She will say "**Yummy**" 1 time for one treat, 2 times for the two treats, 3 times for 3 treats, and 4 times for 4 treats. If everyone has followed the rules, Kitty will **ALWAYS** give the correct answer.

To ask Kitty to count again, have an audience member choose another dish and Press **TOUCH SENSOR A** again. You can do this as many times as you wish.

How to make Kitty stop doing the trick: Press the **MODE BUTTON** and hear a "beep". Kitty will return to her normal programming.

Practice this trick a few times to master it. If you want to make the trick really appear amazing, use some real candy instead of the Place Mat! Put four small groups of candy in front of Kitty with one candy being on the Left, **2** candies to the Right of the first, **3** candies to the Right of the second, and **4** candies to the far right (**Fig. 10**).

NOTE: It is important to place them in the correct order or the trick will fail. Your friends won't believe how Kitty did it!

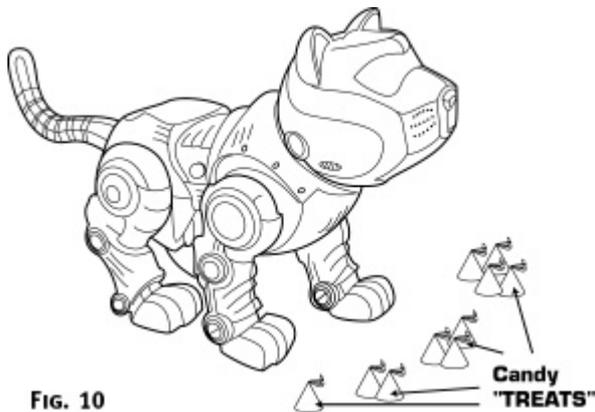


FIG. 10

8. Replacing Kitty's Batteries (Fig. 11):

Kitty runs by battery power. When her batteries are low, she will not respond to any of your commands. To replace the batteries, unscrew the small screw on the **BATTERY DOOR** on Kitty's belly. Pull the Battery door out. Replace the batteries in the orientation shown. **USE ONLY ALKALINE BATTERIES.** Never use Rechargeable Batteries or these will damage Kitty's electronic circuits.

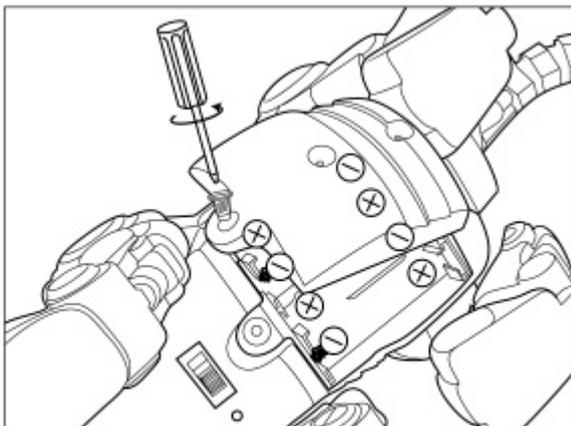


FIG. 11

BATTERY CAUTIONS:

IMPORTANT: Only parents should replace batteries.

Do not use rechargeable batteries.

Do not attempt to recharge non-rechargeable batteries.

Insert batteries as marked and always follow the toy and battery manufacture's Instructions.

Use only the same or equivalent type of battery as recommended.

Do not short-circuit the supply terminals.

Do not mix old and new batteries. Do not mix different types of batteries, such as alkaline, standard(carbon-zinc), rechargeable(nickel-cadmium).

Always remove exhausted or dead batteries from the product.

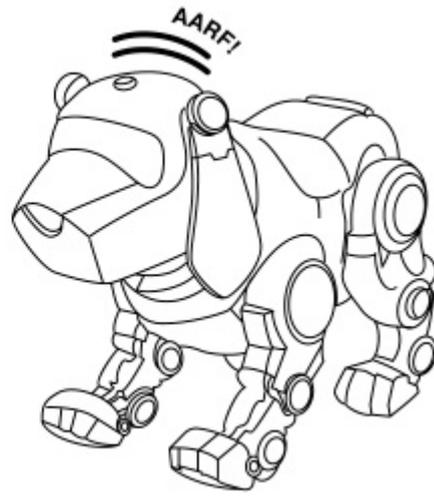
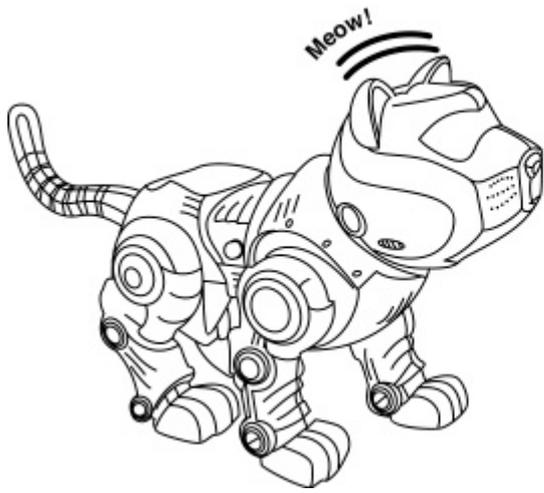
Remove batteries from the product before extended storage

9. Trouble Shooting:

Difficulty	Solution
Kitty' s eyes flash when I press the MODE BUTTON or other sensors.	You are in the CLOCK SET MODE by accident. Turn Kitty Off and again or press RESET.
I pick Kitty up and I hear a "beep" .	You have accidentally touched one of Kitty' s Touch sensors. Pet her on the back or turn Kitty Off and again or press RESET.
Kitty does not respond to me when I call her.	You may be speaking too quietly. Try to get closer to her, speak louder, or clap your hands. She is always listening.
Kitty fell and her legs or tail popped off.	This is normal under extreme conditions. Simply pop the pieces back on. Match the flat surfaces of the legs to the pins to make the proper alignment. Please do not do this under normal conditions as it may lead to permanent damage.
I' ve lost Kitty' s Place Mat for her counting trick.	Arrange some other "treats" - such as candy - in front of her in the correct order. Refer to Fig.10 .

10. Interacting With Other Robotic Pets

Kitty's programming is designed to hear and respond with other Robotic Pets from the Institute of Robotic Technology. These include Tekno the Robotic Puppy or another Kitty the Tekno Kitten. If you have a friend with a Kitty or Tekno, place them near one another. You'll see they begin to react to each other and all sorts of fun ways! They'll walk, talk and generally like each other's company (unless Kitty gets frightened!). It's a great way to keep your Kitty happy.



KITTY™

THE TEKNO KITTEN



14612

LOS ANGELES, CA 90064
ALL RIGHTS RESERVED
DESIGNED IN USA
MADE IN CHINA

www.manleytoyquest.com