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TEKNO

NEWBORNS



**OWNERS
MANUAL**

Robotic Kitty

OWNERS MANUAL

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Tekno™ the Newborn Kitty

A real robot friend who will walk, meow, purr, display emotions, and who can also be programmed to do amazing tricks! Thanks to her artificial intelligence program, your Newborn Kitty will let you know how she is feeling or how well she is being cared for by her "meows" –and also her color changing eyes. Your Newborn Kitty knows how long it's been since she's been fed or how long it's been since she's been played with. She has state-of-the-art sensors that allow her to "see" and "hear" and know she is being touched. These sensors allow her powerful computer brain to determine if it is getting dark, if the lights in the house suddenly turn on, if someone's talking to her, and even if there is a loud noise like a knock at the door! In short, your Newborn Kitty is programmed to respond just like a real 2-week-old kitten.

Follow the instructions included in this manual and learn more about how to care for your Newborn Kitty – your new robotic friend.

Removing Your Newborn Kitty from the Package

The Newborn Kitty is held in place by large blister under his body. Carefully cut or untie the plastic ties to avoid damaging the paint. Remember to remove the remote controller and the toy fish accessory.

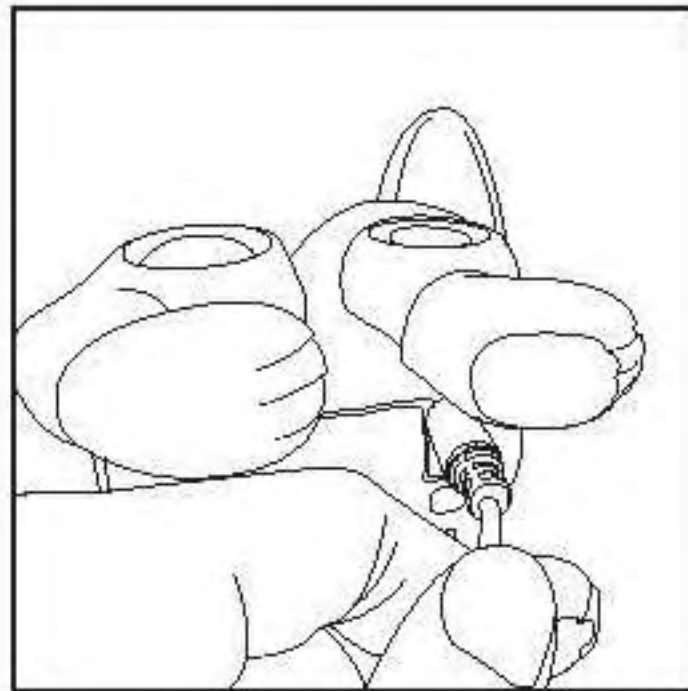


Fig.1

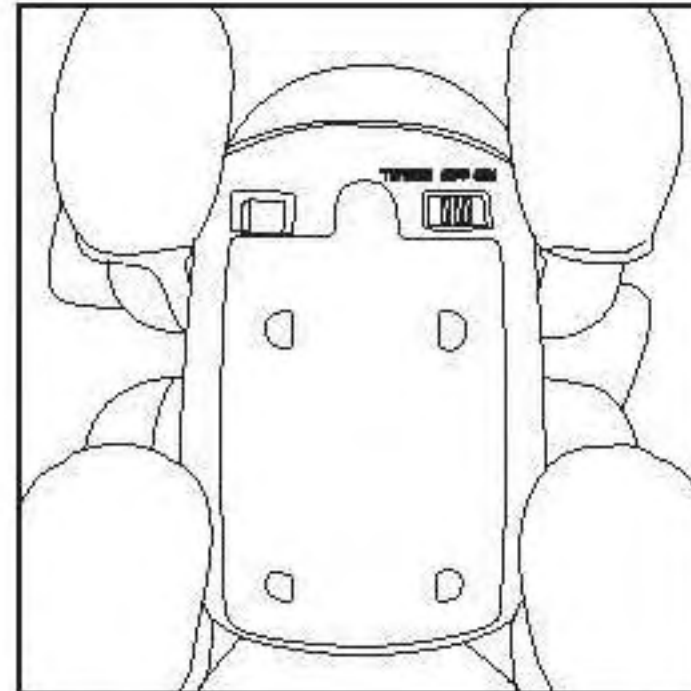


Fig.2

Initial Set up

Remove the Try Me cord out from the under belly of the Newborn Kitty [Fig.1]. Next, look for the Newborn Kitty's On/Off position switch [Fig. 2]. Move the switch from the TRY ME position to the ON position. Your Newborn Kitty's main program is now running!

Remove the Try Me cord [Fig.3] and move the On/Off switch from the Try Me position to the ON position [Fig.4].

Remove the Toy Fish from the package and keep it in a safe place.

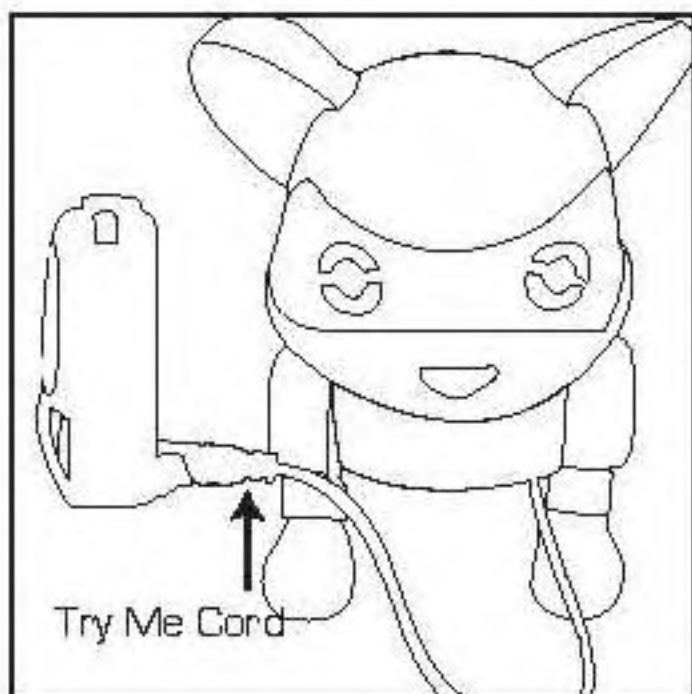


Fig.3

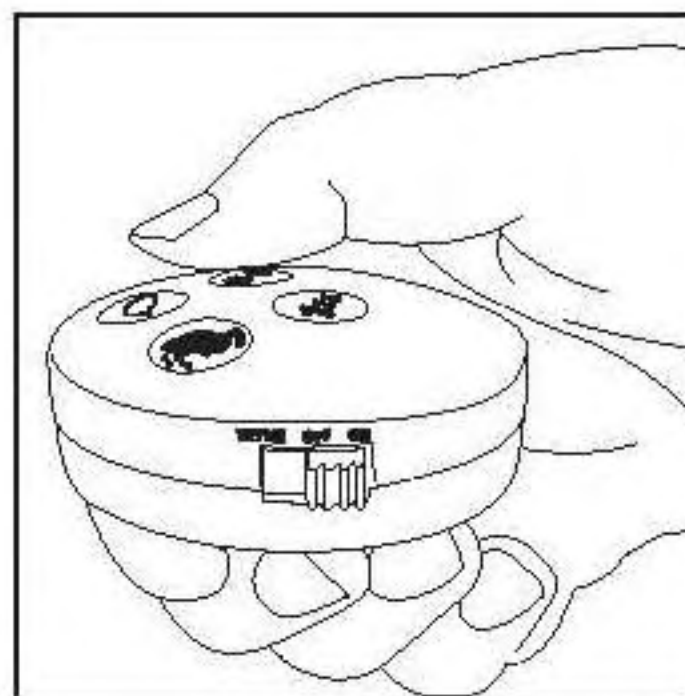


Fig.4

Understanding Newborn Kitty's software programming

Your Newborn Kitty uses the latest in artificial intelligence software. She has the intellect of a 2-week-old Kitten. Kittens aren't perfect and neither is your Newborn Kitty. She can have a mind of her own. Sometimes your Newborn Kitty will respond to your commands, and sometime 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, your Newborn Kitty loves attention. Yell out her name and clap your hands to let her know you're there. Rub her on top of her head when she is good. Feed her regularly. In short, think of her as a real living Newborn Kitty and she will be your friend for life.

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The Newborn Kitty's sensors and touch inputs (Fig. 5)

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

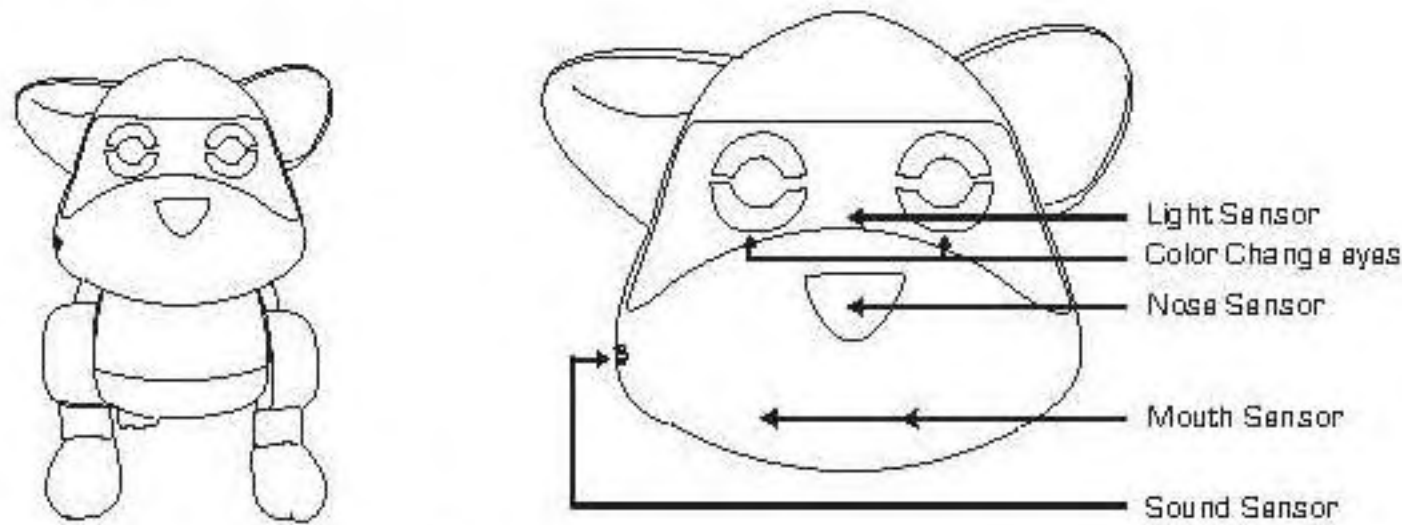


Fig.5a

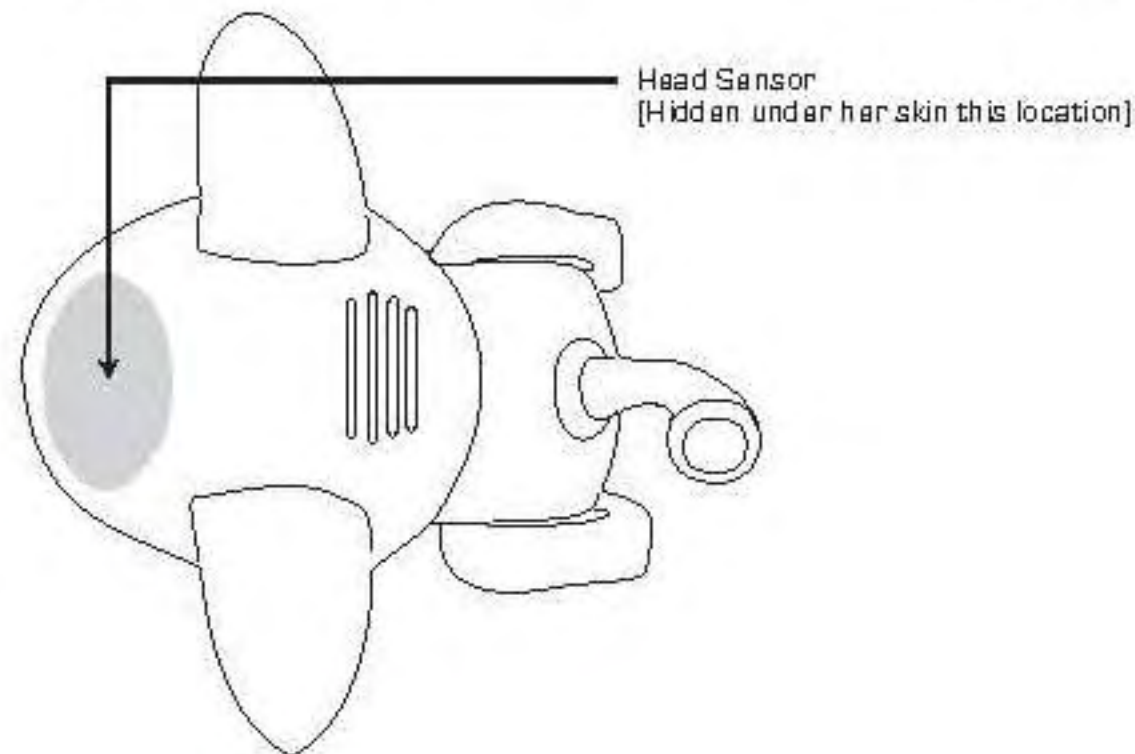


Fig.5b

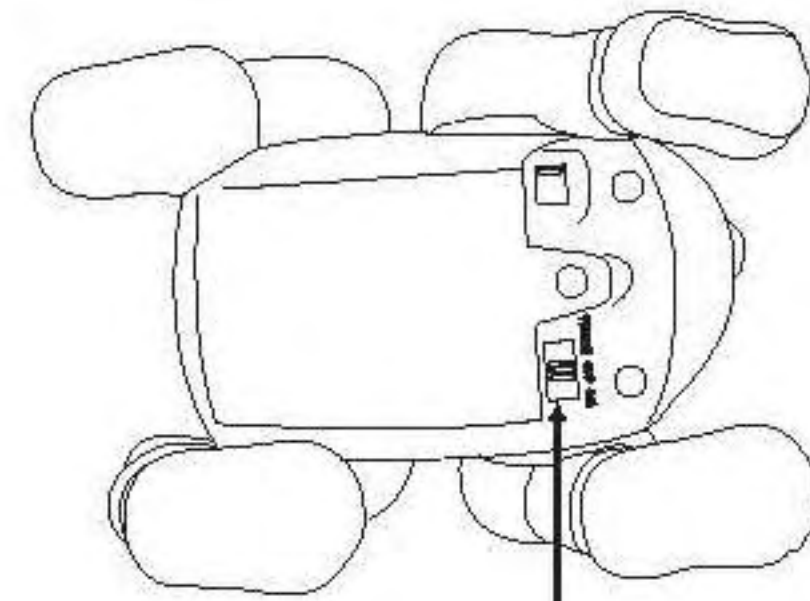


Fig. 5c

Light Sensor: Located under her black sunglass protective lens. This responds to changes in light levels. This lets the Newborn Kitty know the amount of light in the room.

Communicator Sensor: This sensor receives signals from the Robot Controller.

Sound Sensor: Located on the side of her head, this allows the Newborn Kitty to hear sounds around her.

Mouth Sensor: There is a magnetic sensor located in the middle of the Newborn Kitty's mouth. This sensor lets Newborn Kitty know when she is being fed her Fish.

Touch Sensor: This invisible sensor is used to pet the Newborn Kitty. When you move your hand across the top of her head, the Newborn Kitty will become very happy.

Color Changing Eyes: The Newborn Kitty's eyes change color to help you understand her emotional state. Red means she is excited or angry. Yellow means she is mellow. Blue means that she is sad or confused.

Nose Sensor: The Newborn Kitty will "sniff" anything that touches her nose. It is also used to stop the Newborn Kitty from walking into objects she may run into.

On/Off/Try me Switch: This gives power to the Newborn Kitty or shuts her off.

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Newborn Kitty's basic functions

How to Power Up your Newborn Kitty

Turn the On/Off switch to the "On" position. You will hear her say "Kitty" as your Newborn Kitty starts her programming.

The Newborn Kitty will begin to sense what is going on around her automatically. If you yell her name or clap for her, she may meow or purr with anticipation, or any number of other things. If she is crying, she may be unhappy or startled. If she meows happily, she is usually in a good mood.

How to keep your Newborn Kitty happy

Your Newborn Kitty needs attention to be happy. Just like a real kitten, it is important to play with her and not forget to take care of her. She needs stimulation to be happy such as patting her on top of her head, or talking to her or clapping your hands. You will see her head turn, eyes flash, ears move and she will happily walk seeking adventure.

You should also remember to feed her at least once a day. You can feed her more if you like. Your Newborn Kitty always likes to eat her fish.

How you can tell when Your Newborn Kitty is unhappy

Your Newborn Kitty's eyes and voice will let you know. If her voice sound distressed, she may be feeling a little down. If the bottom of her eyes appears to be blue, you know she is upset. To make her happy again, feed her and touch her. Or, just play with her. She loves attention!

Your Newborn Kitty does not like to be left alone. If she is not played with often enough, she will cry for several minutes before quieting down. When you return, in most cases she will be extremely happy to see you again.

Making Your Newborn Kitty Sniff

Your Newborn Kitty will sniff anything that touches her nose. Press any object against her nose and see what happens!

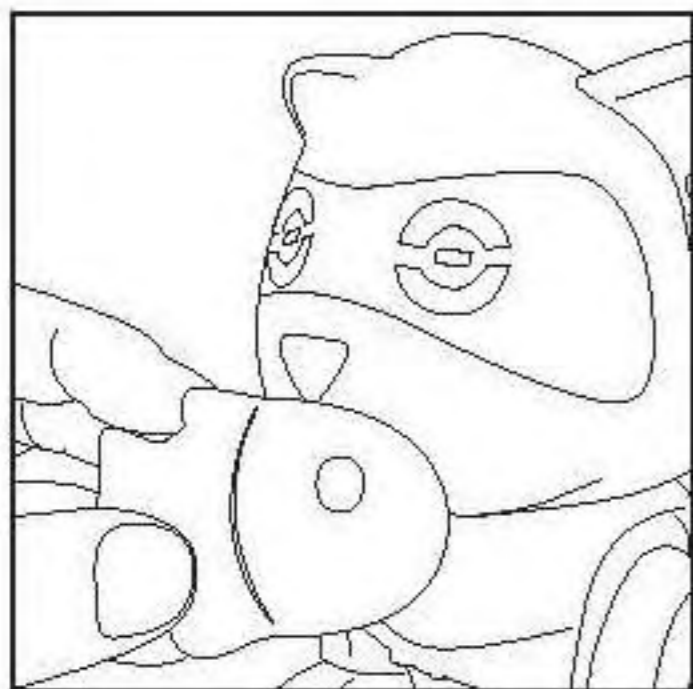


Fig. 6

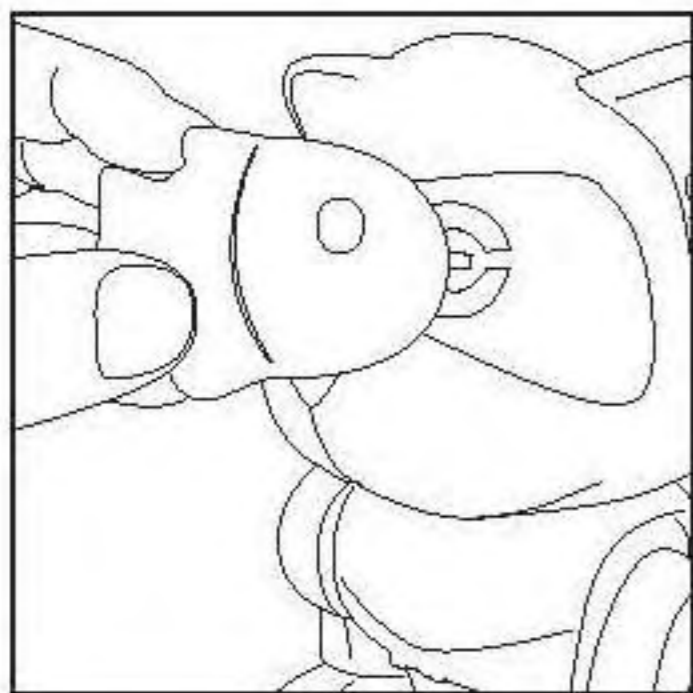


Fig. 7

When Your Newborn Kitty gets sleepy

As it gets closer to the night time, your Newborn Kitty's light sensors will let her computer know it's time to go to sleep. At first you may hear a yawn. Her eyes will change from the "round-shaped" eye to the "rectangular" eye slits. A few minutes later, the Newborn Kitty will start to softly snore and her eyes will shut off. She will be asleep. You can wake her 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.

Making your Newborn Kitty Eat

Your Newborn Kitty loves to eat. Place her Fish Treat in front of her face with the metal pin facing towards her mouth (Fig. 6). You will feel it stick in place, and you will begin to hear her chewing noises. This means that she is eating.

Making your Newborn Kitty Beg

Your Newborn Kitty likes her Fish treat. If you wave it in front of her eyes (Fig. 7), she may walk towards you and "meow" for it. It's always kind to feed your Newborn Kitty as she knows you are offering her the treat.

Your Newborn Kitty loves to be petted

Move your hand over her head (Fig. 8). A sensor in her head will let your Newborn Kitty know that you care.

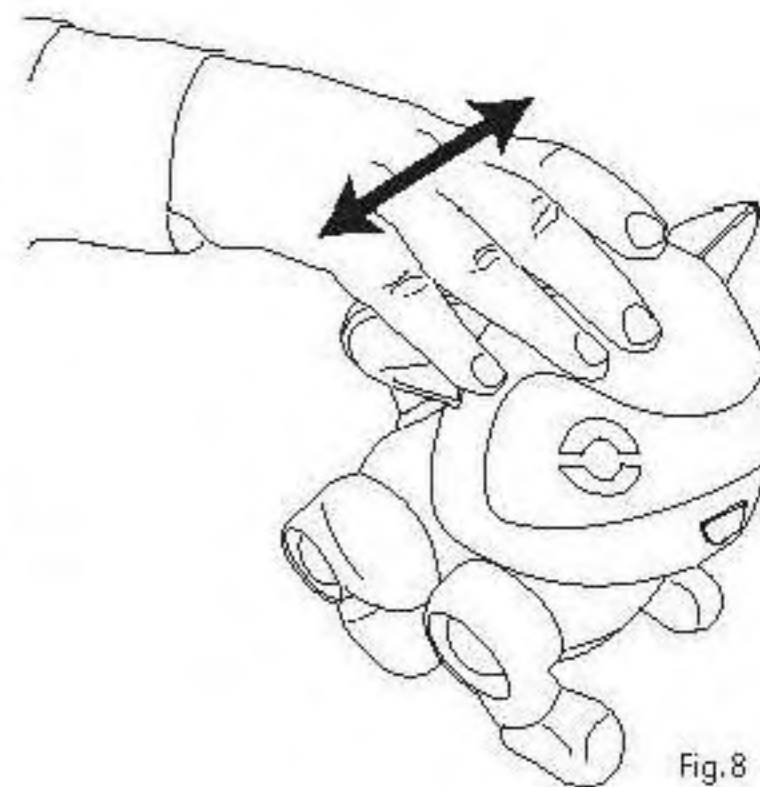


Fig. 8

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Programming your Newborn Kitty to do tricks

Your Newborn Kitty is amazingly smart but she is also easy to program to do specific tricks. To program your Newborn Kitty, you need to use the Newborn Kitty Robot Controller (Fig. 9). NOTE: To program your Newborn Kitty, always hold the Robot Controller so that it faces towards the Newborn Kitty's eyes (Fig. 10, 11).

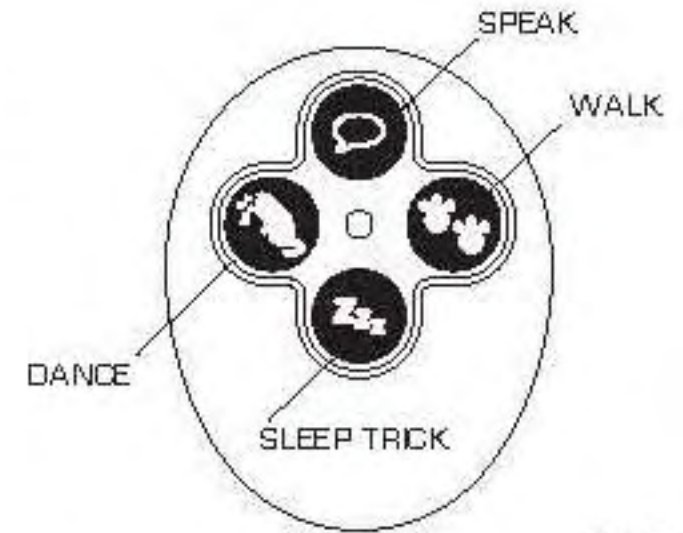


Fig.9

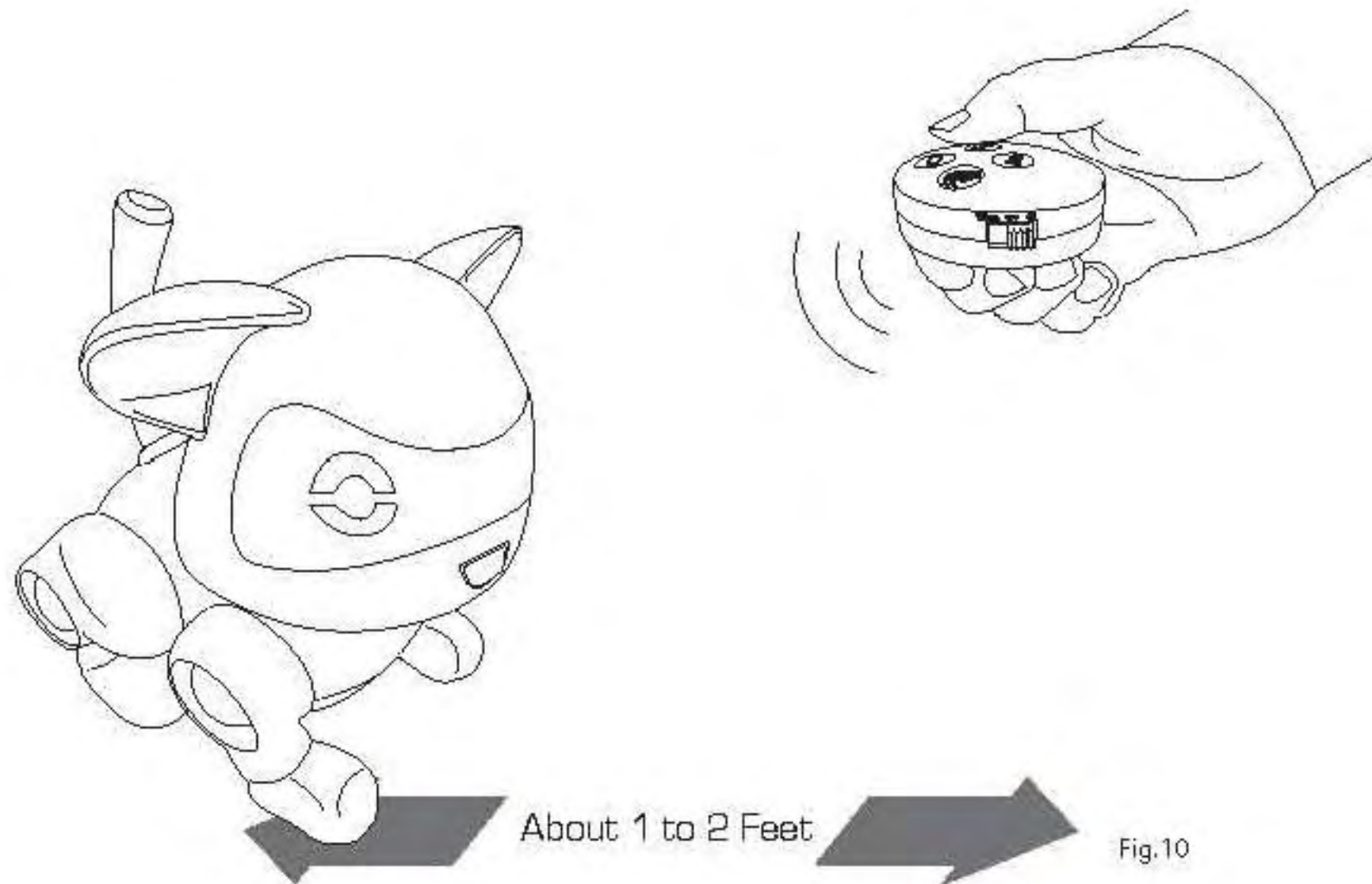


Fig.10

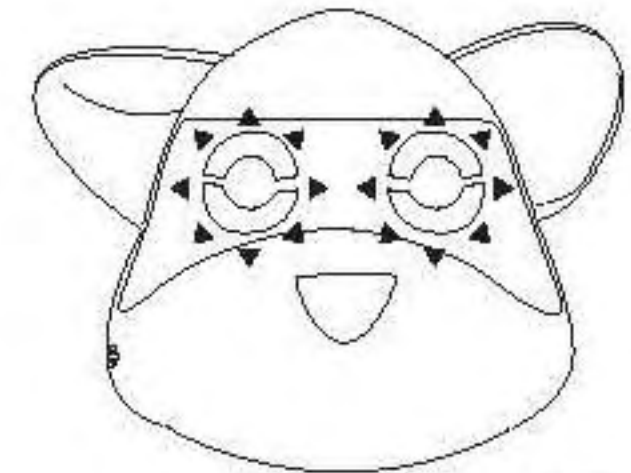


Fig.11

Newborn Kitty's eyes flash when she receives a command from the Robot Controller.

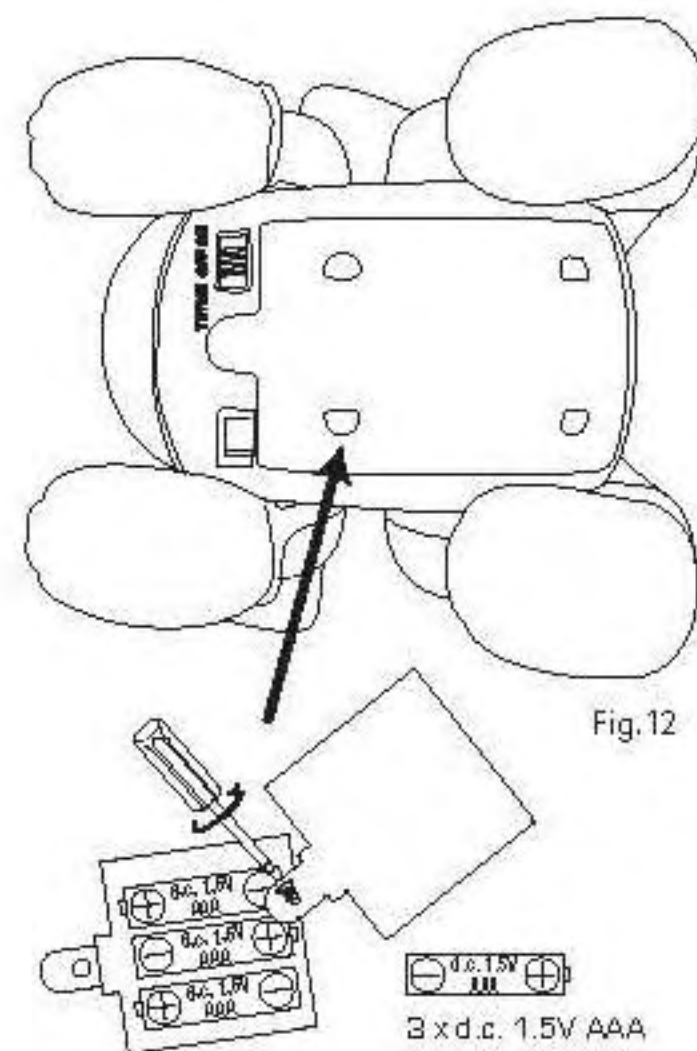
Here is a list of Tekno's tricks and how to control his actions

Trick Name	What Newborn Kitty's Will Do	How To Program Him	How To Make Him Do The Trick	How To Make Her Stop
Speak	Meow on your command.	Press the SPEAK button on the Robot Controller [Fig. 9]. Newborn Kitty's eyes will flash.	Yell Newborn Kitty's name or clap your hands. Your Newborn Kitty will meow each time she hears a noise.	Pat her on her head or touch her nose and she will return to normal play.
Walk	Move forward on command.	Press the WALK button on the Robot Controller [Fig. 9] Your Newborn Kitty's eyes will flash.	Yell Newborn Kitty's name or clap. Newborn Kitty will walk each time.	Pat her on his head and he will return to normal play.
Sing & Dance	Play music and move in an animated pre-programmed pattern with the music. She will perform to one of two different songs	Press the DANCE button on the Robot Controller [Fig. 9]. Newborn Kitty's eyes will flash.	Yell Newborn Kitty's name or clap. Newborn Kitty will start to sing & dance.	Pat her on her head, touch her nose, or wait for when she has finished her routine [about one minute]. Your Newborn Kitty will return to normal play when he completes his performance.
Sleep	Go to sleep	Press the SLEEP button on the Robot Controller [Fig. 9] Your Newborn Kitty's eyes will turn to the 'rectangular' eye slits, then start to snore and her eyes will shut off, she will be asleep.		You can wake her 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.

Replacing the Newborn Kitty's Batteries

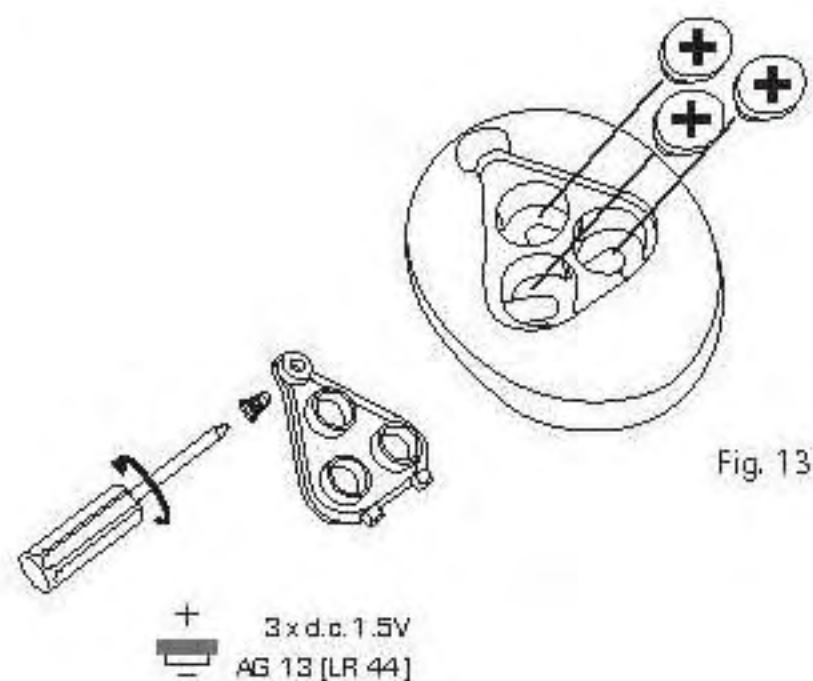
Your Newborn Kitty runs by battery power. When her batteries are low, she will not respond to any of your commands. To replace the batteries, unscrew the small screw on the Battery Door on the Newborn Kitty's belly. Pull the Battery door out. Replace the batteries in the orientation shown. **USE ONLY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

Replace and secure the battery door on the Newborn Kitty belly [Fig. 12].



Replacing Newborn Kitty Robot Controller Batteries

IMPORTANT: Only adults should replace the batteries. Loosen the screw using a Phillips screwdriver. Lift the battery compartment cover open. Note that the screw will stay attached to the compartment cover. Remove the exhausted batteries. Install 3 button cells with the plus (+) sign facing up (Fig. 13). Replace the battery cover and use a Phillips screwdriver to secure the screw. The battery compartment cover should be properly secured before a child reuses this product. Keep all batteries away from small children.



BATTERY INFORMATION:

IMPORTANT: Only adults should replace batteries!

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

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Trouble shooting

Difficulty	Solution
The Newborn Kitty does not respond to me when I call her	<ul style="list-style-type: none"> ■ You are speaking too low. ■ Try to get closer to him, speak louder, or clap your hands. He is always listening. ■ The environment is too dark. Put it in the light for energy. He is always listening. ■ Replace Newborn Kitty with new batteries.
The Newborn Kitty does not seem to "eat" his Fish treat	<ul style="list-style-type: none"> ■ Make sure that you place the Fish Treat in front of his face with the metal pin facing towards his mouth. You will feel it stick in place.
The Newborn Kitty does not respond when I press any buttons on this Robot Controller	<ul style="list-style-type: none"> ■ You are not pointing the controller at the Newborn Kitty's eyes. ■ Place the controller about 12 inches in front of his eyes and try again. ■ If this does not work, try replacing the batteries in the Newborn Kitty and the Robot Controller.

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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