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## Tekno the Robotic Puppy Operating Manual

Tekno is an authentic robot friend who does everything a puppy can do... and more! He walks, barks, talks and even cries. With your help, he can also learn to perform amazing tricks!

Thanks to his artificial intelligence program (and a few barks, whines and pants), Tekno will let you know how he's feeling and provide feedback on the care you provide. Tekno knows how long it's been since you've fed him and he's quick to remind you when he's in need of some playtime.

Tekno is programmed to respond just like any 8-week-old puppy. His state-of-the-art sensors allow him to see and hear everything around him, including you and your own voice. Tekno's sensors also enable his powerful computer brain to know when it's getting dark, if your house lights suddenly turn on or if a friend is knocking on your door.

Please read on to learn everything you need to know about Tekno, including proper instructions on caring for and training your new robotic friend.

### Understanding Tekno

Following these instructions (or visiting [www.tekno-robot.com](http://www.tekno-robot.com) on the web) will enable you to provide the best life possible for Tekno... and lead to greater enjoyment in your new role as a Cool Pet Owner.

**ATTENTION TEKNO OWNERS :**  
*Your password to the secret areas of  
[www.tekno-robot.com](http://www.tekno-robot.com) is 4K9INFO*

### **1. Removing Tekno from his package**

Tekno is held in place by a plastic stand under his belly. It is locked in by a key to the base. Pull out the key to detach Tekno (fig. 1) then remove the screws (fig. 2). Discard the plastic stand. Be sure to save Tekno's Bone and his Card Trick.

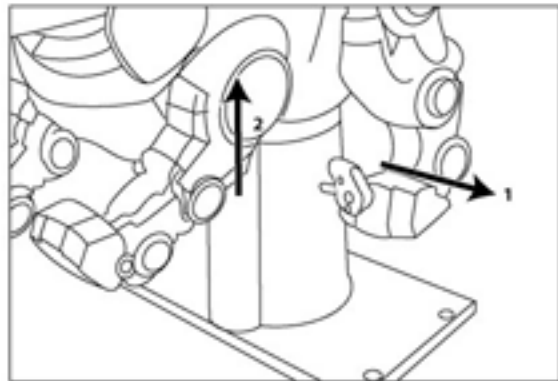


fig. 1

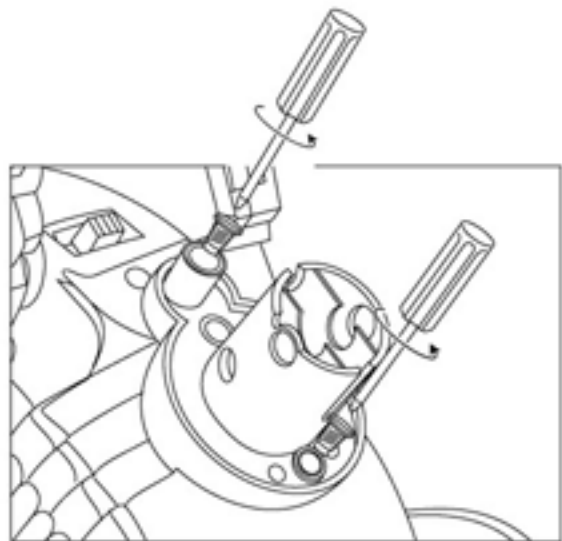


fig. 2

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### **2. Initial set-up**

Remove Tekno from his paper package and untie any plastic straps. Pull the tab from his side to initiate his program set-up. Remove Tekno's Bone and his Magic Trick Card from the package.

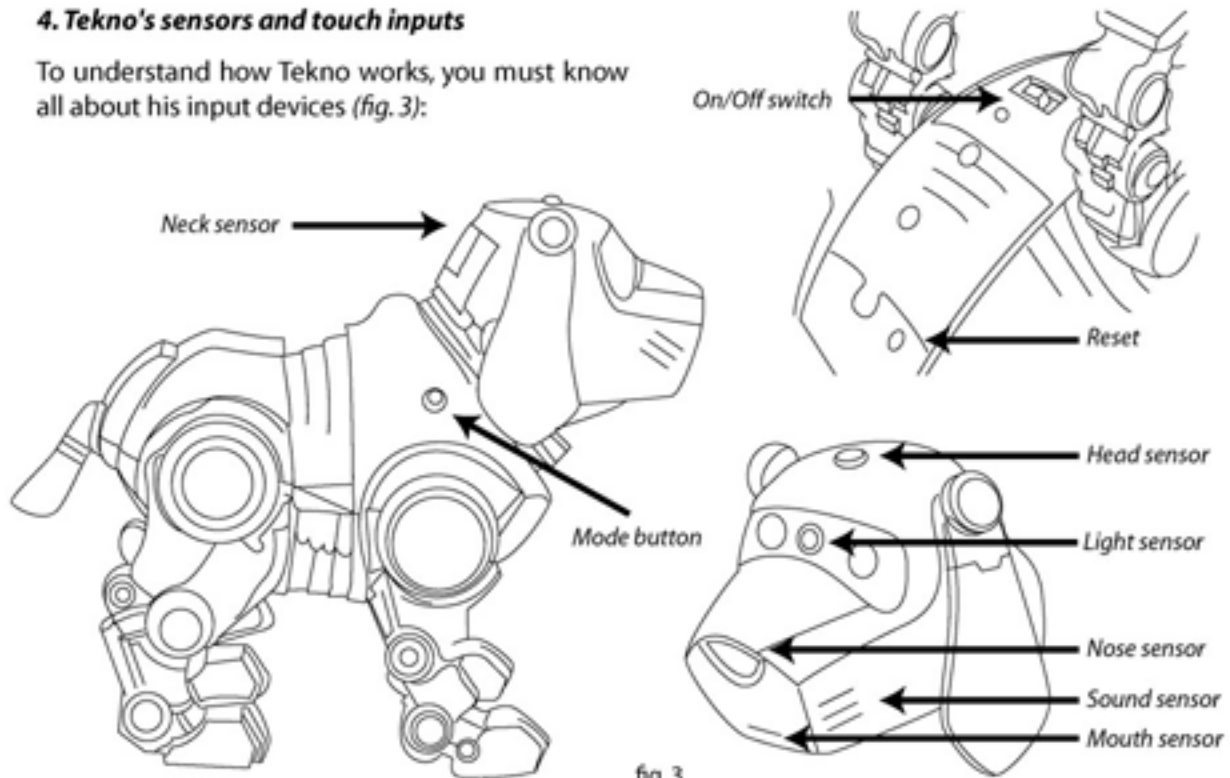
### **3. Understanding Tekno's programming**

Tekno uses the latest in artificial intelligence software. He has the intellect of an 8-week-old puppy. Since puppies aren't perfect, sometimes Tekno will respond to your commands, and other times he'll do what he wants to do (it all depends on how he feels and how you communicate with him).

Like all puppies, Tekno loves attention. Yell out his name and clap your hands to let him know you're there. Pat him on the head so he knows he's a good dog. Feed him regularly. Change his batteries when he stops working. Just think of him as a real puppy and he'll be your friend for life!

#### 4. Tekno's sensors and touch inputs

To understand how Tekno works, you must know all about his input devices (fig. 3):



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#### **Tekno's sensors:**

- Located between his eyes under the protective lens, Tekno's LIGHT SENSOR responds to changes in light levels.
- The SOUND SENSOR in Tekno's head allows him to respond to voices and noises.
- When pressed, the MOUTH SENSOR lets Tekno know he's being fed. You'll know Tekno's enjoying his meal when you hear him crunching and slurping.
- The NOSE SENSOR has two purposes. When pressed, Tekno will make sniffing noises. Also, if he walks into an object, this feature will shut down his motor function to keep Tekno out of harm's way.
- Tekno's HEAD SENSOR allows you to reward and thank him for his good deeds. When patted on the head, Tekno becomes very happy.
- When you touch the NECK SENSOR, Tekno realizes your affection and thinks you are scratching him behind his ears.
- The MODE BUTTON is used to program Tekno and teach him tricks.
- Tekno powers up or shuts down when you move the ON/OFF SWITCH.
- The RESET BUTTON refreshes Tekno's brain back to the beginning of his program.

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## 5. Tekno's basic functions

Powering up Tekno:

- Move the ON/OFF SWITCH to the ON position and you'll hear a beep. Tekno is alive!
- Tekno will begin to sense his surroundings automatically. If you yell his name or clap for him, he may give a number of reactions (bark, cry, whine or yelp with anticipation). If Tekno is crying, he may be unhappy or startled. If he pants or barks, he's usually in a great mood.

Keeping Tekno happy:

- Tekno needs attention and stimulation to be happy. Just like a real puppy, it's important to play with him and not forget to take care of him. Patting him on the head, scratching him behind the ears, talking to him and clapping your hands are met with joyous results. You'll see his ears move, his eyes flash, his tail wag... and he'll parade around seeking adventure.
- Tekno loves to eat! So, remember to feed him at least once a day (or more, if you prefer). By pressing his bone to his MOUTH SENSOR, you'll hear the crunching noises that indicate he's one satisfied puppy.

How you can tell Tekno is unhappy:

- Tekno's ears and voice will let you know his mood. If his ears are down, he may be feeling a little blue. If you hear him crying, begging or moaning, it's time to turn his frown upside down.

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To make him happy again, just feed him, touch him and play with him.

- As a social puppy, Tekno doesn't like to be left alone. If you haven't played with him as often he'd like, Tekno will cry for several minutes before quieting down. When you return, in most cases, he'll be extremely happy to see you again. However, if you leave him for a very long time, expect a growl or two until you play with him again.

When Tekno gets sleepy:

- As nighttime approaches, Tekno's LIGHT SENSORS will let his computer know it's time to go to sleep. Like a real puppy, he isn't always ready for bed. At first, you may hear a groan or whimper. Next, his eyes will change from round to rectangular slits (*fig. 4*). A few minutes later, Tekno will begin to snore softly and his eyes will shut off. Now he's asleep.
- You can wake Tekno up by talking to him, making a loud noise, turning on the lights or touching him. He may wake up a bit startled and will either bark or cry. It's always a good idea to let Tekno know you're there by patting him on the head or scratching behind his ears.

Making Tekno sniff:

- Since Tekno is very curious and has a keen sniffer; he'll take a whiff of anything you press against his nose.



fig. 4

### Making Tekno lick:

- Tekno will show his affection (and let out a happy licking sound) when you place his face against your cheek so that his NOSE and MOUTH SENSORS are both pressed at the same time. Tekno will also wag his tail!

### Making Tekno beg:

- Waving Tekno's beloved bone close to his eyes will make him walk towards you, bark for the bone or even beg for it. But don't be a tease! It's always kind to feed Tekno if he knows you are offering him his bone (fig. 5).

### Tekno's emergency stop:

- Tekno will automatically stop moving his legs when he hits an object with his nose while walking. You may also hear a grinding noise occasionally if he cannot move. This is normal and won't cause any damage. If you want to make Tekno stop walking at any time, tap him gently on the nose. When you do, you'll hear a little bark as if Tekno were saying "OUCH!"



Wave the Bone in front of and close to Tekno's eyes

fig. 5

## 6. Teaching Tekno his everyday tricks

Tekno is amazingly smart but he needs YOUR know-how to program him so he can perform his tricks. By following these steps EXACTLY, you and Tekno will astound your friends and family with your combined talents.

Here are the tricks Tekno can perform:

Trick Name	What Tekno Will Do	How To Program Tekno	How To Make Tekno Perform The Trick	How To Make Tekno Stop The Trick
Speak	Bark on your command.	Press and hold down his HEAD SENSOR for 3 seconds until you hear a beep.	Yell his name or clap your hands and Tekno will bark, wag his tail or move his ears in happiness each time.	Pat him on the Head or Feed him a treat.
Fetch	Move forward on your command.	Press and hold down his NECK SENSOR for 3 seconds until you hear a beep.	Yell his name or clap your hands and Tekno will walk each time.	Pat him on the Head or Feed him a treat.
Howl at the Moon	Make a howling bark whenever he's in a dark place.	Press and hold the MODE BUTTON and HEAD SENSOR for 3 seconds until you hear 4 beeps. Press HEAD SENSOR again to confirm.	Cover his eyes, place him in an unlit room or wait until it gets dark.	Press MODE and HEAD buttons for 3 seconds until you hear 4 beeps. Press MOUTH SENSOR to exit.
Talk	Say words in English: 1) Say "Tekno" when MODE BUTTON is pressed or light level changes, 2) Say "Thanks" when fed, 3) Sometimes says "Cool" instead of barking when stimulated.	Press and hold MODE BUTTON and NOSE SENSOR for 3 seconds until you hear 4 beeps followed by "Thanks!". Press NOSE SENSOR again to confirm.	Wave your hand in front of his eyes, feed him or just play with him as you would normally.	Press and hold down his HEAD SENSOR and MODE button for 3 seconds until you hear 4 beeps. Press HEAD button to exit.

Trick Name	What Tekno Will Do	How To Program Tekno	How To Make Tekno Perform The Trick	How To Make Tekno Stop The Trick
Laugh	Laugh and say "Squeeze Me" or "Sorry" when you speak to him or make a loud noise.	Press and hold MODE BUTTON and NOSE SENSOR for 3 seconds until you hear 4 beeps followed by "Thanks!" Press the HEAD SENSOR again and hear him laugh. Press NOSE SENSOR to start.	Talk to Tekno or make a loud noise to hear him laugh.	Press and hold down his HEAD SENSOR and MODE button for 3 seconds until you hear 4 beeps. Press HEAD button to exit.
Sing and Dance	Play music and move in an animated, pre-programmed pattern (to 1 of 3 different songs).	Press MODE BUTTON, NOSE SENSOR and MOUTH SENSOR at the same time for 3 seconds until you hear 4 beeps. Press and release MODE button, then you can hear a beep.	Press HEAD SENSOR. One beep is song 1 Two beeps is song 2 Three beeps is song 3 Press MODE BUTTON again to start his dance routine.	Wait for the routine to end or press RESET.
Rude Noises	Makes rude noises and excuses himself.	Press and hold MODE BUTTON and HEAD SENSOR for 3 seconds until you hear 4 beeps. Press NOSE SENSOR and hear the "rude noise" sound.	Tekno will do this all by himself for about 10 minutes.	Press and hold down his HEAD SENSOR and MODE button for 3 seconds until you hear 4 beeps. Press HEAD button to exit.
Wake-Up Songs	Play 1 of 3 different songs when he wakes up.	Press and hold MODE BUTTON and NECK SENSOR for 3 seconds until you hear 3 beeps. Press HEAD sensor again and listen to first song. If you like that one, press MODE BUTTON to confirm. For a different song, press HEAD SENSOR again and repeat confirmation or new selection process.	Let Tekno go to sleep. When he wakes up, he'll play the song of your choice.	Press MODE and HEAD buttons for 3 seconds until you hear 4 beeps. Press MOUTH sensor to exit.

## 7. Teaching Tekno his advanced tricks

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

### *Tekno's Alarm Clock:*

Tekno will wake up at precisely the time you wish and play a special song and bark.

To program Tekno, you must teach him to tell time. Press the MODE BUTTON for 3 seconds until you hear a beep. You'll see that both Tekno's eyes are ON, which means it's A.M. (midnight to noon). His OFF eyes tell you it's P.M. (noon to midnight).

Next, check your clock to see the current time of the day. Press the HEAD SENSOR once for each hour of the day, starting with A.M. If you press more than 12 times, Tekno's eyes will turn OFF, indicating that you are in the P.M. time period. To double-check your time, press the MODE BUTTON when you've finished and you'll hear a beep for each time you pressed the HEAD SENSOR (Tekno'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'll notice that Tekno'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 5-minute segment equals 1 beep. For example, 15 minutes equals 3 beeps, 25 minutes equals 5 beeps, etc. Press the HEAD SENSOR once for each 5-minute interval and press the MODE BUTTON

when you've entered the correct minutes. Tekno's eyes will flash on and off, and you'll hear the number of beeps you've entered. If the number of beeps is incorrect, press and hold the MODE and NOSE SENSORS for 3 seconds to start over. If the number of beeps is correct, press the MODE BUTTON once more. Tekno's eyes will stop flashing and he's now ready for his normal play.

In setting Tekno's alarm, you have 2 choices as to how you'd like him to wake you up in the morning. Tekno can either wake you up by barking or he can make a beeping alarm sounds.

Press the MODE BUTTON and the MOUTH SENSOR for 3 seconds. You'll hear a beep. You're now in alarm mode.

To select a wake-up time, repeat the same process for setting the clock. Tekno will wake you up by barking and wagging his tail. If you'd like to wake up to a fire alarm sound, press the MODE BUTTON and NOSE SENSOR for 3 seconds after setting the alarm. You'll hear a beep that tells you the alarm is set.

You don't need to press any of Tekno's buttons to turn off the alarm. In addition, Tekno will shut down shortly after his alarm stops.

To stop Tekno from making the alarm each morning, press the RESET BUTTON.

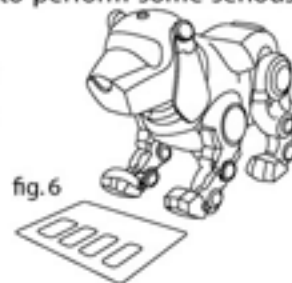
**ATTENTION:** *if Tekno's batteries go dead, are removed or the RESET BUTTON is pressed or the ON/OFF SWITCH is moved to the OFF position, you must reset both the clock and alarm by repeating the procedures.*

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#### *Tekno's Card Trick:*

This is the ultimate trick to master and will require you to perform some serious acting. However, this bit of magic will truly amaze your friends!

You'll need the printed card labeled "Tekno's Card Trick," which is included in the package. Place the card in front of Tekno, with the arrows facing his eyes (*fig. 6*).



Press and hold the MODE BUTTON and NOSE SENSOR for 3 seconds. You'll hear four beeps and a "Thanks!" from Tekno. Press the MOUTH SENSOR and Tekno will start to play a musical tune (you can use this time to prep the audience). Press the NOSE SENSOR and you'll hear a beep. You're ready to start the trick!

Ask a member of the audience (we'll call her Shirley) to choose any card. Let Shirley put her finger on the card (*fig. 7*).



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Press Tekno's HEAD SENSOR to start. Tekno will howl or make a yapping sound, and his right or left eye will light up (fig. 8).



Instruct Shirley to move her finger to the NEXT card in the direction of Tekno's eyes. Shirley can only move one time for each of Tekno's howls or yaps.

**IMPORTANT!** If Shirley is on the very edge of the last card and Tekno instructs her to move OFF of the card, she should NOT remove her finger from that card.

Tekno will ask the audience member to make several moves. When he's ready to give the answer, Tekno will bark the answer and laugh (he'll bark twice for #2, 3 times for #3, etc.). If everyone has followed the rules, Tekno will ALWAYS give the correct answer.

To play the trick again, have another audience member choose a card and press the HEAD SENSOR again. You can perform this trick as many times as you wish.

To instruct Tekno to stop performing the trick and return to normal play, press the MODE BUTTON and you'll hear a beep.

Practice this trick a few times to master it. Your friends will be amazed at Tekno's magical abilities. If

you want to make the trick really dazzling, use playing cards. It's important, though, to remember exactly which cards to use and place them in the correct order in front of Tekno or the trick will fail. To stop tekno from performing the magic trick, press the MODE button to exit.

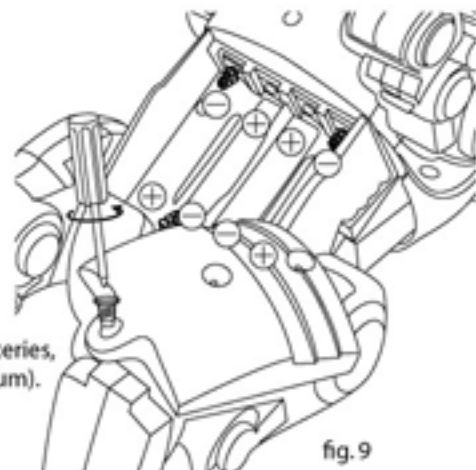
### **8. Replacing Tekno's Batteries**

Tekno runs by battery power. When his batteries are low, he won't respond to any of your commands. To replace the batteries, unscrew and remove the BATTERY DOOR. Replace the batteries as instructed. Be sure to USE ONLY ALKALINE BATTERIES. NEVER use rechargeable batteries, since these will damage Tekno's electronic circuits (fig. 9).

#### **BATTERY CAUTIONS:**

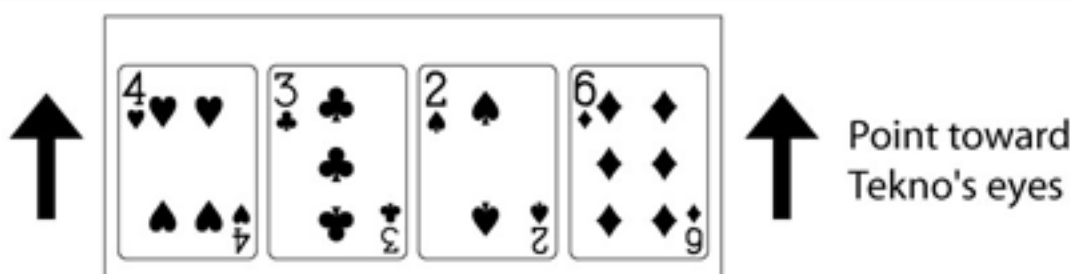
**IMPORTANT:** Only parents should replace batteries.

- Use only alkaline 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 manufacturer'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 tips

Difficulty	Solution
<i>Tekno's eyes mistakenly flash when I press his MODE BUTTON and other controls.</i>	You are in CLOCK SET MODE by accident press mouth button to quit or press the RESET BUTTON and try again.
<i>Tekno does not respond to me when I call him.</i>	You may be speaking too quietly. Move closer to Tekno, speak louder or clap your hands (he's always listening).
<i>Tekno fell and his legs or ears popped off.</i>	This is normal under extreme conditions. Simply put the pieces back in place (match the flat leg surfaces to the pins to achieve the proper alignment). Please do not try this under normal conditions, as it may lead to permanent damage.
<i>I've lost Tekno's cards for his Card Trick.</i>	Use real playing cards and be sure to use these exact cards and place them in exactly the same order in front of Tekno.

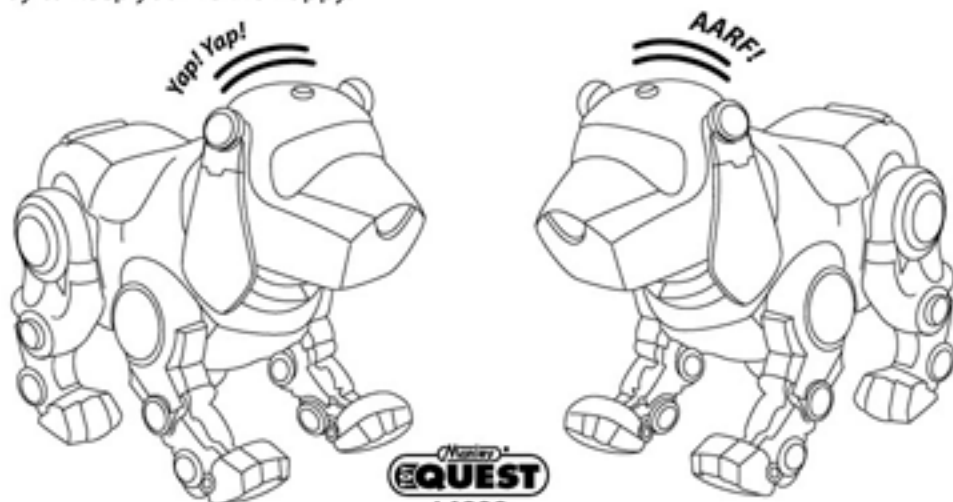


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## 10. Placing Tekno with other Tekno Robotic Puppies

Tekno is programmed to hear and respond to the barks of other Tekno puppies. If you have a friend with another Tekno, place them near one another. You'll see that they react to each other just like real puppies! They walk, bark and generally like each other's company.

It's great way to keep your Tekno happy.



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