BABY

KITTY™

THE TEKNO NEWBORN KITTEN

OWNERS MANUAL

www.tekno-robot.com

QUEST

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Baby Kitty Operating Manual

The Institute of Robotic Technology has created a new friend for the Original Kitty the Robotic Kitten. It's a baby Kitty -- and she has new tricks and talents!

Thanks to her artificial intelligence program, *(and a few meows, whines, and pants!)* Baby Kitty will let you know how she's feeling and provide feedback on the care and attention you provide. Baby Kitty knows how long it's been since she's been fed or how long it's been since you've played with her. With her state-of-the-art sensors, Baby Kitty can 'see' and 'hear' everything around her -- she even has a sense of 'touch'. Her powerful computer brain can determine if it is getting dark, if the lights in the house suddenly turn on, if someone is talking to her, if there is a loud noise *(like a knock at the door)*, if she is holding her Cat Toy in her mouth, or if you are petting her on the back!
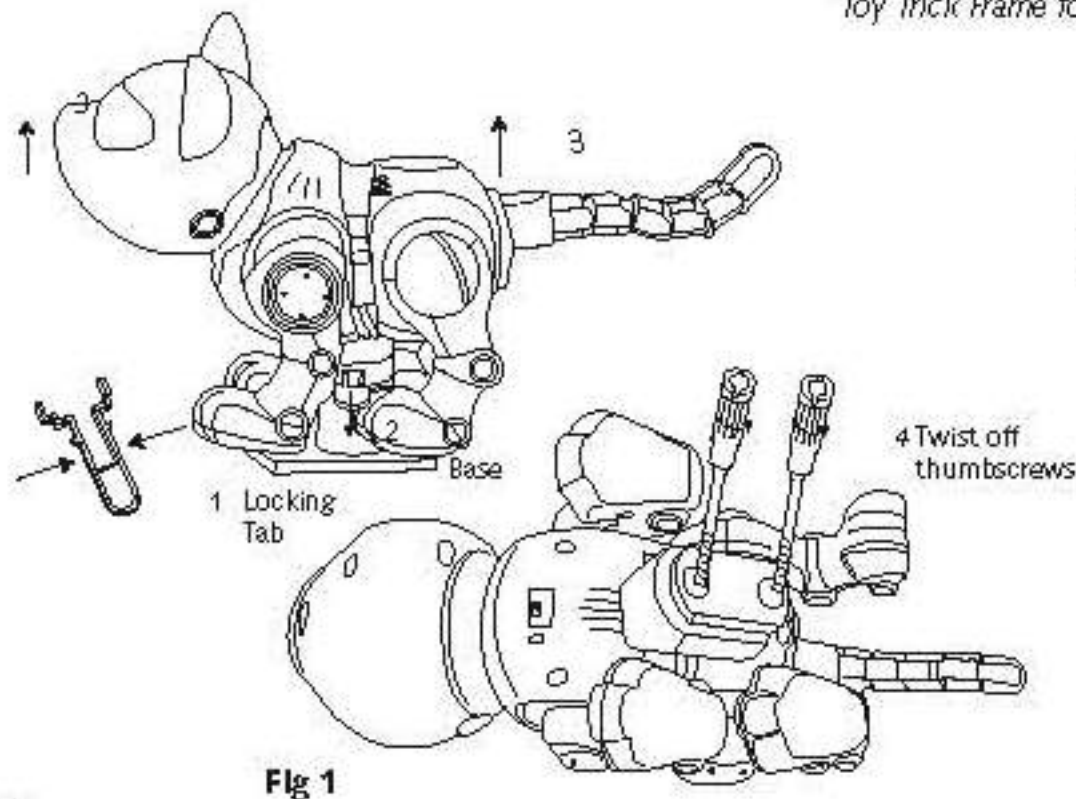
Please read on to learn everything you need to know about Baby Kitty, including proper instructions on caring for and training your new robotic friend.

Understanding Baby Kitty

Following these instructions *(or visiting www.tekno-robot.com)* will enable you to provide the best life possibilities for Baby Kitty... and lead to a greater enjoyment in your new role as Cool Pet Owner.
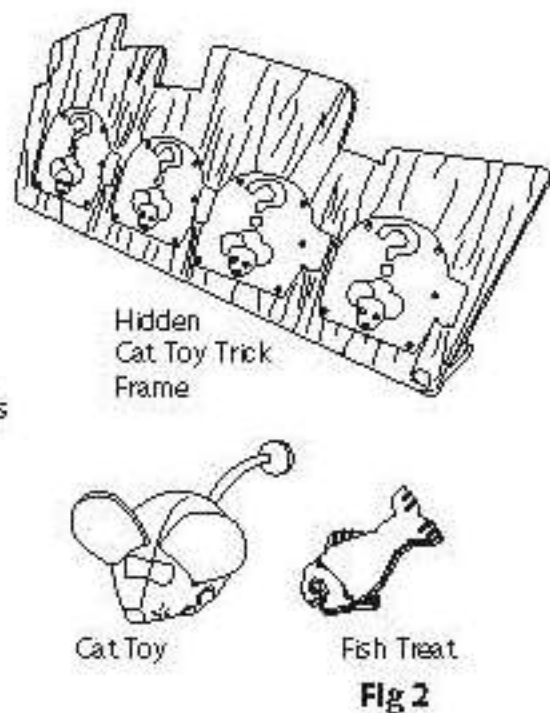
1. Removing Baby Kitty From The Package

Baby Kitty is held in place by a plastic column under her belly. Remove all the plastic ties from the package. Pull the locking tab out from the plastic column (Fig 1) and discard it. Pull Baby Kitty up and out of the base.

Turn Baby Kitty upside down and you will see two thumbscrews. After you remove these thumbscrews, the plastic column will detach from Baby Kitty's belly. Discard the column, the tool and the two thumbscrews.

IMPORTANT: *Save Baby Kitty's Cat Toy and Hidden Cat Toy Trick Frame for later use (Fig 2).*

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Hidden Cat Toy Trick Frame

4 Twist off thumbscrews

1 Locking Tab

Base

Fig 1

Cat Toy

Fish Treat

Fig 2

2. Initial Set Up

After Baby Kitty is free from her package, remove the pull tab from her bottom (Fig 3) to begin her program set up. Turn the ON/OFF switch off and then on again. When you hear a 'beep' it means Baby Kitty has come to life!
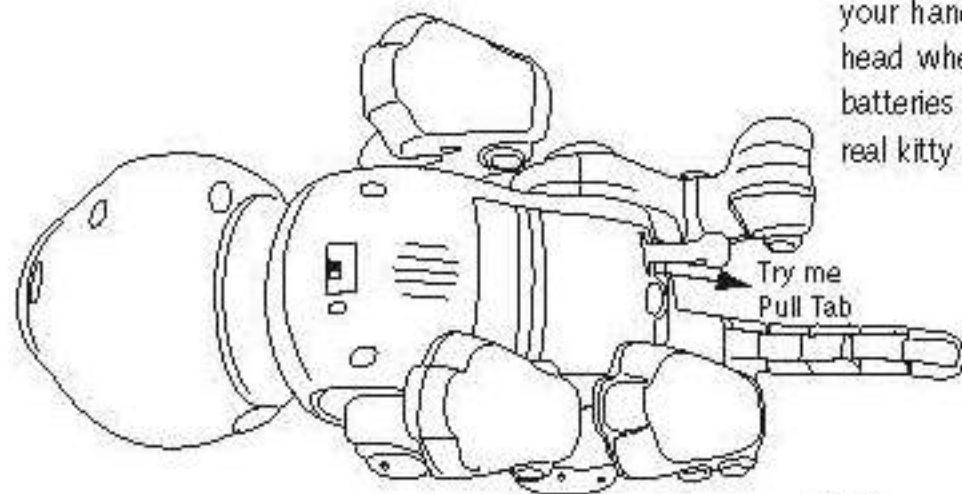
3. Understanding Baby Kitty's Software Programming

Baby Kitty uses the latest in artificial intelligence software. She has the intellect of an 8 days old kitten. Kittens aren't perfect and neither is Baby Kitty. She can have a mind of her own. Sometimes Baby 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.

Baby Kitty loves attention. Yell out her name and clap your hands to let her know you're there. Pat her on the head when she is good. Feed her regularly. Change her batteries when she stops working. Just think of her as a real kitty and she'll be your friend for life!

Try me
Pull Tab

Fig 3

4

4. Baby Kitty's Sensors And Touch Inputs

To understand how Baby Kitty works, you must know about her input devices. (Fig 4)

Touch Sensor

Light Sensor

Nose Sensor

Sound Sensor

Mouth Sensor

Mode Button

Magnetic Sensor
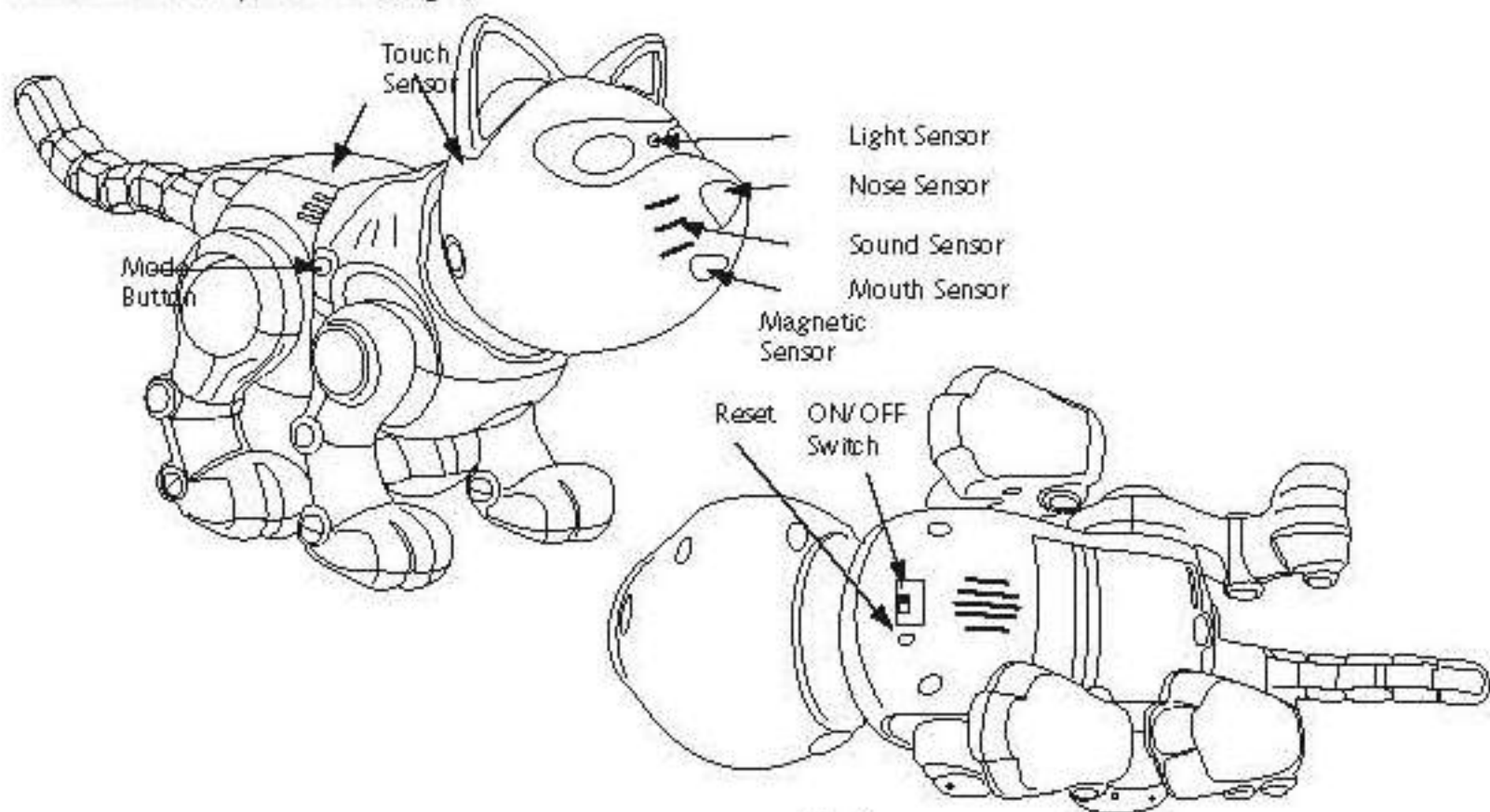
Reset   ON/OFF Switch

Fig 4

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

The **SOUND SENSOR** in Baby Kitty's head allows her to respond to voices and noises

When pressed, the **MOUTH SENSOR** let's Baby Kitty know she's being fed. You'll know she's enjoying her meal when you hear the slurping sounds!

The **MAGNETIC SENSOR** is located on Baby Kitty's mouth. It allows her to recognize that she is holding her Cat Toy to her mouth.

The **NOSE SENSOR** has two purposes. When pressed, Baby Kitty will make *sniffing* noises. If she walks into an object, the sensor will shut down her motor function to keep her out of harm's way.

Baby Kitty has a **TOUCH SENSOR**: The sensor is used to reward and thank Baby Kitty for her good deeds. When you pat her on the head or rub her on the top of her back, she becomes very happy.

The **MODE BUTTON** is used to program Baby Kitty to do her tricks.

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

The **RESET BUTTON** refreshes Baby Kitty's memory back to the beginning of her program. Located between her eyes under the protective

lens, Baby Kitty's **LIGHT SENSOR** detects changes in light levels.

The **SOUND SENSOR** in Baby Kitty's head allows her to respond to voices and noises

When pressed, the **MOUTH SENSOR** let's Baby Kitty know she's being fed. You'll know she's enjoying her meal when you hear the slurping sounds!

The **MAGNETIC SENSOR** is located on Baby Kitty's mouth. It allows her to recognize that she is holding her Cat Toy to her mouth.

5. Baby Kitty's Basic Functions

Powering Up Baby Kitty

Move the On/Off switch to the 'On' position. You will hear a 'beep'. Baby Kitty is alive!

Baby Kitty will begin to sense her surroundings automatically. If you yell her name or clap for her, she may give any number of reactions. She may meow, cry, or purr with anticipation. If Baby Kitty is crying, she may be unhappy or startled. If she meows or purrs, she's usually in a great mood.
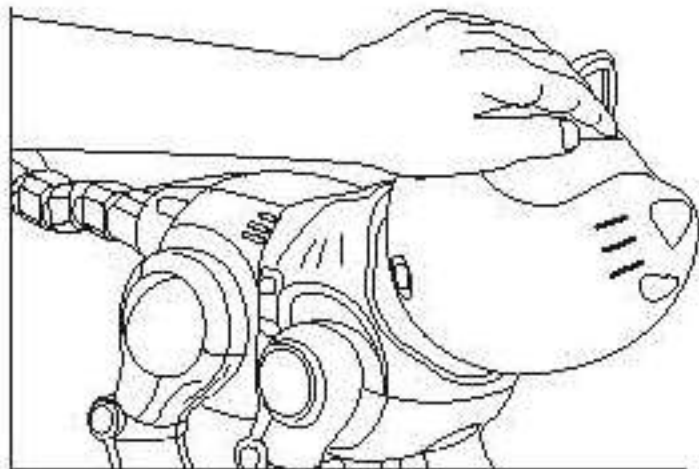

Fig 5

Keeping Baby Kitty Happy

Baby Kitty needs attention and stimulation to be happy. Just like a real kitty, it's important to play with her and not forget to take care of her. Petting her on the back or talking to her are met with joyous results. You will see her head turn, her tail wiggle, her eyes flash, and she will walk slowly or quickly depending on her mood.

Baby Kitty loves to eat! So, remember to feed her at least once a day *(or more if you prefer)*. You can feed her by pressing her Fish Treat to her **MOUTH SENSOR**. You will hear slurping noises that indicate she's one satisfied feline. Your Baby Kitty loves to be petted on the head and back. Simply touch or run your fingers over the top of her head (Fig **5**) and she will purr with appreciation every time!

How You Can Tell Baby Kitty Is Unhappy

Baby Kitty's voice will let you know. If you hear her crying, you know that she is very unhappy. To turn that frown upside down, just feed her, pet her on the back, talk to her, or play with her. Baby Kitty is a social Kitty. She does not like to be left alone. If you haven't played with her as often as she'd like, Baby Kitty will cry for several minutes before quieting down. When you return, in most cases she will be extremely happy to see you again

When Baby Kitty Gets Sleepy

Baby Kitties can get pretty tuckered out during the course of a day. From time to time , you may hear Baby Kitty give out a 'yawn'.

As nighttime approaches, Baby Kitty's **LIGHT SENSORS** will let her computer know it's time to go to sleep. Like a real kitty, she isn't always ready for bed. At first you may hear a yawn or whimper. Her eyes will change from the half round to rectangular slits (Fig 6).

A few minutes later, Kitty will start to softly snore and her eyes will shut off. She is now asleep.
You can wake Baby 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 Baby Kitty know you are there by petting her on the back.

Awake   Sleepy

Fig 6

Making Baby Kitty Sniff

Since Baby Kitty is very curious and a keen sniffer, she'll take a whiff of anything that you press against her nose.

Playing With Her Cat Toy

Baby Kitty has a special Cat Toy that she can hold in her mouth. Place the Cat Toy with the flat side onto her mouth (Fig 7).

She will immediately begin making cute 'meowing' sounds and try to get you to play with her. She will walk, meow, and move her head to try to get you to take the Cat Toy from her. You can even tease her with the Cat Toy by putting it to her mouth and moving it away quickly. It's always nice to give her the Cat Toy for a while after teasing her!

Baby Kitty's Emergency Stop

Baby Kitty will automatically stop moving her legs when she hits an object with her nose while she is walking. You may also hear a grinding noise occasionally if she cannot move. This is normal and will not cause any damage. If you want to make Baby Kitty stop walking at any time, press her Nose. You will hear a little Meow as if Baby Kitty were saying 'OW!' ... so be gentle!
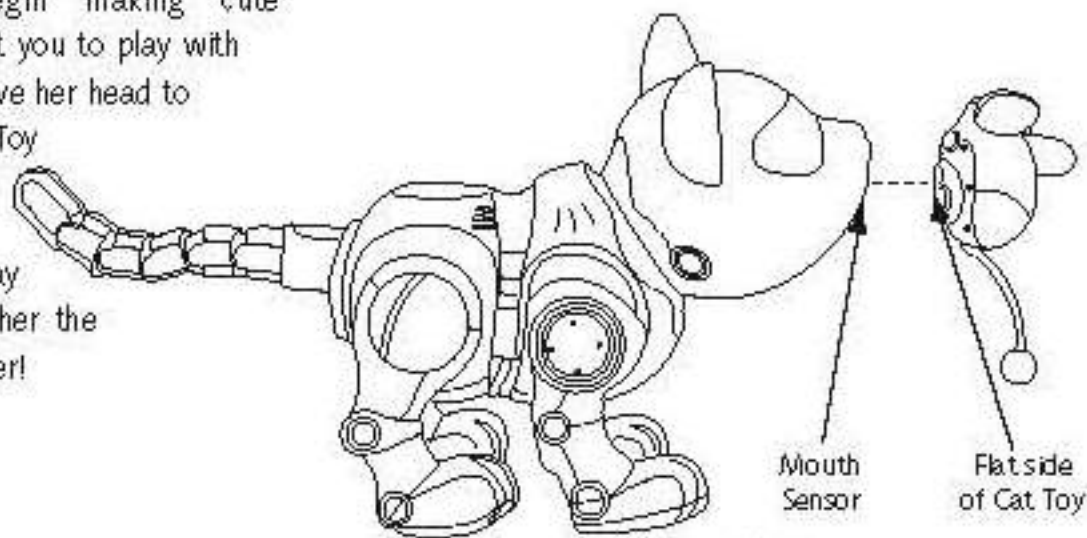
Mouth Sensor

Flat side of Cat Toy

Fig 7

6. Teaching Baby Kitty Her Everyday Tricks

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

Trick name	What Baby Kitty will do	How to program Baby Kitty	How to make Baby Kitty do the trick	How to make Baby Kitty stop doing the trick
Talk	Say "Kitty" when you call her	Press and HOLD the MODE BUTTON and the MOUTH SENSOR at the same time for 3 seconds until a `beep` is heard.	Clap your hands or ask her to speak.	Touch the Touch Sensor on the top of her head. Baby Kitty will Meow and return to normal play.
Pounce	Look around, then move forward and Meow on command.	Press and HOLD the MODE BUTTON and the TOUCH SENSOR at the same time for 3 seconds, 1 `beep` will be heard.	Yell her name or clap your hands. Baby Kitty will begin to move and walk each time.	Pat her on her head and she will return to normal play.

Trick name	What Baby Kitty will do	How to program Baby Kitty	How to make Baby Kitty do the trick	How to make Baby Kitty stop doing the trick
Sing and Dance	Play music and move in an animated, pre-programmed pattern (to 1 of 2 different songs).	Press and HOLD the MODE BUTTON and the NOSE SENSOR at the same time for 3 seconds until 1 'beep' is heard. Press the NOSE SENSOR again until 2 'beeps' are heard. And then, press the MODE BUTTON to confirm, a 'beep' will be heard.	One 'beep' is song 1. Two 'beeps' is song 2. Press MOUTH SENSOR to select the song, then press MODE BUTTON to confirm. Call out hear name or clap your hands to start the routine.	Wait for the routine to end or press RESET.
Rude Noise	Make 'Rude' noises.	Press and HOLD the MODE BUTTON and the NOSE SENSOR at the same time for 3 seconds until 1 'beep' is heard. Press the NOSE SENSOR until 2 'beeps' are heard. Press the NOSE SENSOR again until 3 'beeps' are hears. Press the MODE BUTTON to confirm.	Baby Kitty will do this all by herself for about 10 minutes.	Press and HOLD the MODE BUTTON and the TOUCH SENSOR until 4 'beeps' are heard. Press the NOSE SENSOR to confirm.

7. Teaching Baby Kitty Her Advanced Tricks

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

Alarm Clock

What Baby Kitty will do: Wake up and meow at precisely the time you wish.

How to program her: First, you need to teach Baby Kitty to tell time.

Press the **MODE BUTTON** for three seconds until you hear a "Beep" sound.

Press the **MOUTH SENSOR** one time and hear "TWO Beeps".

Press the **MODE BUTTON** and hear "ONE Beep".

You will see that both of Baby Kitty's eyes are **ON**. **ON** eyes mean **AM** (midnight to noon) Off eyes mean **PM** (noon to midnight).

Next, check your clock to see the current time of the day. Press the **NOSE SENSOR** one time for each of the hours of the day starting with **AM**. If you press more than 12 times, Baby Kitty's eyes will go **OFF** indicating that you are in **PM** time. Press the **MODE BUTTON** when you've finished. You will hear a beep for each time you pressed the **NOSE SENSOR** and Baby Kitty's eyes will be flashing. 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 Baby 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 one "beep". For example, **15** minutes would be **3** "beeps" **20** minutes would be **4** "beeps", etc. Press the **NOSE SENSOR** once for each 5 minute interval and 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 **RESET** to start over. If the number of beeps is correct, press the **MODE BUTTON** one more time .The Eyes will stop flashing and she's now ready for her normal play.

To set the Alarm

Press the **MODE BUTTON** for three seconds until you hear a 'Beep' sound.

Press the **MOUTH SENSOR** one time and hear "TWO Beeps".

Press the **MOUTH SENSOR** again and hear 'THREE Beeps'

Press the **MODE BUTTON** and hear "**ONE Beep**".

Next, press the **NOSE SENSOR** one time for each of the hours of the day starting with AM – just as you did when setting the clock. After you have pressed the **NOSE SENSOR** the correct number of times, press the **MODE BUTTON** and hear the number of 'beeps' entered and Baby Kitty's eyes will flash on and off. Press the **MODE BUTTON** again and hear one 'Beep'. Baby Kitty's eyes will be On.

Next, press the **NOSE SENSOR** as you did in the clock set using 5 minute intervals for each press of her nose. Press the **MODE BUTTON** to hear the number of beeps entered while her eyes flash again. Press **MODE BUTTON** again. Baby Kitty will now return to normal play.

You won't need to press any of Baby Kitty's buttons to get her to stop the alarm. She will turn the alarm off all by herself. If you want to stop Baby Kitty from making the alarm, press the **RESET BUTTON** or turn her On and Off.
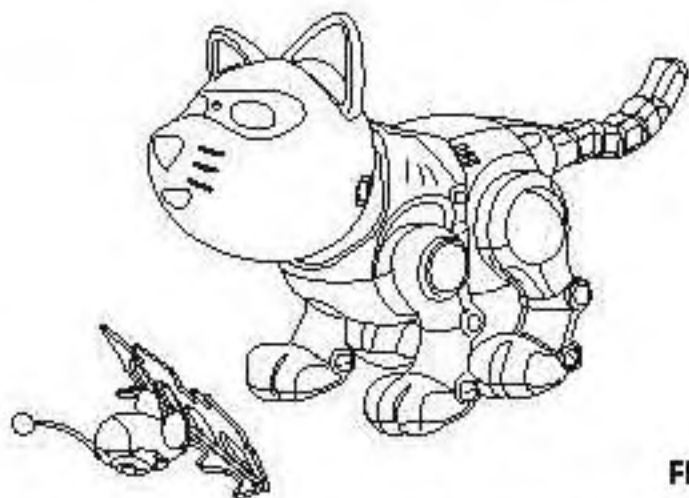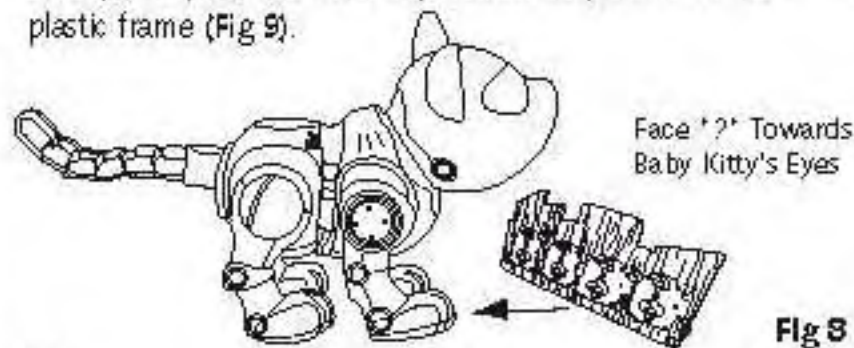
ATTENTION: *If Baby Kitty's batteries go dead, are removed or the* **RESET** *button is pressed, or the* **ON/OFF** *switch is moved to the* **OFF** *position, you must reset both the clock and the alarm by repeating the procedures.*

Baby Kitty's Hidden Cat Toy Trick

This is the ultimate trick to master. It will require you to do some acting but this bit of magic will truly amaze your friends! You will need the plastic frame and her Cat Toy. Place them in front of Baby Kitty with the Question marks *(?)* facing her eyes. **(Fig 8)**

Press and Hold the MOUTH SENSOR and the NOSE SENSOR for 3 seconds. You will hear four "beeps" and the word "**THANK YOU!**" Touch the **TOUCH SENSOR** on the top of her head and Baby Kitty will start to play a musical tune *(you can use the time to prep the audience)*. Press the **NOSE SENSOR** and you will hear a beep. You are ready to start the trick!

Ask a member of the audience *(we'll call her Shirley)* to place the Cat Toy behind any door of the plastic frame **(Fig 9)**.

Fig 9

Touch Baby Kitty's **TOUCH SENSOR** to start. Baby Kitty will make a Purr or Meow sound, and her right or left eye will light up **(Fig 10)**. Instruct Shirley to move the Cat Toy one space in the direction of Baby Kitty eyes.

Face "?" Towards Baby Kitty's Eyes

Fig 8

Move one door left   Move one door right   **Fig 10**

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Shirley can move the Cat Toy **ONLY ONE** space at a time for each Purr or Meow sound. **IMPORTANT:** *If Shirley is on the last space of the plastic frame and Baby Kitty instructs her to move* **OFF** *of the frame, she should* **NOT** *move off of the last space of the frame.*

Baby Kitty will ask the audience member to make several moves. When she's ready to give the answer, Baby Kitty will turn both of her eyes on and start to meow. She will tell you the number of times of a door that the Cat Toy is **NOT** behind. After she Meows a number of times *(1, 2, 3 or 4)* she will shake her head 'no'. So, if she Meows one time and shakes her head, you should open the door number one (Fig 11).

If she Meows two times and shakes her head, open door number two, and so on. If everyone has followed the rules correctly, the last door up will **ALWAYS** have her Cat Toy behind it. Baby Kitty will Meow with joy *(tip : if you applaud Baby Kitty's performance or tell her she's a good Kitty, she will say "Thank you!")*

To play the trick again, have the audience member place the Cat Toy behind another door and press the **TOUCH SENSOR** again. You can perform the trick as many times as you wish.

To make her stop doing the trick and return to normal play, press the **MODE BUTTON** and hear a 'beep'.

Practice the trick a couple of times to master it. Your friends won't believe Baby Kitty's magical abilities. Not bad for someone only 8 days old!
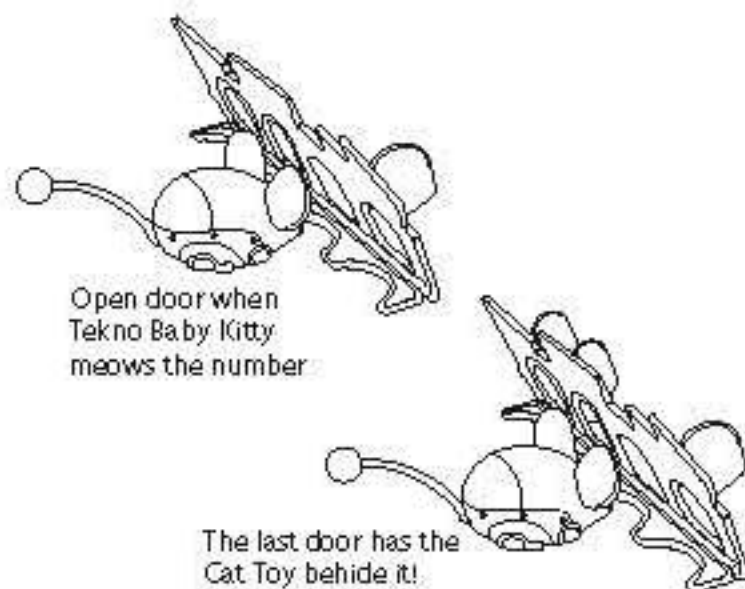
Open door when Tekno Baby Kitty meows the number

The last door has the Cat Toy behide it!

Fig 11

8. Replacing Baby Kitty's Batteries (Fig 12)

Baby 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 Baby 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 Baby Kitty's sensitive electronic circuitry.

4 'AAA' batteries required.

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 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.
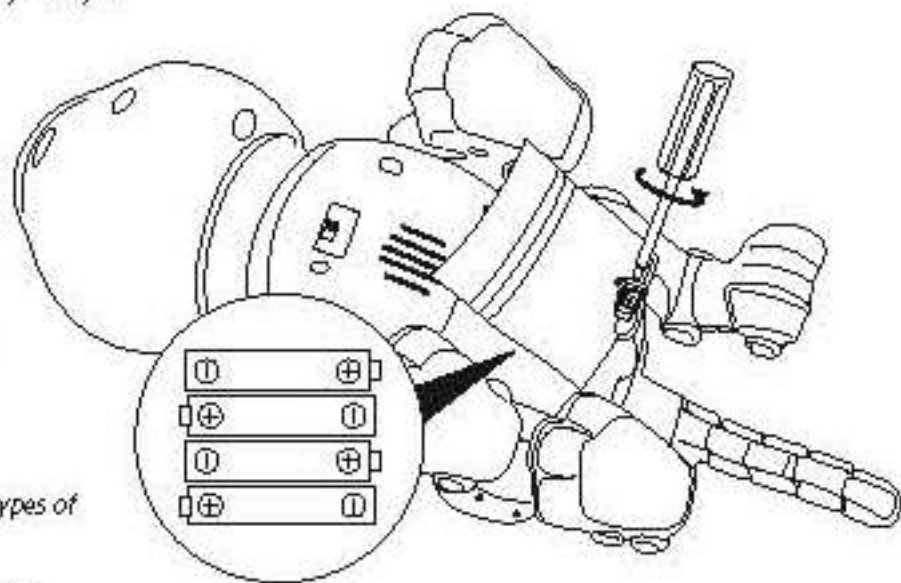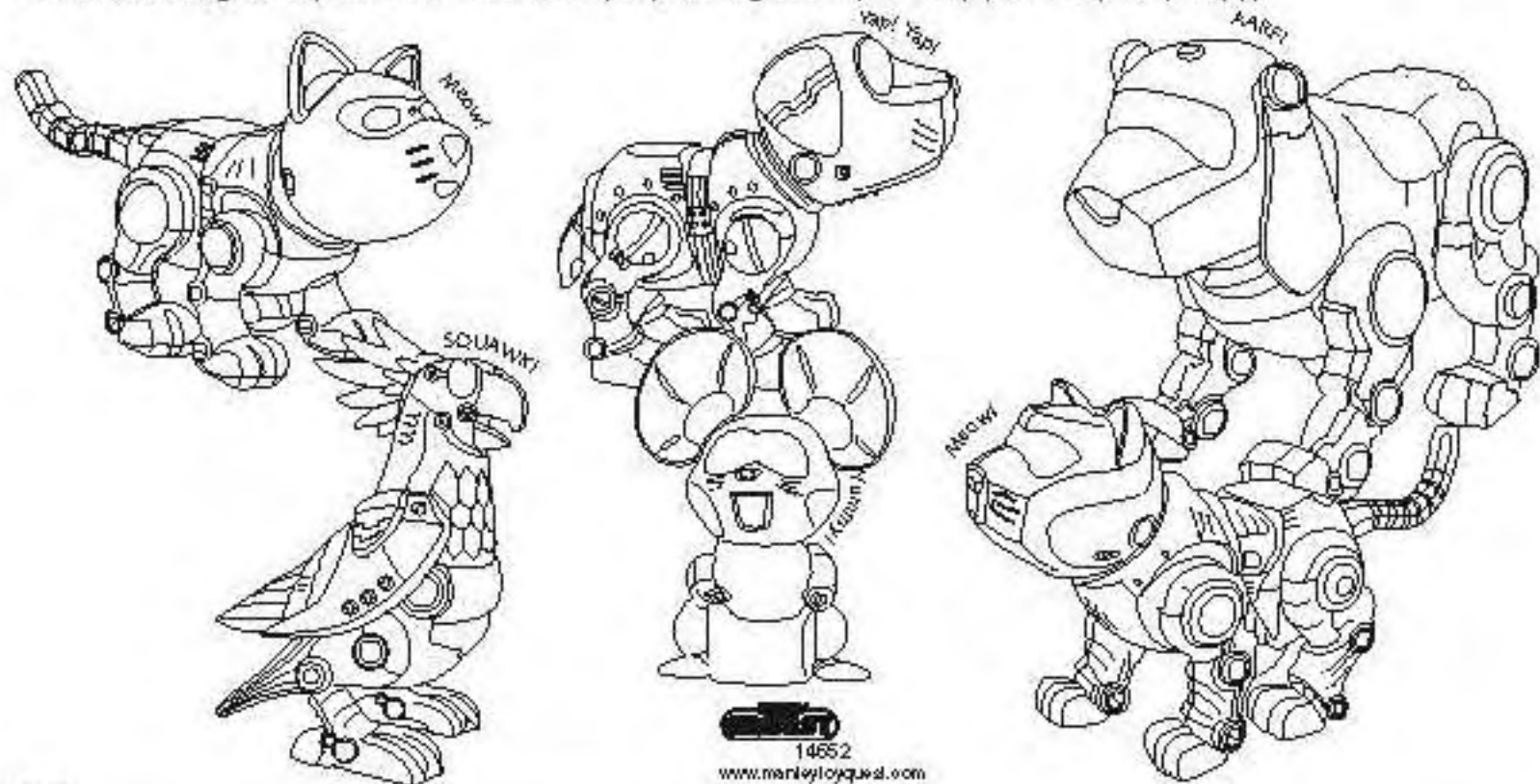+ Remove batteries from the product before extended storage.

Fig 12

9. Trouble Shooting Tips

Difficulty	Solution
Baby Kitty' s eyes mistakely flash when I press the **MODE BUTTON** or other inputs.	You are in the **CLOCK SET MODE** by accident. Press the **RESET** button and try again.
Baby Kitty does not respond to me when I call her.	You are speaking too low. Try to get closer to her, speak louder or clap your hands *(she's always listening)*.
Baby 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.
Baby Kitty seems to walk very slowly.	Her batteries are running low. Replace with a fresh set.

10. Placing Baby Kitty With Other Tekno Robotic Pets

Baby Kitty loves the company of other Tekno Robotic pets. If you have a friend with a Tekno the Robotic Puppy, Tekno the Newborn Puppy, Kitty the Tekno Kitten, Polly the Tekno Parrot, Dá Mouse the Tekno Young Mouse or any other Tekno robotic pet, place them near one another. You'll see that they react to each other just like real pets. They walk, talk, and generally like each other's company. It's a great way to keep your Baby Kitty happy!
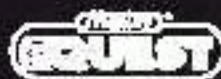
MEOW!

Yap! Yap!

AARF!

SQUAWK!

MEOW

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BABY

KITTY ™

THE TEKNO NEWBORN KITTEN

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