

TEKSTA[®] V2

THE ROBOTIC PONY

3+



Speak



Walk



"bath"
time



Dance

**OWNERS
MANUAL**



NEIGH NEIGH!

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WARNING! This product contains (a) small magnet(s) that if swallowed can stick together across intestines causing serious infections. Seek immediate medical attention if magnet(s) are swallowed or inhaled.

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Teksta® the Robotic Pony

A real robot friend who will walk, neigh, whinny, and display emotions, and who can also be programmed to do amazing tricks! Thanks to her artificial intelligence program, Pony will let you know how she is feeling or how well she is being cared for by her whinnies and whines - and also her color changing eyes. Pony 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, Pony is programmed to respond just like a real 8-week-old pony.

Best of all, Pony's Robot Translator actually "reads" her mind and translates her mood or thoughts for you. Now you can find out what every whine, neigh, and whinny exactly mean.

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



'Let's care for the environment!'

The wheellie bin symbol indicates that the product must not be disposed of with other household waste. Please use designated collection points or recycling facilities when disposing of the item

Removing Pony from her Package

Pony is held in place by large post under her body. Look for the pull release tab (Fig. 1) and remove it from the post. Lift Pony out of the package. Remove the two thumbscrews from the black plastic support (Fig. 2).

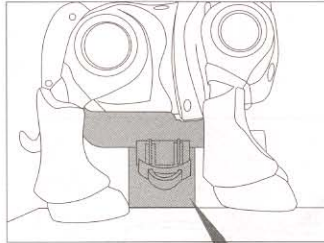


fig.1

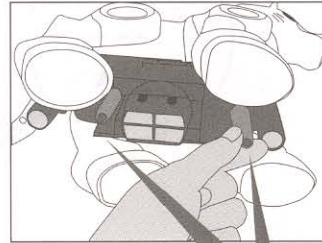


fig.2

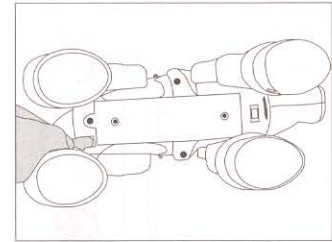


fig.3

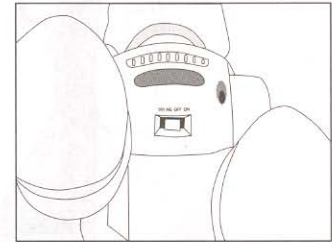


fig.4

Initial Set up

Remove the Try Me cord out from the under belly of Pony (Fig. 3). Next, look for Pony's Try-me/Off/On position switch (Fig. 4). Move the switch from the TRY ME position to the ON position. Pony's main program is now running!

Remove Pony's Robot Translator from the support plate by unscrewing the thumbscrew (Fig. 5). Leave the Try Me cord at support plate. (Fig. 6) and move the Try-me/Off/On switch from the Try Me position to the ON position (Fig. 7).

Remove the Red Apple, Saddle, and Brush from the package and keep them in a safe place.

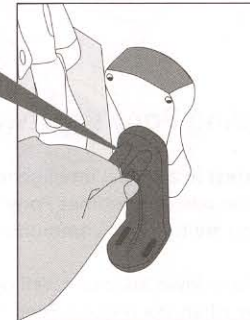


fig.5

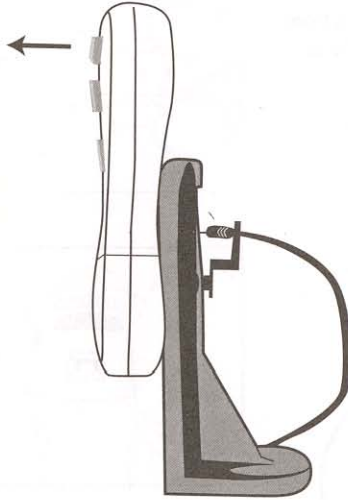


fig.6

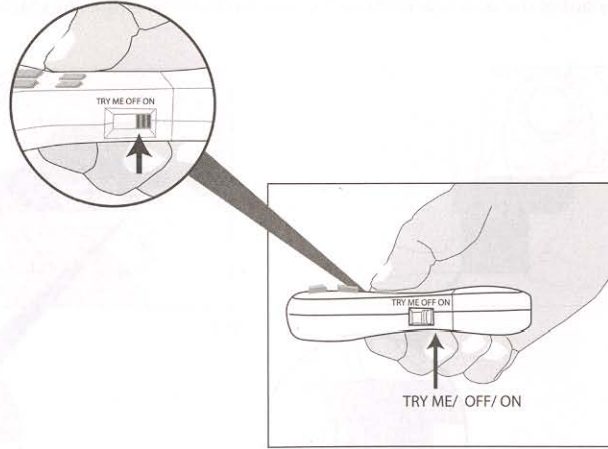


fig.7

Understanding Pony's software programming

Pony uses the latest in artificial intelligence software. She has the intellect of an 8-week-old horse. Ponies aren't perfect and neither is Pony. She can have a mind of her own. Sometimes Pony 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 horses, Pony loves attention. Yell out her name and clap your hands to let she know you're there. Rub her on the top of her nose or scratch her behind her mane when she is good. Feed her regularly. In short, think of her as a real living pony and she will be your friend for life.

Pony's sensors and touch inputs (Fig. 8)

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

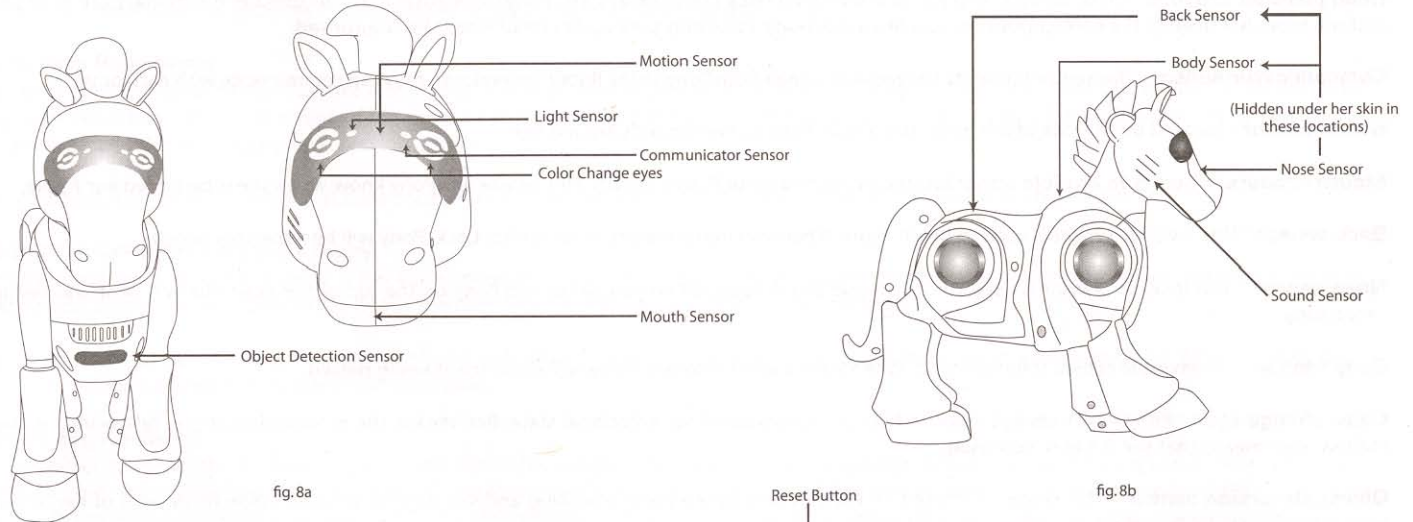


fig. 8a

fig. 8b

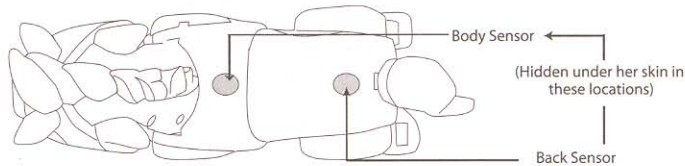


fig. 8c

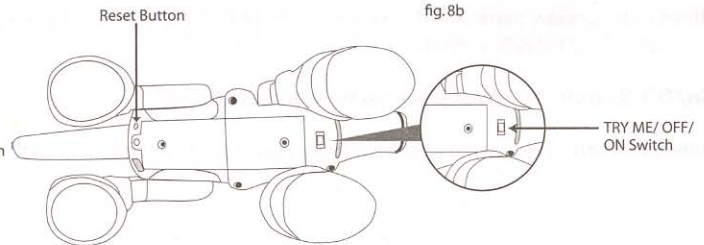


fig. 8d

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

Motion sensor : Located between Pony's eyes, this sensor gives Pony the ability to know if something is moving in front of her.

Head position sensors : These sensors help you to understand Pony's emotional state. Pony's computer brain decides her emotional state at all times and will move her head to the correct position. Just like a real pony, Pony may perk up her head when she is surprised.

Communicator sensor : This sensor transmits and receives signals from Pony to the Robot Translator so they can communicate with each other.

Sound sensor : Located on the side of her head, this allows Pony to hear sounds around her.

Mouth sensors : There is an invisible sensor located in the middle of Pony's mouth. This sensor lets Pony know when she is being fed her Apple.

Back sensor : This invisible sensor is used to brush Pony. When you move the brush across her back, Pony will become very happy.

Nose sensor : This invisible sensor is used to reward and thank Pony. When you pat or rub Pony on the top of her nose, she will pant and become very happy.

Body sensor : This invisible sensor is for affection. When you touch this sensor, Pony will know she is being petted.

Color change eyes : Pony'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.

Object Detection sensor : This sensor is located on Pony's chest. When Pony is walking and she detects an object directly in front of her, she will back up and try to walk around it.

On/Off Switch : This gives power to Pony or shuts her off.

Reset Button : This is used to refresh Pony's brain back to the beginning.

Pony's basic functions

How to Power Up your Pony

Turn the Try me/Off/On switch to the "On" position. Pony will begin to sense what is going on around her automatically. If you yell her name or clap for her, she may whine, neigh, or grunt with anticipation, or any number of other things.

How to keep Pony happy

Pony needs attention to be happy. Just like a real pony, 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 the bridge of her nose, scratching her on her back, or talking to her or clapping your hands. You will see her ears move and eyes flash, 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. Pony always likes to eat her Apple.

How you can tell when Pony is unhappy

Pony's eyes and voice will let you know. If her voice sounds 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, touch her, brush her back, or play with her.

Pony 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.

When Pony gets sleepy

As it gets closer to the night time, Pony's light sensors will let her computer know it's time to go to sleep. At first you may hear a groan or whinny for a few seconds. Her eyes will change from the "round-shaped" eye to one that is "rectangular" eye slits. A few minutes later, Pony 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 neigh or cry.

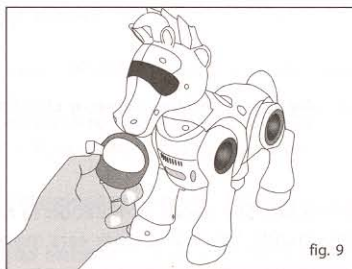


fig. 9

Making Pony Eat

Pony loves to eat. Place her Apple in front of her face with the metal pin facing towards her mouth (Fig. 9). You will feel it stick in place. Pony will begin to hear her chomp and chew the Apple. This means that she is eating.

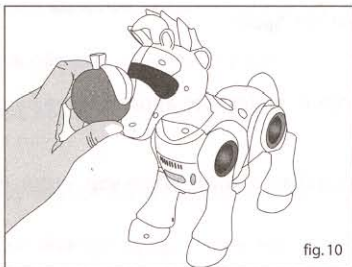


fig. 10

Making Pony Beg

Pony likes her Apple. If you wave it in front of her eyes (Fig. 10), she may walk towards you and “neigh” for it. It’s always kind to feed Pony as she knows you are offering her the Apple.

Pony loves to be brushed :

Pick up Pony’s Brush and move it over her back (Fig. 11). A sensor in her back will let Pony know that you care.

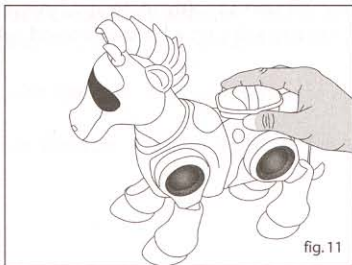


fig. 11

Dress Pony with her Saddle :

Snap Pony’s Saddle on her back (Fig. 12). When you put the Saddle on Pony, she knows you are ready for some play time! Talk to her or take her for a walk.

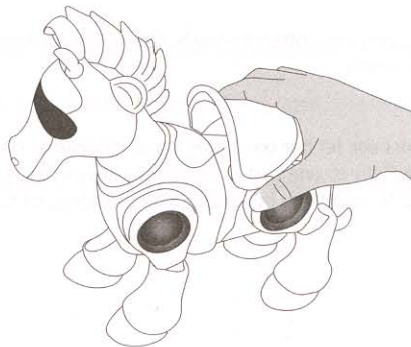


fig. 12

Pony Programming tricks

Pony is amazingly smart but she is also easy to program to do specific tricks. To program Pony, you need to use the Pony Robot Translator (Fig. 13). NOTE : To program your Pony, always hold the Robot Translator so that it faces towards Pony's eyes (Fig. 14).

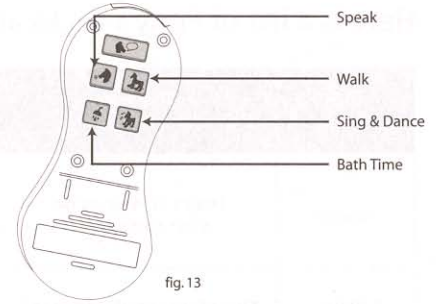


fig. 13

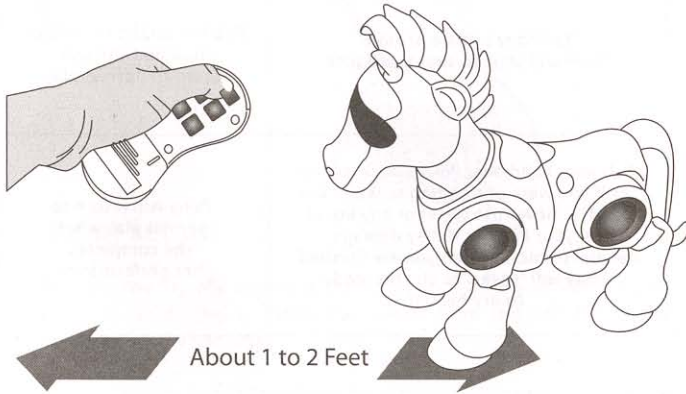


fig. 14

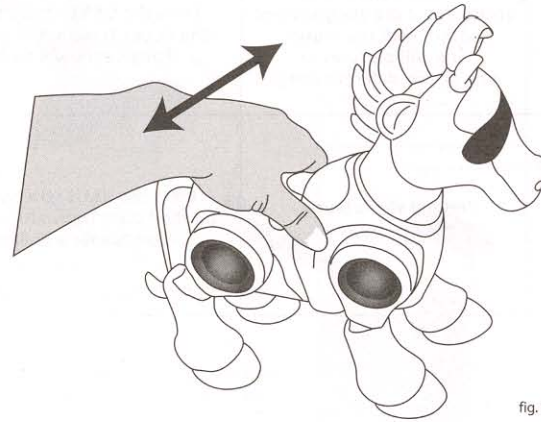


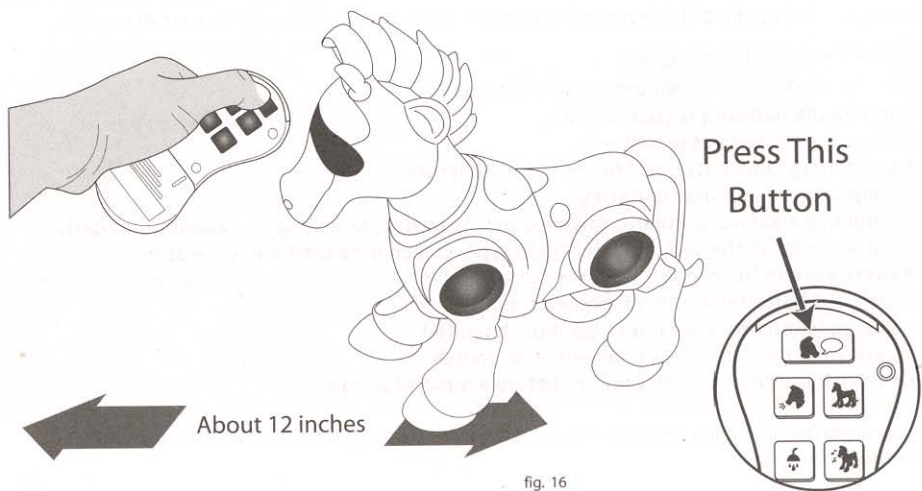
fig. 15

Here is a list of Pony's tricks and how to control her actions

Trick Name	What Pony Will Do	How To Program Her	How To Make Her Do The Trick	How To Make Her Stop
Speak	Neigh or Whinny on your command.	Press the SPEAK button on the Robot Translator (Fig. 13). Pony's eyes will flash.	Yell Pony's name or clap your hands. Pony will talk each time she hears a noise.	Rub her on the top of her nose and she will return to normal play.
Walk	Move forward on command.	Press the WALK button on the Robot Translator (Fig. 13). Pony's eyes will flash.	Yell Pony's name or clap. Pony will walk each time.	Rub her on the top of her nose and she 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 Translator (Fig. 13). Pony's eyes will flash.	Yell Pony's name or clap. Pony will start to sing and dance.	Rub her on the top of her nose and she will return to normal play.
Bath Time	Pretend she is being washed by you.	Press the BATH FUN button on the Robot Translator (Fig. 13). Pony's eyes will flash.	Rub your hand over Pony's back (Fig. 15) as if you were pretending to wash her (NOTE: Never use water or any liquid on your Pony or it may damage her electronics). When you are finished, Pony will "shake" as she pretends to dry herself.	Pony will return to normal play when she completes her performance.

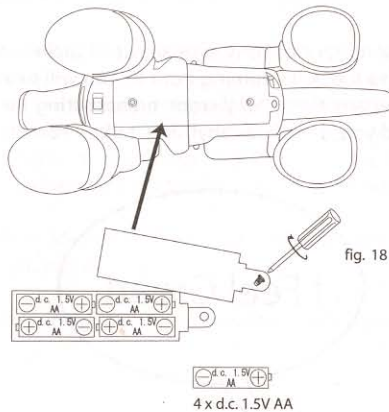
Translating Pony's thoughts

You can find out exactly what Pony's neigh and whines mean using her Robot Translator! Hold the Translator in front of Pony eyes about 12 inches in front of her (Fig. 16). Talk to Pony and make Pony respond to you. Press the Translator button (Fig. 17) and listen to the voice coming from it. You will hear things like "I'm lonely" or "I want my apple". Use this when you want to know exactly what Pony is thinking any time. Pony stops broadcasting her "thought signals" about 10 seconds after her last movement or neigh. If you press the Translator button and you don't hear anything, talk to Pony to get her to respond to you and then try the button again.



Replacing Pony's Batteries

Pony 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 Pony's belly using a Phillips screwdriver. Pull the Battery door out. Replace the batteries in the orientation shown. **USE ONLY ALKALINE BATTERIES.** Never use Rechargeable Batteries or they will damage Pony's electronic circuits (Fig.18). Replace and secure the Battery Door on Pony's belly.



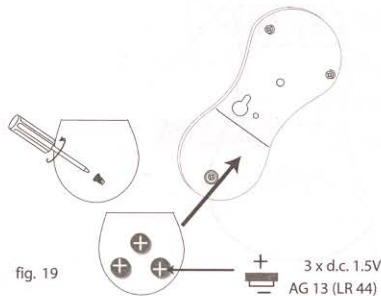
Replacing Pony's Robot Transator Batteries

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. 19). 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.



For the best performance we recommend replacing the existing batteries with new alkaline batteries upon purchase.

Trouble shooting

Difficulty	Solution
Pony 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 her, speak louder, or clap your hands. She is always listening.■ Pony is afraid of dark. Place her in a brighter area and try again.■ Replace Pony with new batteries.
Pony fell off her legs	<ul style="list-style-type: none">■ This is normal under extreme conditions.■ 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.
Pony does not respond when I press any buttons on the Robot Translator	<ul style="list-style-type: none">■ You are not pointing the translator at Pony's eyes.■ Place the translator about 12 inches in front of her eyes and try again.■ If this does not work, try replacing the batteries in Pony and the Robot Translator.
Pony does not seem to "eat" her Apple	<ul style="list-style-type: none">■ Make sure that the metal pin is facing towards her mouth and that the Apple sticks in place.

TEKSTA[®] V2
THE ROBOTIC PONY

TOY Q[®]UEST
A DIVISION OF MANLEY

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