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OTTOBOT	INSTRUCTION	04	09/06/2001	24

AGES 6 & UP

OttobotTM
Your Interactive Robot

Instruction Manual



TIGER[®]
ELECTRONICS

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Where Technology Comes to Play![™]

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MADE AND PRINTED IN CHINA



Item No. 59792

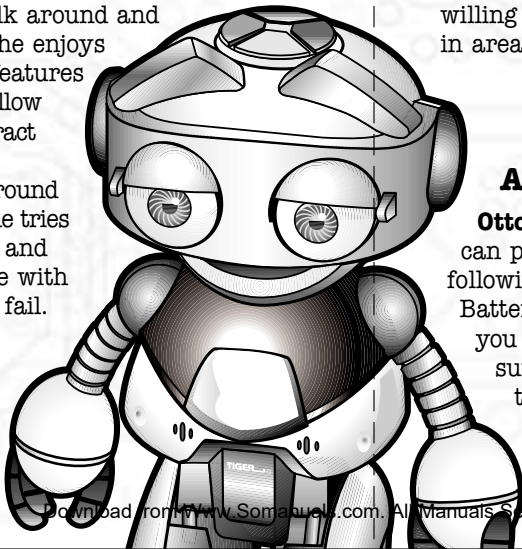
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Introduction

Hi friend! **Ottobot** is an inquisitive little robot who wants to be your friend while seeing and doing everything! He loves to walk around and explore almost as much as he enjoys playing with you. **Ottobot** features a full array of sensors that allow him to see the world and interact with you. He is completely independent and navigates around his surroundings. Although he tries to be, **Ottobot** is not perfect and some surfaces may interfere with his sensors, causing them to fail. While you and **Ottobot** are learning his limitations it is recommended that you stay close and prevent him from getting into situations where he might get hurt.

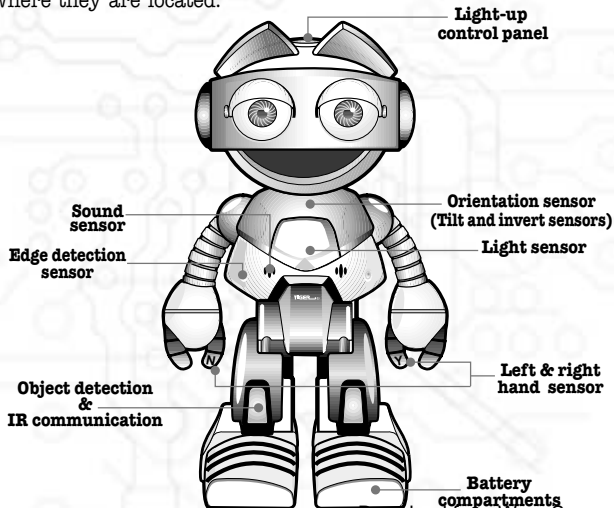


Ottobot can walk on most surfaces but works best on hard flat surfaces and short carpeting. **Ottobot** is always willing to try anything, but you may wish to keep him in areas where you know he will be safe.

About Ottobot

Ottobot can't wait to be your friend, but before you can play with him, he will first need batteries. After following the simple battery instructions below (see Battery Installation), **Ottobot** will be ready to meet you and participate in fun games and activities. Be sure to read all the way through these instructions to learn the best way to play with **Ottobot** and fix most problems. But here are a few quick pointers to allow you to get started and play right away.

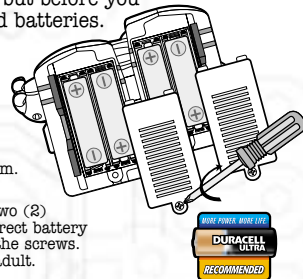
Ottobot loves to play and has an array of buttons and sensors that allow him to interact and respond to you. Activating any of these sensors will start **Ottobot** and he will respond and invite you to play. Following is a detailed list of **Ottobot's** features and where they are located.



Battery Installation

Ottobot can't wait to be your friend, but before you can play with him, he will first need batteries. Please follow these simple steps:

1. Ask an adult to help install batteries.
2. Slide the power switch to off position first.
3. Turn **Ottobot** upside down and open the 2 battery compartments on each foot by loosening the screws. Place the covers be aside and be careful not to misplace them.
4. Insert four (4) "AA or LR6" batteries (not included) into the battery compartments, two (2) into each foot. Be careful to follow the correct battery positions. Replace the covers and tighten the screws. Battery installation should be done by an adult.
5. Slide the power switch to on position and **Ottobot** will wake up and be ready to play.



To ensure proper function :

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- 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.



Quick start Instructions

Ottobot is a very independent little robot and will often speak, invite you to play games or walk around exploring all by himself. But he loves to interact with you and these simple tips will help you quickly learn how to play with him. **Ottobot** will respond to any of his sensors being activated and will try to figure out what you would like to do. So play around with triggering the following sensors so you and **Ottobot** can get used to each other.

Hand Sensors

Pressing **Ottobot's** thumb lets him know that you are holding his hands. This makes **Ottobot** happy as it shows that you are friends.

Answering Yes or No

Ottobot communicates with you through speech but he needs you to activate his sensors to know what you wish. **Ottobot** may ask you if you want to play a game. If you do, press his left-hand thumb for **Yes**. (It is **Ottobot's** left hand, not yours, and is marked with a "Y".) If you do not want to play, press his right hand for **NO**. (**Ottobot's** right hand is marked with an "N".)

Sound Detector

Ottobot will respond to loud noises and loves them, often joining in with his own noises.

Light Sensor

Ottobot can tell whether it is light or dark and will respond accordingly. By covering and uncovering his light sensor **Ottobot** will know that you wish to play.



Tilt Sensor

This sensor helps **Ottobot** know when you are holding him or moving him around. **Ottobot** enjoys this as he assumes you are taking him someplace new to explore.

Invert Sensor

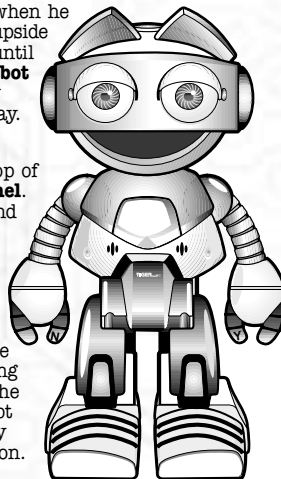
With this sensor **Ottobot** is able to tell when he is upside down. **Ottobot** enjoys hanging upside down and will laugh and ask for more until he becomes dizzy. This also wakes **Ottobot** up if he has gone to sleep and ends any games that you may no longer wish to play.

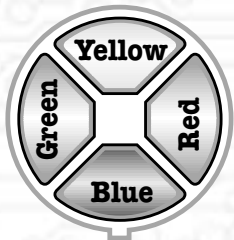
Control Panel

There are four colored buttons on the top of **Ottobot's** head, which is his **Control Panel**. These are used for many of his games and can be used to start them as well. But be careful, pressing these buttons tickles.

Games and activities

You can quickly activate things to play with **Ottobot** by using the control panel buttons on the top of his head to activate the **Game** and **Activity** menus. By pressing the red button 3 times you will access the **Games** menu, where **Ottobot** will prompt you to choose from 4 different games by pressing the corresponding colored button.





Yellow	Copycat
Red	Programmed Walk
Blue	Roulette
Green	Hide and Seek

By pressing the green button 3 times you will access the **Activity** menu, where **Ottobot** will prompt you to choose from 4 different activities by pressing the corresponding colored button

Yellow	Jokes
Red	Dance
Blue	Riddles
Green	Ask Ottobot

Refer to the **Games** section for detailed instructions on how to play each game.

Instructions

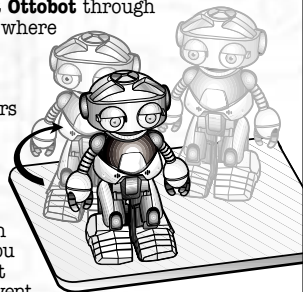
Once you've installed **Ottobot's** batteries he is ready to explore and play with you. It is recommended that you read through all of **Ottobot's** instructions before playing, but if you would like to get started, go to the **Quick-start** instructions.

Full directional walking

Ottobot is a completely mobile robotic friend who is able to walk forwards, backwards, left and right. **Ottobot** can walk on most surfaces but works best on hard flat surfaces and short carpeting. **Ottobot** is always willing to try anything, but you may wish to keep him in areas where you know he will be safe. **Ottobot** will wander around all by himself, navigating around obstacles and exploring, or follow your commands. You can direct **Ottobot** through programmable or clap-controlled walking where he will go only where you direct him to.

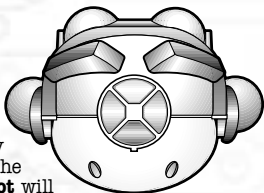
Object and edge detection

Ottobot is equipped with an array of sensors that help him detect most objects and edges and avoid them. **Ottobot** will first try to walk around obstructions, but if he isn't able to, then he will stop and walk backwards to find a safer path. Please note that some surfaces may interfere with his sensors, causing them to fail. While you and **Ottobot** are learning his limitations it is recommended that you stay close and prevent him from getting into situations where he might get hurt.



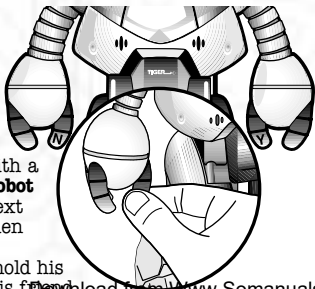
Control Panel

Located on the top of **Ottobot's** head are four colored buttons that make up his control panel. This is **Ottobot's** most useful sensor as it allows you to choose and play many different games. It is very easy to access any game or activity that you would like to play by pressing the red or green buttons three times. **Ottobot** will then ask you what game you would like to play, allowing you to choose from 4 different choices linked directly to a color. Many times **Ottobot** will offer up games to play while interacting with him, but the control panel allows you to easily choose games you wish to play. Choose your favorite and have fun!



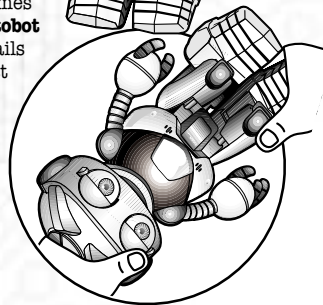
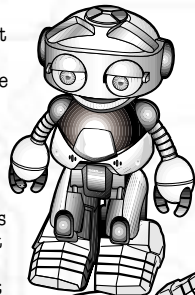
Hands

Hidden in each of **Ottobot's** hands are sensors that you can activate by pressing the thumb in towards his hand. This is your way of answering **Ottobot's** questions by activating **Ottobot's** left hand for "yes" (marked with a "Y") and his right hand for "no" (marked with a "N"). Pressing his hand also lets **Ottobot** know that you are ready for the next part of his joke or riddle. Even when not playing a game or answering a question **Ottobot** enjoys when you hold his hands as it lets him know you are his friend.



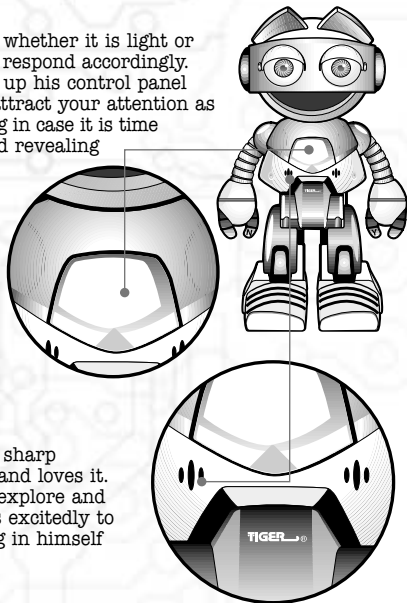
Tilt and invert

Ottobot uses these special sensors to orient himself. The tilt sensor allows **Ottobot** to know that you have picked him up when he is moved. **Ottobot** enjoys being held and brought to new places faster than his little legs can normally carry him. **Ottobot** also enjoys to be held upside down, which triggers his Invert sensor. Being held upside down makes **Ottobot** laugh and giggle until he gets dizzy. Another important action the Invert sensor performs is canceling out of games you are finished playing and waking **Ottobot** up when he goes to sleep. If **Ottobot** fails to respond to button presses, he has most likely gone to sleep. Turn him upside down and he should wake up and be ready to respond. If this fails to work, slide the power switch off and on again. It is always a good idea to turn **Ottobot** upside down after powering him on and off as sometimes he may still be sleeping and remain unresponsive even though the power is on.



Light sensor

Ottobot is able to detect whether it is light or dark in a room and will respond accordingly. In the dark he will light up his control panel buttons as a beacon to attract your attention as well as ask before playing in case it is time to sleep. By covering and revealing the light sensor **Ottobot** realizes that you are looking to play and will offer up jokes, games and riddles.

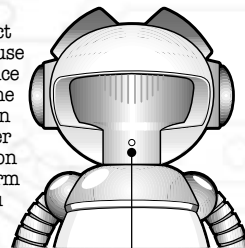


Sound detector

Ottobot is able to detect sharp increases in noise level and loves it. He is always looking to explore and learn and thus responds excitedly to loud noises, often joining in himself with lights and sounds.

Ottobot's ages

Ottobot is programmed with four distinct ages, each with developing content. Because of this, **Ottobot** will always amaze you since his knowledge, jokes and phrases grow the more you play with him. He will also learn what your favorite game is and often offer to play it with you. All of this information will remain (unless you are forced to perform a complete restart - see reset) even if you change **Ottobot's** batteries.



Reset button

Sleeping

Ottobot comes with a power switch on his lower back that must be switched to "on" for him to play. But when playing with **Ottobot** it is not necessary to turn this switch on and off as **Ottobot** will sleep when not in use. If you have not played with **Ottobot** for awhile, or he is tired of exploring, **Ottobot** will go to sleep. When **Ottobot** is asleep he powers himself off to save his batteries and will not respond to pressing of his buttons or noises. To play with him again, just turn **Ottobot** upside down and give him a shake to wake him up. (see Tilt and Invert)

If there is no response, please switch to "off" and "on" to restart **Ottobot**.

Please note: it may be necessary to turn **Ottobot** completely upside down and hold him this way for 2-3 seconds before he responds and wakes up.



Fun and Games

Ottobot is filled to the brim with all sorts of interactive fun including games, jokes and riddles. These are accessed 3 different ways.

1. Independently

Ottobot will often offer up games to play or a joke to share. He is also able to remember what your favorite game is and invite you to play.

2. Game and Activity menus

Ottobot's control panel allows for very intuitive access to all of his games and content. By pressing the Red or Green buttons three times you will access the **Game** and **Activity** menus respectively. Each menu gives you easy access to 4 options that **Ottobot** will verbally detail illuminating the corresponding button to allow for direct access.

3. Quick launch codes

In addition to the menus there are easy button codes that the user can press at any time to immediately access content.

Games

Copycat™ (Quick launch code - Yellow/ yellow/ yellow)

Copycat™ is the classic electronic memory game. Using the light-up **Control Panel**, **Ottobot** will display a pattern of buttons that you must remember and repeat. If you respond correctly, **Ottobot** will increase the difficulty by repeating the previous pattern and adding another button. Is your memory up to the challenge?

- 1) **Ottobot** will say, "Ok, do what I do!" and the game begins.
- 2) **Ottobot** will start by lighting one single color of his control panel and wait for you to repeat it. If you have gotten it correct he will follow by flashing the same button again and then add a second. It is up to



you to try to repeat the pattern and progress as far as you can with **Ottobot** continuing to add another button each time.

- 3) If you press the wrong button **Ottobot** will let you know with a "Blatt!" and then flash the correct button. **Ottobot** will then tell you how far you progressed and ask whether you care to play again.
- 4) Play with yourself or challenge a friend. Who can get the highest score?

Programmed Walking (Quick launch code - Yellow/ yellow/ blue)

Although **Ottobot** is able to walk wherever he wishes, he also enjoys a game where he goes exactly where you tell him. By pressing the direction buttons on his control panel in the order and number of steps you desire, **Ottobot** will walk anywhere you direct him to.

- 1) **Ottobot** will say, "Where do you want me to go?" and wait for you to input instructions.
- 2) Using **Ottobot's** control panel, press the colored buttons that correspond with the directions you wish him to go.

Yellow	-	Front	Blue	-	Back
Green	-	Left	Red	-	Right

- 3) Be sure to press the buttons in the order that you wish **Ottobot** to follow including how many steps you wish him to take. If you want **Ottobot** to walk for a longer time in any particular direction, press the same button the amount of times that you would like him to walk. **Ottobot** will repeat how many steps you have chosen for him.
- 4) Please note that **Ottobot** does not walk the same number of steps as you program him to. **Ottobot's** "steps" are actually a short period of time that he will go in the chosen direction.



- When **Ottobot** “steps” right or left he will only turn to that direction. Choose forward or backward steps for **Ottobot** to proceed in an actual direction after completing a turn.
- During this game **Ottobot** will go exactly where you direct him to and will not try to avoid obstacles or edges. Be careful not to program **Ottobot** to walk to areas that may be dangerous to him.
- After you have completed entering the directions you wish **Ottobot** to walk, press his left hand to signal that you are done and he will start along your programmed path.
- Create obstacle courses to navigate or challenge a friend to see whom can best program **Ottobot** to reach a goal.

Roulette (Quick launch code - Yellow/ red/ blue)

Round and round it goes, where it stops...do you know? Win points by guessing which colored key the light will stop on. Time it right and if the swirling light stops on your choice, you win!

- Ottobot** will start by telling you how many points you currently have. The first time you play you will start with twenty points, but **Ottobot** will remember how many points you win or lose so the points may be different each time you play.
- Do you want to wager? Use the control panel buttons to choose how many points you wish to wager. Each button represents 1's, 10's, 100's and 1000's allowing you to quickly enter the number of points you wish. Please note that if you do not have enough points to wager that amount, then **Ottobot** will merely beep. When you have chosen the amount you wish, press **Ottobot's** left hand to signal that you are done and he will start the game.



Yellow - 1's Blue - 10's
Green - 100's Red - 1000's

- “Round and round and round he goes...” the game begins and the lights on **Ottobot's** control panel swirl around until you press the button of the color you choose.
- Be sure to time your press carefully as that determines where the light will stop.
- If you win, **Ottobot** will add the amount you wagered to your score, but if you lose he will take the same amount away. If you lose all of your points, **Ottobot** will start you all over at 20.
- It takes skill and fast hands. How quick are you?

Hide and Seek (Quick launch code - Green/ blue/ red)

Ottobot loves to play hide and seek and you will too. **Ottobot** remains quiet and still while you or a friend hides him and then the search is on. Although his small size allows him to hide very well, **Ottobot** gets impatient and doesn't know how to whisper. Keep your ears alert and you may hear him give away his hiding spot.

- Ottobot** will say “OK, I am going to hide.” prompting you or a friend to hide him.
- After he has been hidden, or the seeker has counted as high as you have agreed upon, start the search for **Ottobot**.
- Once you find him, pick him up from his hiding area and he will acknowledge that he has been found. To try again press **Ottobot's** left hand and find a new spot for him to hide.
- While Hide and Seek requires 2 people to play, it becomes more fun with more people playing. See how many friends will join in and see who can find **Ottobot** first.



Jokes (Quick launch code - Blue/ blue/ blue)

Ottobot loves jokes and is happy to share them with you or other **Ottobots**. He'll tell you as many as you want or respond back and forth having loads of laughs with any other **Ottobots** in the room.

- 1) **Ottobot** will begin his joke and wait for you to press his hand before continuing on to the next part. For Knock-Knock jokes, answer "Who's there?" before pressing his hand to continue.
- 2) After the joke **Ottobot** will ask if you would like to hear another. Press his left hand for **Yes** and his right hand for **No** for as many jokes as you wish to hear.
- 3) **Ottobot** will learn new jokes as you play with him and he grows older. But he loves all of his jokes so may repeat them. This may also help you to remember and share your favorite jokes with other friends.

Riddles (Quick launch code - Yellow/ green/ blue)

Ottobot also has many tricky riddles to share. Can you figure them out? Don't worry, if not he'll let you in on the answer. Challenging fun that will make you laugh!

- 1) **Ottobot** will begin his riddle and wait for you to press his hand before revealing the solution. If you aren't able to figure it out in time he will let you in on the answer.
- 2) After the riddle **Ottobot** will ask if you would like to hear another. Press his Left hand for **Yes** and his right hand for **No** for as many riddles as you wish to hear.
- 3) **Ottobot** will learn new riddles as you play with him and he grows older. But the riddles are tricky and it helps to hear them more than once. Try to remember them and quiz your friends.



Ask Ottobot

(Quick launch code - Left hand/right hand/left hand/right hand)

Ottobot is all-knowing and can answer your yes or no questions on all manners of subjects. Ask away, but **Ottobot** is not responsible for answers you don't like. He is merely a conduit of wisdom, your destiny is up to you.

- 1) **Ottobot** will prompt you to ask your question. You may ask your question silently or out loud, but press **Ottobot's** hand when you are ready for his answer.
- 2) Remember to ask specific questions as **Ottobot** will only answer "**yes**", "**no**", "**maybe**" or "**ask again later**".
- 3) After he has answered, **Ottobot** will ask if you have another question. Ask as many as you wish, pressing his Left hand for **Yes** and his right hand for **No**.
- 4) Ask **Ottobot** is very revealing to questions you have pondered or great fun with friends when questions are spoken aloud.

Dance

(Quick launch code - Left hand/left hand/right hand/right hand)

Ottobot loves to hum and dance. He will dance by himself, with other **Ottobots** or you by squeezing his hands in the direction you wish to go.

- 1) Dancing is fun with **Ottobot**. When he asks you to dance you may squeeze his hands to dance with him or wait and he will dance by himself.
- 2) If you wish to dance with him, press **Ottobot's** hands to direct him which way to go. Press both hands to move forwards and back and one at a time to dance left or right.
- 3) If there are any other **Ottobots** nearby they will dance together and mimic each other's dancing.



Clap controlled walking

(**Quick launch code** - Left hand/ right hand/ yellow)

Ottobot will be under your complete control as he responds to the directions of your clap commands. Clap once and he will walk forward, twice for backwards, and three or four times for left or right. Loud noisy fun, just as **Ottobot** likes it!

- 1) **Ottobot** loves this game as it combines two of his favorite things- exploring and loud noises! **Ottobot** will be under your complete command as you give him instructions by your claps.
- 2) **Ottobot** will listen and respond to your claps. Clapping once will tell him to walk forward, twice for backwards, three times for left and four times for right. If you clap five times **Ottobot** will know that you wish to stop.
- 3) **Ottobot** will listen for a short period of time and will voice which command you have asked him to in recognition. This means that if you wish for **Ottobot** to walk left, you will first hear **Ottobot** say "forwards" and "backwards" before hearing "left" after your third clap. Be careful to clearly clap in a steady rhythm in order to have your claps registered.

Independent walking

(**Quick launch code** - Right hand/right hand/left hand/left hand)

Ottobot will often begin to walk and explore, but he also likes to stay and play with you. With a quick command you can send him off again exploring the world by himself.

Sleep Mode

(**Quick launch code** - Left hand/ right hand/ blue)

This is the faster way to make **Ottobot** sleep and to store the information.



Fun facts and tongue twisters

Ottobot is filled to the brim with random bits of trivia and fun tongue twisters. You never know what he will say next. Rubber Baby Buggy Bumpers, Rubber Baby Buggy Bumpers, Rubber Baby Buggy Bumpers!

IR Communication

Ottobot is able to communicate and react to other **Ottobots** as well as i-Cybie™ and all Robo-Chi™ pets. When any are near each other in a room they will speak and interact with each other, often triggering unique actions or games. (Please initiate Robo-Chi™ first to start communication)

Reset

If something goes wrong with **Ottobot** you may have to reset him. This allows **Ottobot** to review his programming and fix what is wrong. When he is done he will be ready to play again.

To reset **Ottobot**, turn him upside down, press the small reset button on the back of his neck and shake him to start.

If reset does not correct **Ottobot**, you may have to restart. If you restart **Ottobot**, he will go back to the beginning of his development. It is starting all over again. It is important not to restart **Ottobot** unless absolutely necessary. You should only do this if all other methods to correct **Ottobot** have failed. Please be sure to try and fix **Ottobot** with all other options before restart.

To restart **Ottobot**, press the reset button while pressing and holding the yellow and green buttons on **Ottobot's** control panel.

Please note, restart is a last resort. Do not restart Ottobot unless absolutely necessary.



90-Day limited warranty

Tiger Electronics (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use, or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$ 18.00. Payments must be by check or money order payable to Tiger Electronics.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

**Tiger Electronics Ltd. Repair Dept.
1000 N. Butterfield Road, Unit 1023
Vernon Hills, Illinois 60061, U.S.A.**

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.



FCC Rules

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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