SONY

2-349-509-**11** (1)

ERS-7M2

ERS-7M2

Entertainment Robot AIBO

for AIBO MIND 2

Entertainment Robot AIBO

User's Guide (Basic)

MEMORY STICK ™

aibo®

For Customers in the U.S.A.

Safety Information

Owner's Record

The model number and serial number are located wall of the robots battery compartment and on the side of the supplied AC adapter. Record the serial number in the space provided below. Refer to the model and serial number whenever you call upon your Sony® AIBO® Customer Link (for customer support).

Model No. ERS-7

Serial No. _____

Warning

- To prevent fire or shock hazard, do not expose the robot to rain or moisture.
- To avoid electrical shock, do not disassemble the robot. Refer servicing to qualified personnel only. (Contact the AIBO Customer Link (for customer support).) (page 5)
- Periodically examine the AC adapter for conditions that may result in the risk of fire, electrical shock, or injury to persons (such as damage to the cords, blades, housing) and in the event of such conditions, the AC adapter should not be used until properly repaired or replaced.
- Not intended for children under 8 years old.
- 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.

Regulatory Information

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.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

The shielded interface cable recommended in this manual must be used with this equipment in order to comply with the limits for a digital device pursuant to Subpart B of Part 15 of FCC Rules.

Note

FCC RF Radiation Exposure Statement: This equipment complies with FCC RF radiation exposure limits set forth for an uncontrolled environment. This device and its antenna must not be co-located or operating in conjunction with any other antenna or transmitter.

DISPOSAL OF LITHIUM-ION BATTERY

PLEASE DISPOSE OF THE LITHIUM-ION BATTERY PROPERLY

You can return your unwanted Lithium-Ion batteries to your nearest Sony® Service Center.

Caution

In some areas the disposal of Lithium-Ion batteries in household or business trash may be prohibited.

For the Sony AIBO® Customer Link (for customer support) call 1-800-427-2988 in the United States or contact us via e-mail at aibosupport@info.sel.sony.com.

! Do not handle damaged or leaking Lithium-Ion batteries.

! Danger of explosion if the battery is incorrectly replaced. Replace only with the ERA-7B1. Use of another battery may present a risk of fire or explosion. Discard used batteries according to the manufacturer's instructions.

! The battery used in this device may present a fire or chemical burn hazard if mistreated. Do not disassemble, heat above 140ºF (60ºC) or incinerate. Dispose of used battery promptly. Keep away from children.

RECYCLING LITHIUM-ION RECHARGEABLE BATTERIES

Lithium-Ion batteries are recyclable.
You can help preserve our environment by returning your used rechargeable batteries to the collection and recycling location nearest you.
For more information regarding recycling of rechargeable batteries, call toll free 1-800-822-8837, or visit http://www.rbrc.org/
Caution: Do not handle damaged or leaking Lithium-Ion batteries.

For Customers in Europe

Safety Information

WARNING

- To prevent fire or shock hazard, do not expose the robot to rain or moisture.
- To avoid electrical shock, do not open the enclosure. Refer servicing to qualified personnel only. (Contact the AIBO Customer Link (for customer support).) (page 5)
- Periodically examine the AC adapter for conditions that may result in the risk of fire, electric shock, or injury to persons (such as damage to the cords, blades, housing) and in the event of such conditions, the AC adapter should not be used until properly replaced.
- The robot is not intended or recommended for children under 8 years old.
- The robot must be used only with the recommended AC adapter (ERA-201P1).
- The AC adapter is not a toy.
- Small parts can be swallowed.
- If the external flexible cable or cord is damaged, it must be replaced or repaired only by the manufacturer, an authorized service agent or a similar qualified person in order to avoid a hazard.
- All material for fastening or packing purposes are not part of the robot and should be discarded for children's safety.
- Rechargeable batteries are only to be charged under adult supervision.

Regulatory Information

This product has been tested and found to conform to the following Safety Standards.

Toy Directive 88/378/EEC
EMC Directive 89/336/EEC
LVD Directive 73/23/EEC
R&TTE Directive 1999/5/EC

We, Sony® Corporation, hereby declare that AIBO® Entertainment Robot, model ERS-7 is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.
For details, please access the following URL:
http://www.compliance.sony.de/

CE (EMC) Marking Conformity Remarks

a) This equipment complies with EN55022. Class B digital for use in following areas: residential, business, and light-industrial.
b) This product conforms with the following European Directive:
89/336/EEC (EMC directive)

DISPOSAL OF LITHIUM-ION BATTERY

! Do not handle damaged or leaking Lithium-Ion batteries.
! Danger of explosion if the battery is incorrectly replaced. Replace only with the ERA-7B1. Discard used batteries according to the manufacturer's instructions.
! The battery used in this device may present a fire or chemical burn hazard if mistreated. Do not disassemble, heat above 60 ºC (140 ºF) or incinerate. Dispose of used battery promptly. Keep away from children.

Voor de Klanten in Nederland (For customers in the Netherlands)

Gooi de batterij niet weg maar lever deze in als klein chemisch afval (KCA).

Opmerking betreffende de geheugen-backupbatterij

(Note on a battery for memory backup)
Dit apparaat bevat een vast ingebouwde batterij die niet vervangen hoeft te worden tijdens de levensduur van het apparaat. Raadpleeg uw leverancier indien de batterij toch vervangen moet-worden.
De batterij mag alleen vervangen worden door vakbekwaam servicepersoneel.
Gooi de batterij niet weg maar lever deze in als klein chemisch afval (KCA).
Lever het apparaat aan het einde van de levensduur in voor recycling, de batterij zal dan op correcte wijze verwerkt worden.

Fur Deutsch Kunden und Kundinnen (For customers in Germany)

Entsorgungshinweis: Bitte werfen Sie nur entladene Batterien in die Sammelboxen beim Handel oder den Kommunen. Entladen sind Batterien in der Regel dann, wenn das Gerät abschaltet und signalisiert „Batterie leer" oder nach längerer Gebrauchsdauer der Batterien „nicht mehr einwandfrei funktioniert". Um sicherzugehen, kleben Sie die Batteriepole z.B. mit einem Klebestreifen ab oder geben Sie die Batterien einzeln in einen Plastikbeutel.

Customer Support

How can you contact the AIBO® Customer Link (for customer support)?
In the U.S.A.:
Call 1-800-427-2988
E-mail address: aibosupport@info.sel.sony.com
In Europe:
English line: +44(0)-20-7365-2937
German line: +49(0)-69-9508-6309
French line: +33(0)-1-5569-5117

For U.S. customers:

Thank you for purchasing Sony's entertainment robot AIBO. Proper registration will enable us to send you periodic mailings about new products and other important announcements. Registering your product will also allow us to contact you in the unlikely event that your robot needs adjustment or modification. Please take the time to register the product at our web site:

http://www.sony.com/productregistration

If you have any operational questions regarding your new purchase, please contact the AIBO Customer Link (ACL) at 1-800-427-2988

Thank you.

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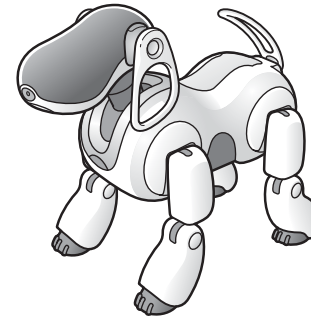
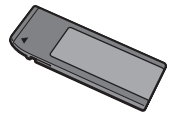
Opening the package (Checking the supplied items)

Check to see if you have the following items before starting to play with the AIBO® Entertainment Robot.

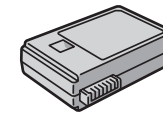
- AIBO Entertainment Robot ERS-7



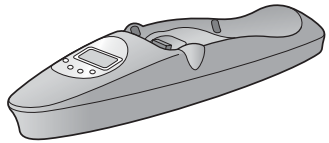
- AIBO-ware "Memory Stick™" media



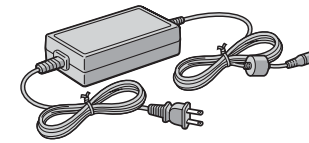
- Lithium-ion battery pack



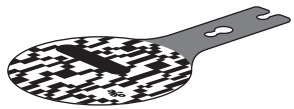
- Energy Station



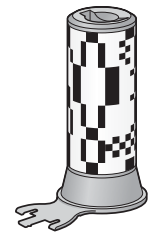
- Energy Station AC adapter



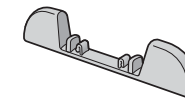
- Self-charge markers (must be mounted on the Energy Station)
  - Station marker



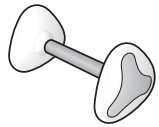
  - Station pole



  - Foot stopper

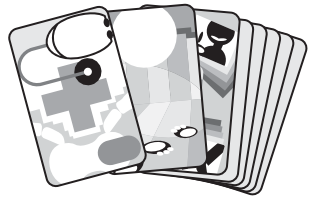


- AIBOne toy



- Pink ball

- AIBO® cards (15)



- AIBO WLAN Manager 2 / AIBO Entertainment Player CD-ROM*

- Printed materials
  - "User's Guide (Basic)" for the AIBO robot ERS-7 (this document)
  - Other brochures
  - Quick Guide
  - Software License Agreement
  - Limited Warranty Card

* The "User's Guide (PC·Network)" for the AIBO robot ERS-7 and "User's Guide (AIBO Entertainment Player)" for the AIBO robot ERS-7 are included on the supplied CD-ROM in PDF format.

Before using this product, be sure to read the supplied "Software License Agreement".

"OPEN-R" is the standard interface for the AIBO® Entertainment Robot system that Sony® is actively promoting. This interface expands the capability of the entertainment robot through a flexible combination of hardware and interchangeable software to suit various applications.
The AIBO Entertainment Robot ERS-7 conforms to OPEN-R version 1.1.5.

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Intel and Pentium are registered trademark or trademark of Intel Corporation.

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The ™ and ® marks are not shown in this document.

The visual pattern recognition software used for "AIBO MIND 2" incorporates technology developed by Evolution Robotics, Inc.
The logo shown on the left is a trademark of Evolution Robotics, Inc.

The toes, station pole, and foot stopper of the AIBO robot are manufactured using environment-friendly vegetable-based plastics.

Other information about the AIBO robot is available on the Internet at the following site:
http://www.aibo.com

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❑ The MIND2 icon

The AIBO® Entertainment Robot continues to evolve. This icon expresses the new functions of the AIBO robot after evolving from “AIBO MIND” software to “AIBO MIND 2” software.

❑ Other User’s Guides

The following User’s Guides are included in PDF format. To read them, copy them from the supplied CD-ROM to your computer.

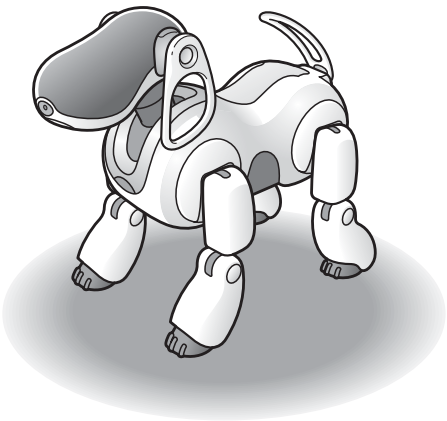
- “User’s Guide (PC·Network)” for the AIBO robot ERS-7
  Explains how to use the wireless LAN function to view pictures taken by the AIBO robot with a Web browser and how to play with your AIBO robot using a PC or mobile communication device*.
- “User’s Guide (AIBO Entertainment Player)” for the AIBO robot ERS-7
  Explains how to use the wireless LAN function and AIBO Entertainment Player software to control your AIBO robot remotely, to take still images and video, to enjoy music with your AIBO robot, and to have the AIBO robot manage your schedule.

  * Caution: Your PC or mobile communication device must be able to receive JPEG e-mail.

Introduction

Welcome to the world of the AIBO® Entertainment Robot ERS-7!
Living together with you, the AIBO robot ERS-7 will develop into a pet that is uniquely yours.

Before beginning your life together with the AIBO robot, please familiarize yourself with the following.

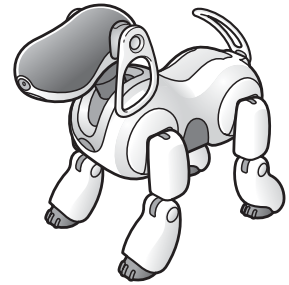


What is an Autonomous Robot?

What is the AIBO® Entertainment Robot?

The AIBO robot is the name which Sony® has given to its family of entertainment robots, robots that are designed with the goal of presenting a vision for a new type of lifestyle in which human beings derive enjoyment from mutual existence with robotic creatures.
The name itself is a play on the words “artificial intelligence” (AI) and “robot”, or a robot with eyes. In its home country, Japan, the word “AIBO” also means “partner” or “companion”.

For the latest information on the AIBO robot, visit the following Web site:
http://www.aibo.com



Autonomous activities of the AIBO robot

The AIBO robot combines a body (hardware) and mind (the AIBO MIND 2 software) that allow it to move, think, and display the lifelike attributes of emotion, instinct, learning, and growth.
It establishes communication with people by displaying emotions, and assumes various behaviors (autonomous actions) based on information which it gathers from its environment. The AIBO robot is not only a robot, but an autonomous robot with the ability to complement your life.

While living with you, the AIBO robot’s behavioral patterns will develop as it learns and grows. When it finds you, it will approach you joyfully, perhaps bringing its “AIBOne toy” along in an attempt to get you to play. On the other hand, when its attention is elsewhere, you may find that the AIBO robot ignores you even when you talk to it. By understanding such autonomous behavior, you will get even more enjoyment out of your life with the AIBO robot.

Emotions and instincts of the AIBO® Entertainment Robot

Emotions and instincts form the basis for the AIBO robot's autonomous behavior.

Based on all sorts of factors which it picks up from its surroundings, the AIBO robot undergoes changes in spirit that display themselves in the form of emotional expression. The AIBO robot possesses the following five basic instincts:

Love instinct: This instinct displays itself as a desire to communicate with people.
Search instinct: This instincts displays itself as a desire to satisfy its curiosity.
Movement instinct: This instincts displays itself as a desire to move about.
Recharge instinct: This instincts displays itself as a desire to find a source of electricity to power its operation–just like the human instinct to eat.
Sleep instinct: This instincts displays itself as sleepy behavior.

For example:

Sometimes it will want to do things on its own, and sometimes it will seek your help.
Sometimes it will think deeply before acting, and sometimes it will act on the spur of the moment.
Sometimes its mood will be happy, and sometimes it will display all the signs of annoyance.

Ultimately, the convergence of these instincts becomes noticeable as the AIBO robot's personality.

It's a robot, but it develops

When the AIBO robot is first adopted, it is set to wake up and act as an adult. However, you can also choose to have the AIBO robot begin life with you as a newborn puppy for you to raise and watch as it develops.
How can the AIBO robot develop, even though it's a robot?
That is because the AIBO robot is an "Entertainment Robot", designed to live with people.

Upon joining your household, the AIBO robot adjusts itself to your life; that is the nature of the AIBO robot's "development".
We hope that the AIBO robot will become your faithful companion.

About the AIBO® Entertainment Robot ERS-7

The AIBO robot ERS-7 consists of the combination of the AIBO robot itself, and software ("AIBO-ware") that is recorded on a Sony® "Memory Stick™" media. The "AIBO-ware" software is what constitutes the AIBO robot's character and personality.
The present guide explains how the AIBO robot will develop and act with the AIBO MIND 2 software.

Features of the AIBO robot

The AIBO robot has all the functions and capabilities needed to move about by itself.

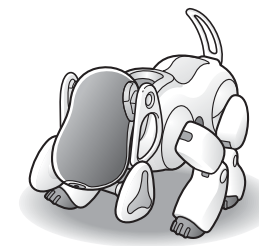
A variety of senses

The AIBO robot is equipped with a variety of sensors that give it "senses", used to make judgments about its conditions in its surroundings.

- Sense of touch: The AIBO robot has touch sensors on its head, back, chin, and paws, allowing it to feel human contact.
- Sense of hearing: The AIBO robot detects sounds in its environment through a pair of stereo microphones. This makes it possible for it to respond to your voice.
- Sense of sight: The AIBO robot is equipped with a color camera and distance sensors. This allows it to seek out colors it likes, and to avoid obstacles. It can also recognize your face.
- Sense of balance: The AIBO robot keeps its balance by means of acceleration sensors.

Natural, varied, and expressive movements

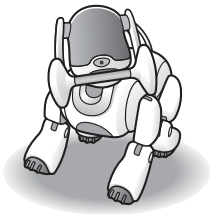
The AIBO robot has a vast range of natural and expressive movements. Integrated control over the operation of the 20 joints in the AIBO robot's body (20 degrees of freedom), makes it possible for the AIBO robot to achieve a rich variety of natural-looking movements.
The AIBO robot is also equipped with face lights and the ability to generate musical tones, which it uses to express its emotional and physical condition.



Features of the AIBO MIND 2 software

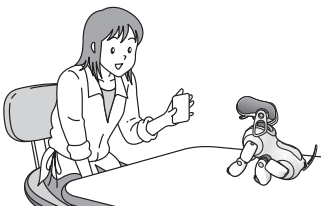
When the AIBO MIND 2 software is installed in the AIBO® Entertainment Robot, it learns from you and its environment, acting on its free will as it develops into your very own AIBO robot.

The AIBOne toy and pink ball are its favorite toys!



The AIBO robot really loves its AIBOne toy and pink ball! Since it regards them as its favorite toys, if it doesn't see them for a while, it will begin to search for them. If you use them to play with the AIBO robot, you may be surprised by some of the tricks it performs!

Communication by AIBO card



The AIBO robot is capable of understanding the meaning of the graphics on AIBO cards. By showing an AIBO card to the AIBO robot, you can easily make various settings, have the AIBO robot perform tricks, and enjoy a variety of activities. Using AIBO cards, you can be sure of smooth communication with the AIBO robot even when your surroundings are noisy.

* Some AIBO cards serve dual functions, depending on how they are presented when you show them to the AIBO robot.

In this guide, the things you can do with AIBO cards are noted with the icon. For a full list of available AIBO cards, see "List of AIBO cards" (page 131).

Each AIBO robot is unique

As the AIBO robot lives with you, learning to remember its favorite things (page 64) and the face and name of its owner (page 61), it will develop into a pet that is uniquely yours. Whether it develops into an AIBO robot with a deep love of communication, or becomes accomplished at playing by itself will depend on how you interact with it.
By using AIBO Custom Manager 2, you can play new games with the AIBO robot and have it dance and sing as you wish. Download AIBO Custom Manager 2 from the AIBO web site (http://www.aibo.com).

Note

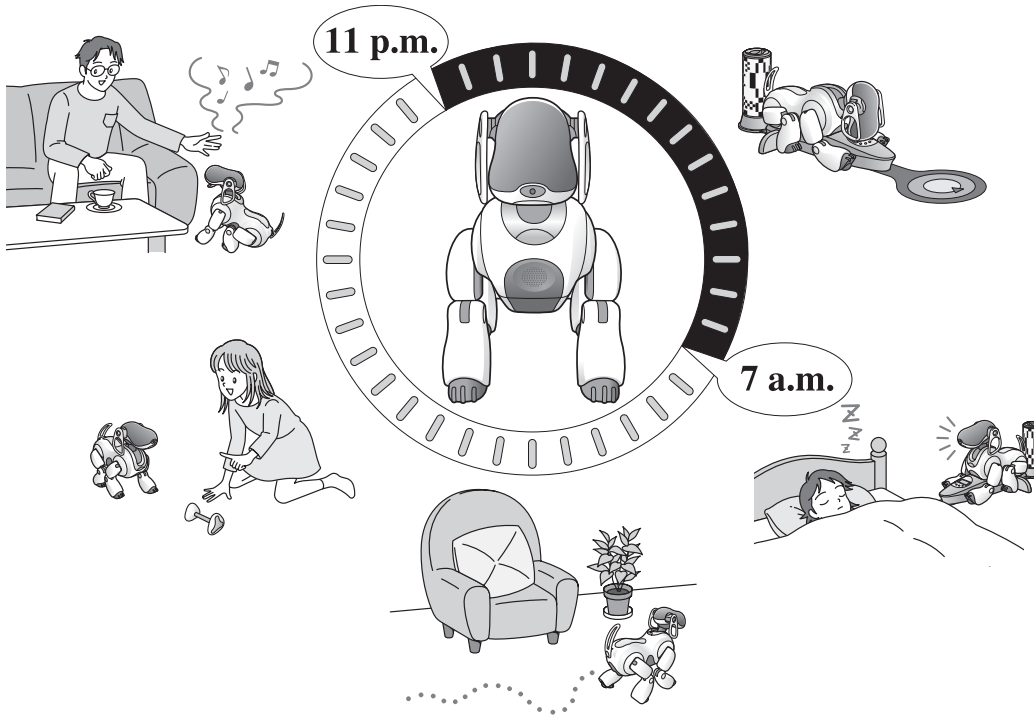
To be able to use AIBO Custom Manager 2 (supplied separately. For available updates, visit http://www.aibo.com)*, your computer must meet the following requirements.

- Operating system: Windows® XP Home Edition or Professional, Windows® 2000 Professional, Windows® Me, or Windows® 98 SE
- CPU: MMX Pentium 300 MHz or faster
- Memory: 64 MB or more
- Available hard disk space: 120 MB or more
- Display: 16-bit color display or higher; 800 × 600 pixels or more
- Equipped with a CD-ROM drive
- Capable of reading "Memory Stick™" media

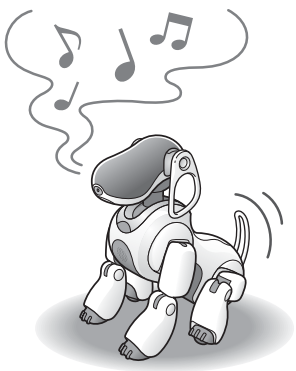
* AIBO Custom Manager 2 (supplied separately. For available updates, visit http://www.aibo.com) is software that runs on a computer.

The AIBO® Entertainment Robot matches your lifestyle.

The AIBO robot matches the rhythm of its life to yours.
It will wake you in the morning, and at night, go to bed at the same time you do. (For details, see page 44.) When it is “hungry”, it will self-charge on the Energy Station, which it locates by recognizing the station’s pole and marker, and when it is “tired”, it simply relaxes. The AIBO robot also loves playing with you, but is perfectly capable of amusing itself with its AIBOne toy and pink ball. When you go out, it will take pictures upon your command, and can spend time alone at home on the Energy Station.



Game mode



In Game mode, you can enjoy playing any of three different games with the AIBO® Entertainment Robot (page 90). Using AIBO Custom Manager 2, you can also add a variety of new games and content released on the AIBO web site.

Notes

- Customization is the process of adding new functions to AIBO-ware, modifying it to suit your preferences.
- For the latest information on AIBO Custom Manager 2 (supplied separately)* and available content, visit our Web site at http://www.aibo.com.
- AIBO Custom Manager 2 (supplied separately) is software that runs on a computer.

House Sitting mode

The AIBO robot will look after the house while you are away (page 72).
In House Sitting mode, when the AIBO robot detects a movement, face, or sound, it snaps a picture and can notify you by e-mail.*

* To send e-mail from the AIBO robot to you in House Sitting mode, Wireless Router and Internet connection are required.

Use your mobile communication device*1 and the Internet for even greater enjoyment

You can use your PC, mobile communication device*1 or the Internet to mail commands to the AIBO robot and have it take pictures while you are away, or have it convey messages to nearby family or friends. You can view pictures that the AIBO robot takes using a Web browser. The following facilities are required in order to take advantage of the AIBO robot through a mobile communication device*1 or the Internet.
For details on how to use the AIBO robot through a mobile communication device*1 or the Internet, refer to the "User's Guide (PC·Network)" for the AIBO robot ERS-7 (PDF) on the supplied CD-ROM. Note that Adobe® Acrobat® Reader® 5.0, or Adobe Reader 6.0 or higher is required to view the User's Guide.

The following are required to give commands to the AIBO robot through your PC, mobile communication device*1, or the Internet.

- A "Memory Stick™" media reader/writer. Only Sony brand "Memory Stick" media reader/writers are guaranteed to operate correctly.
- When connecting your computer and Access Point by wireless LAN, the PC side must conform to IEEE 802.11b.

- In order to use the AIBO EYES feature, you must have an e-mail account that allows POP*2 reception and SMTP transmission.

*1 Caution: Your PC or mobile communication device must be able to receive JPEG e-mail.

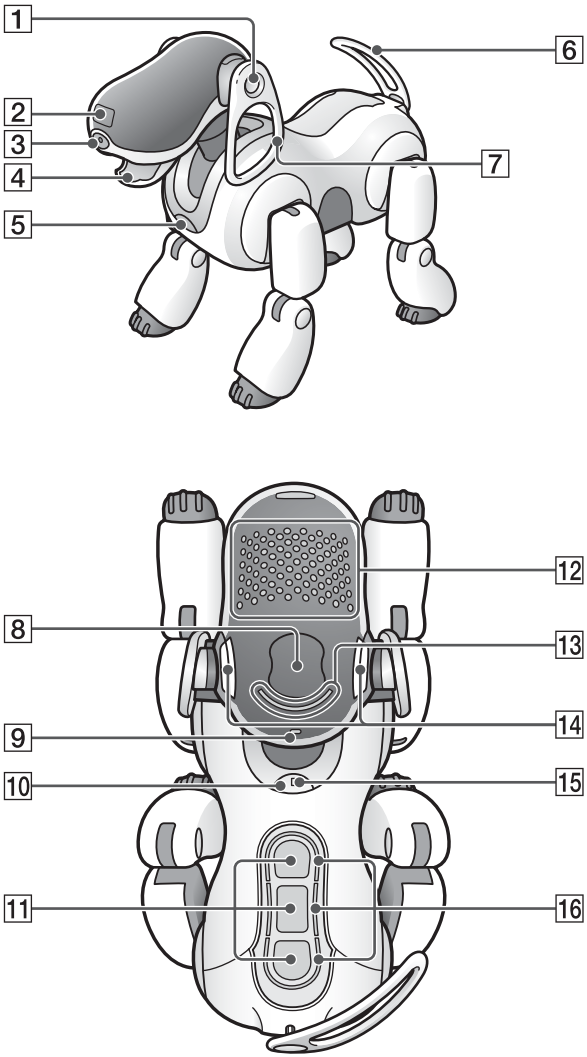
*2 The POP server must support the UIDL command (the command that displays a listing of IDs attached to individual mail messages). Check with your provider to determine whether support is available for your e-mail account.

Use AIBO Entertainment Player to enrich your life with the AIBO robot!

By connecting your AIBO® Entertainment Robot to your PC over a wireless LAN, you can use AIBO Entertainment Player to enjoy music with your AIBO robot, have your AIBO robot manage your schedule, and carry on a conversation with family and friends via the AIBO robot.
For details on how to play with the AIBO robot using AIBO Entertainment Player, refer to the “User’s Guide (AIBO Entertainment Player)” for the AIBO robot ERS-7 included on the supplied CD-ROM in PDF format. Note that Adobe® Acrobat® Reader® 5.0, or Adobe Reader 6.0 or higher is required to view the User’s Guide.

Guide to parts and their functions

The AIBO® Entertainment Robot ERS-7 parts



Caution

- Do not cover the color camera lens or distance sensors with stickers or similar objects.
- Do not limit the AIBO robot's freedom of movement by affixing stickers to the AIBO robot's joints or inserting objects into moving parts.
- When lifting the AIBO robot, be sure to handle it by its body (page 33). To avoid damage to the AIBO robot, never lift it by its head, ears, legs, tail, or any other part.

1 Stereo microphones

Allow the AIBO® Entertainment Robot to listen to the surrounding environment.

2 Head distance sensor

Measures the distance between the AIBO robot and other objects.

3 Color camera

Detects the color, shape, and movement of nearby objects.

4 Mouth

Picks up the AIBOne toy and expresses emotions.

5 Chest distance sensor

Measures the distance between the AIBO robot and other objects.

6 Tail

Moves up, down, left, and right to express the AIBO robot's emotions.

7 Ears

Indicate the AIBO robot's emotions and condition.

8 Head sensor

Detects and turns white when you gently stroke the AIBO robot's head.

9 Wireless light (on the back of the AIBO robot's head)

Indicator used with the wireless LAN function.
This light turns blue when the AIBO robot is connected to the e-mail server.

10 Pause button

When pressed, the AIBO robot's activity will pause or resume.

11 Back sensors (front, middle, and rear)

Detect and turn white when you gently stroke the AIBO robot's back.

12 Face lights

These lights turn various colors to show the AIBO robot's emotions and conditions.

13 Head light

Detects and turns white when you touch the head sensor.
Lights / flashes orange when one of the AIBO robot's joints is jammed (page 39).

14 Mode indicators (inner side of ears)

These indicate the present mode and condition of the AIBO robot (page 38).

15 Operation light

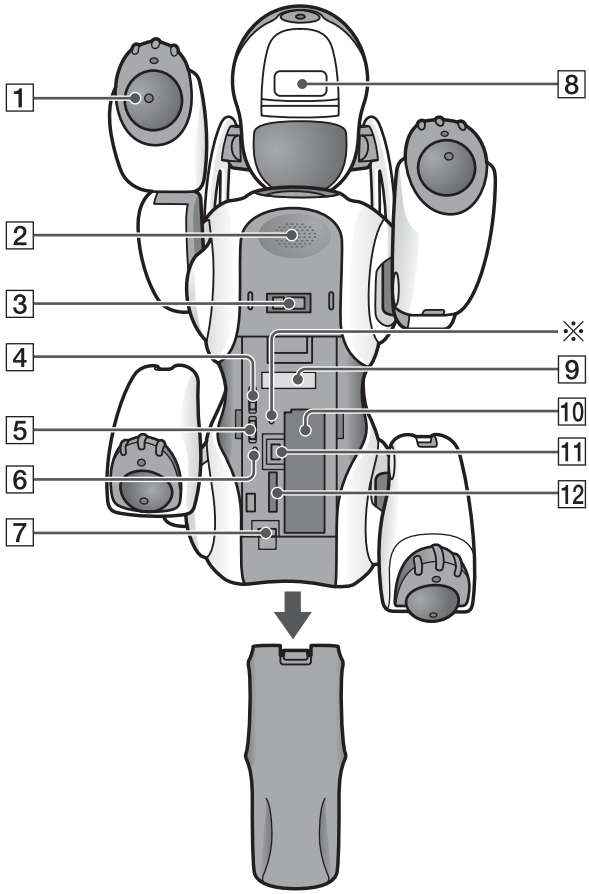
During operation: turns green.
During preparation for shutdown: flashes green.
During charging: turns orange.
When a charging error occurs: flashes orange.
When operation stops: turns OFF.
Outside hours of activity (Sleeping on the Energy Station):
slowly flashing green.

16 Back lights (front, middle, and rear)

Detect and turn white when you gently touch the AIBO robot's back sensors.
These lights also turn blue (front), orange (middle), and red (rear) to indicate a variety of actions.

The AIBO® Entertainment Robot (stomach)

This shows the AIBO robot with its stomach compartment cover off.



Caution

Do not touch the charging contacts with your bare hands. Touching the contacts will reduce contact quality.

1 Paw sensors

These are located on the bottom of the AIBO® Entertainment Robot's paws, and detect contact with any surface it touches. When the AIBO robot extends one of its paws, it will react with happiness if you touch it.

2 Speaker

Emits music, sound effects, and voice guide.

3 Charging terminal

When you place the AIBO robot on the Energy Station, this part makes contact with the station to allow charging of the AIBO robot's battery.

4 Volume control switch (VOLUME)

Adjusts the volume of the speaker to one of four levels (including no sound).

5 Wireless LAN switch (WIRELESS)

This turns the AIBO robot's wireless LAN function ON or OFF.

6 "Memory Stick™" media access indicator

This indicator turns red while the AIBO robot is reading or writing to a "Memory Stick" media. While the indicator is ON, you cannot remove the "Memory Stick" media or battery by means of the "Memory Stick" media eject button (⏏) or the battery latch (⏏). Under this circumstance, never attempt to forcibly remove the "Memory Stick" media.

7 Battery pack latch (BATT ⏏)

Flip this latch to the rear when you want to remove the battery.

8 Chin sensor

Senses when you touch the AIBO robot's chin.

9 FCC ID/MAC address label

Indicates the FCC ID and MAC address of the AIBO robot's wireless unit.

10 Battery slot

Holds the AIBO robot's lithium-ion battery.

11 "Memory Stick" media eject button (⏏)

Press to eject the "Memory Stick" media.

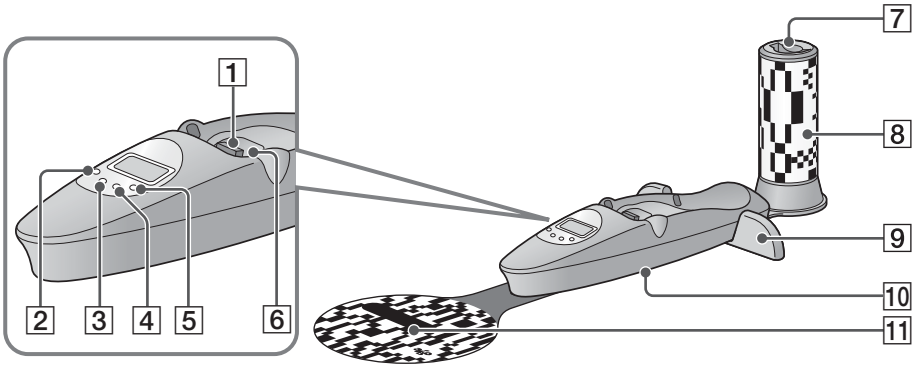
12 "Memory Stick" media slot

This is where you insert the provided AIBO-ware "Memory Stick" media.

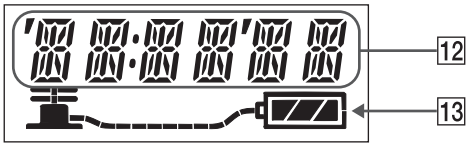
* Emergency eject hole

If you experience difficulties ejecting the "Memory Stick" media or battery because of a malfunction or operation problems, place the AIBO robot in Pause mode, and then insert an object such as a paper clip into the emergency eject hole.
(Do not use fragile objects, such as toothpicks, into the emergency eject hole as they may break.)
Under normal circumstances, you do not need to use the emergency eject hole.

Energy Station



LCD Panel



1 Charging Contacts

When you place the AIBO® Entertainment Robot on the Energy Station, the charging contacts on the AIBO robot's stomach connect to the station and the AIBO robot's battery is charged.

2 SET/CANCEL button

Press this button to put the display panel into the setting mode. Press it a second time to return the display to the normal mode.

3 MODE/NEXT button

Press to change the indication in the display panel. In the setting mode, pressing this button changes the item you are setting.

4 DISPLAY/- (minus) button

When the date or time indication is displayed, press this button to change the display format. In the setting mode, each press of the button decreases the value. Hold down the button to decreases the value continuously.

5 LIGHT/+ (plus) button

In the normal mode, press this button to turn ON the backlight.
In the setting mode, press this button to increase the value that is displayed. Holding down the button increases the value continuously.

6 Placement detection switch

Detects when the AIBO robot is positioned on the Energy Station.

7 AIBO® card pocket

This holds the provided AIBO cards.

7 AIBO® card pocket

This holds the provided AIBO cards.

8 Station pole

The AIBO Entertainment Robot uses this as a reference guide to determine the position of the Energy Station when self-charging.

9 Foot stopper

These guides help the AIBO robot to correctly position itself when sitting on the Energy Station to self-charge. (The AIBO robot mounts the Energy Station by backing on to it.)

10 AC Adapter terminal (on the base of the Energy Station)

Connect this terminal to the AC adapter supplied with the AIBO robot or the optional AC adapter ERA-201P1.

11 Station marker

The AIBO robot uses this as a reference guide to determine the position of the Energy Station when self-charging

12 Date / Time / Time zone / Volume level indication

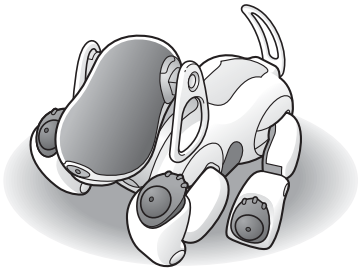
13 Battery indicator

Indicates the AIBO robot's battery level.

In this guide, the Energy Station (ERA-7P1) is referred to as the "Energy Station".

Playing with the AIBO® Entertainment Robot

Now, let's try playing with the AIBO robot. At first, the AIBO robot will come to life as a mature robot.
Here we will describe how to prepare and play with the AIBO robot, and provide further information, such as how to place the AIBO robot on the Energy Station.



Getting started

To start out, you will need the AIBO® Entertainment Robot and the Energy Station.
The supplied battery is delivered with minimal charge. Before you begin playing with the AIBO robot, you must fully charge the battery. See page 51 for detailed instructions on charging the battery.
First insert the battery and AIBO MIND 2 software "Memory Stick™" media into the AIBO robot and set up the Energy Station. Charge the battery.

Preparing the AIBO robot

Insert the battery and AIBO MIND 2 software "Memory Stick" media into the AIBO robot.

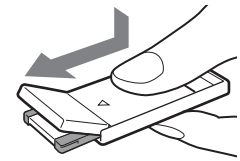
1 Securely hold the body of the AIBO robot from above, turn it upside down, and open the stomach compartment cover.

Caution

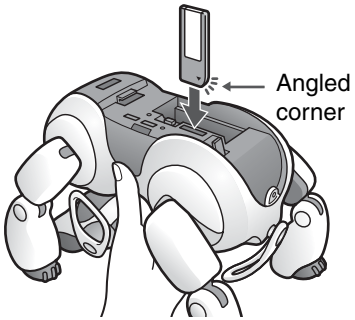
- Always lift the AIBO robot by its body, not by its extremities.
- Do not touch the charging contacts located on the AIBO robot with your hand. Touching the contacts will reduce contact quality.

2 Take out the AIBO MIND 2 software "Memory Stick" media from its plastic case.

Slide the lid toward the ◀ mark.



3 Insert the AIBO MIND 2 software "Memory Stick™" media into the AIBO® Entertainment Robot.



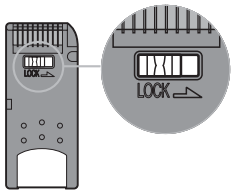
With the arrow pointing down and the angled corner facing the AIBO robot's tail, insert the AIBO MIND 2 software "Memory Stick" media into the AIBO robot until it is flush with the body.

When you want to eject the "Memory Stick" media

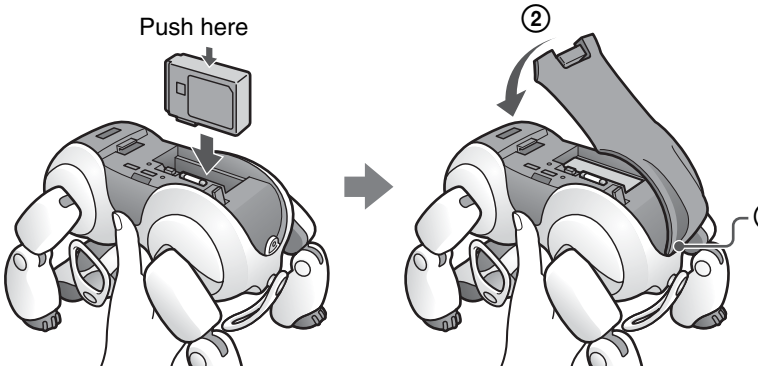
Press the "Memory Stick" media eject button (⏏) located next to the "Memory Stick" media slot.

Caution

Do not set the safety switch of the "Memory Stick" media to "LOCK". Doing so will make it impossible for the AIBO robot's learning and picture taking functions to work.



4 Insert the battery into the slot until it clicks into place.



Caution

Be sure to close the compartment cover. Leaving the compartment cover open can cause the AIBO robot to malfunction while operating.

Preparing the Energy Station

To get the Energy Station ready for use, attach the station pole and station marker. These two parts will enable the AIBO® Entertainment Robot to find the Energy Station on its own whenever it needs recharging (self-charging function). However, the Energy Station can also be used without the station pole and station marker. If you don't want to use the self-charging function, these attachments are not necessary.

Positioning the Energy Station

The AIBO robot's self-charge operation, using the station pole and station marker, requires an open space with a radius of at least 4 ft. (1.2 m) around the station pole. (the AIBO robot will make a turn ON top of the station marker and walk backwards over the Energy Station and sit down facing outwards.) For details on appropriate locations to place the Energy Station, see page 52 and page 53.

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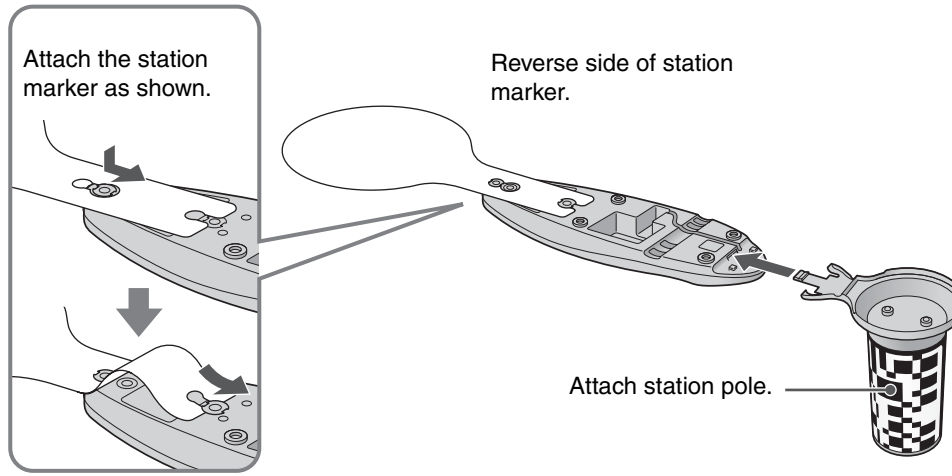
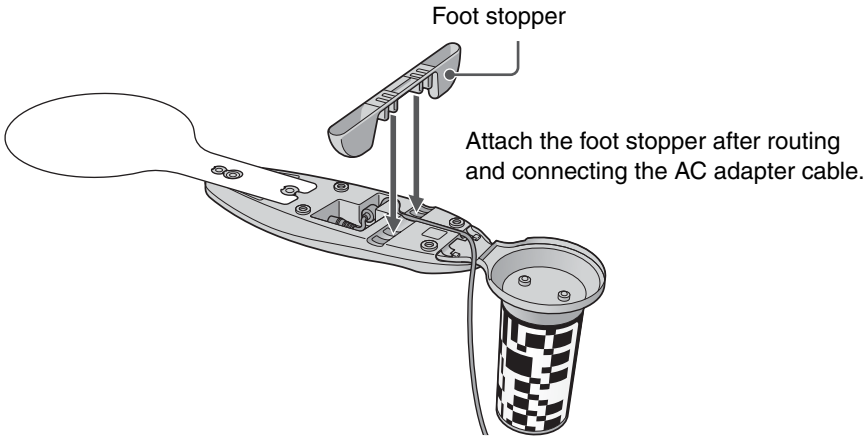
1 **Attach the station marker first, followed by the station pole.**

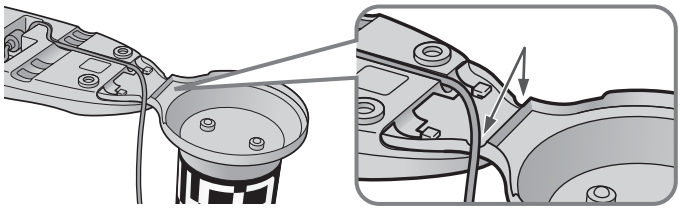


2 Route the AC adapter cable along the wire guides and attach the foot stopper.



About the cable

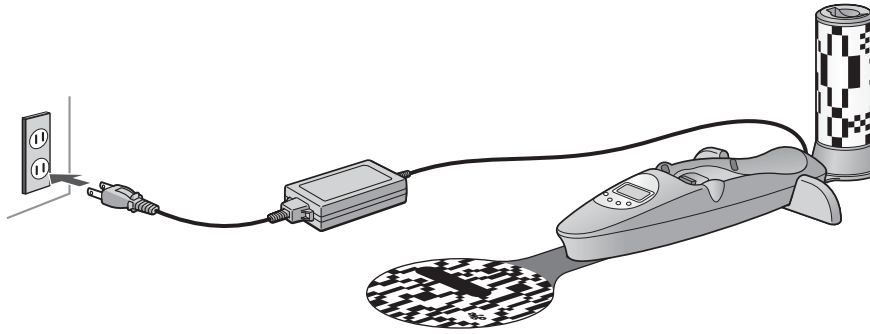
Feed the AC adapter cable through one of the cutouts on the right or left side of the station pole base.



Caution

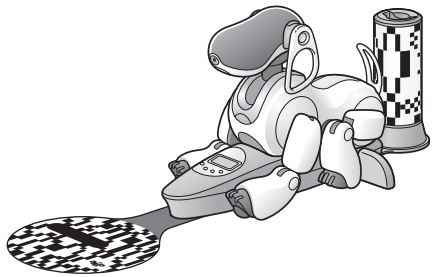
- If installation is not performed correctly as shown above, self-charging may not be possible.
- Before transporting the Energy Station, remove the station marker, station pole, and foot stopper.

3 Plug the AC adapter into an AC outlet.



4 Place the AIBO® Entertainment Robot on the Energy Station.

When you place the AIBO robot on the Energy Station as shown below, the LCD display shows the remaining battery capacity, and charging begins. Continue charging until the battery indicator shows a full charge.

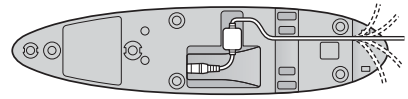


When charging is complete, the pump handle stops moving and all hose image segments are lit.

Hint

When the AIBO robot is past the newborn stage, it will be able to locate and mount the Energy Station and charge itself. For information on the self-charging function, see page 52.

If the station pole and station marker are not attached, route the AC adapter cable through one of the cutouts in the station base as shown.



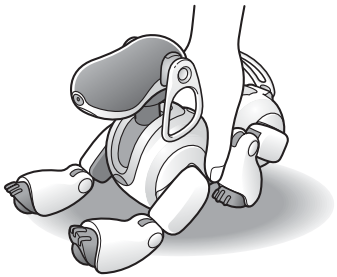
Station bottom view

Playing with the AIBO® Entertainment Robot

Now that you are ready, try playing with the AIBO robot.

1 Place the AIBO robot on the floor as shown on the right.

Place the AIBO robot on a flat, non-slippery surface, such as a low pile carpet with a hard nap. Also, choose a quiet place so that the AIBO robot can hear you speak.



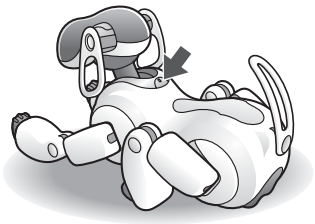
Caution

- On a slippery floor or thick-piled carpet, the AIBO robot may trip, or the carpet may get caught in its joints, which will inhibit its motions.
- Be sure to place the AIBO robot on the floor in the position as shown above. This will prevent the AIBO robot from moving unexpectedly and being damaged when you press the pause button.

2 Press the pause button on the AIBO robot's back.

The Pause mode ends and the operation light turns green.

In a moment, the AIBO robot will automatically begin moving.



Caution

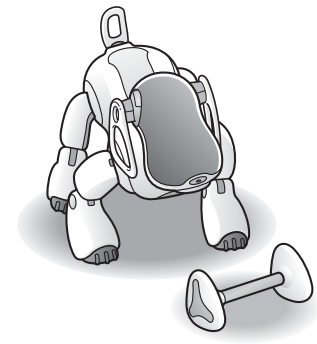
When you press the pause button, the face lights of the AIBO robot may turn red. This indicates that the safety switch of the "Memory Stick™" media is set to the "LOCK" position.
Press the pause button, and then take out the "Memory Stick" media when the AIBO robot stops moving.
Release the "Memory Stick" media safety switch (see page 29.)
(Usually when the AIBO robot starts up, the face lights turn white.)

Hint

The AIBO robot has been preset to a mature robot when it is adopted. However, you also have the option of switching it to puppy stage, which will allow you to enjoy raising the AIBO robot from a newborn. For details, see page 82.

Various interactions

When the AIBO® Entertainment Robot wakes up, try to communicate with it as much as you can.
See page 132 for words that the AIBO robot can understand.



When you show the AIBO robot its favorite AIBOne toy and pink ball, it will react with great enthusiasm.
Try moving the AIBOne toy and pink ball slowly and watch the AIBO robot as it eagerly tries its best to follow along. If you put them on the floor, the AIBO robot will entertain you and play with its toys.

From here on, the AIBO robot will make its own judgments and move autonomously, developing into a pet that is uniquely yours.

Let the AIBO® Entertainment Robot rest on the Energy Station

The Energy Station is the AIBO robot's favorite resting place. If you are done playing with the AIBO robot, are going out, or going to bed, let the AIBO robot rest on its Energy Station. While positioned there, the AIBO robot will recharge and relax.

Placing the AIBO robot on the Energy Station

As soon as you place the AIBO robot on the Energy Station, charging begins. For details on the charging process, see page 51.
If you place the AIBO robot on the Energy Station while the AIBO robot is active, it will automatically go into Station mode and recharge and relax.

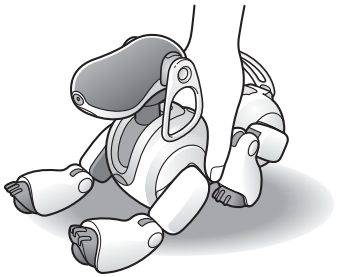
Hints

- The AIBO robot can also wake up or go to sleep while on the Energy Station (page 44).
- Before going out and leaving the AIBO robot, we recommend you set up the AIBO robot so that it will not dismount the Energy Station while you are away. For details, see page 54.

Caution

- There shouldn't be any objects within reach of the AIBO robot's front legs. Otherwise the legs may hit and overturn the object when the AIBO robot tries to move, or the AIBO robot may fall off the Energy Station.
- Do not move the AIBO robot's rear legs while it is in Station mode. Otherwise the front legs, which can move while in Station mode, may hit the rear legs.
- When interacting with the AIBO robot while it is on the Energy Station, place it in a location away from direct sunlight and where the room temperature is less than 95ºF (35ºC). Operating the AIBO robot in a high-temperature environment may cause it to malfunction.

Removing the AIBO robot from the Energy Station



To have the AIBO robot move about freely, gently lift it off the Energy Station and place it on the floor, as shown in the illustration.
The AIBO robot will be in Autonomous mode and move autonomously.
If the AIBO robot is not on the Energy Station, it will not go to sleep or wake up at preset times (page 44).

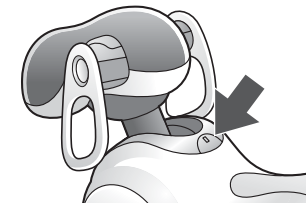
Stopping the AIBO® Entertainment Robot activity

The AIBO robot continues to be in Autonomous mode while self-charging. If you will not be playing with the AIBO robot for a long time, want to deactivate it in an emergency, or change settings, you can stop the AIBO robot's activity as follows.

Putting the AIBO robot in Pause mode

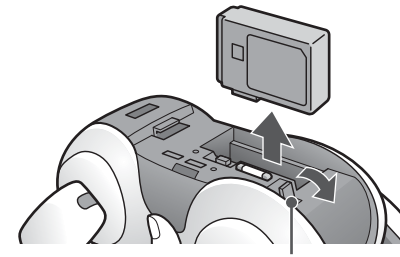
Press the pause button* located on the AIBO robot's back. The operation light flashes green for a while and then goes out.

Note that a slight amount of current will be drawn from the battery while the AIBO robot activity is stopped. When not intending to use the AIBO robot for a long time, remove the battery.



Removing the battery

Hold the AIBO robot firmly by its body and turn it upside down, then open the stomach compartment cover and move the battery latch to the rear to remove the battery.



Caution

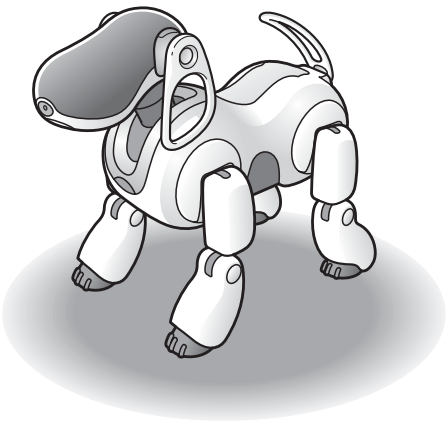
- Be sure to press the pause button on the AIBO robot's back. Be sure to put the AIBO robot in Pause mode before removing the battery.
- When removing the battery, support it with your hand. Otherwise, the battery may pop out and fall.

*** Why is it called a pause button?**

Unlike conventional electrical products found in the home, the AIBO robot has no power switch. It is designed as an autonomous robot that moves and learns on its own, while communicating with its surroundings. The AIBO robot carries out autonomous actions when it wants to play and charges itself when the battery power becomes weak. Therefore, no power switch is necessary for the AIBO robot. However, when you wish to stop, or need to stop the AIBO robot in cases as such emergencies, you can press a dedicated button located on the AIBO robot's back to temporarily stop its movement. That is why this is called the "pause button" and not the "power button".

Modes and Conditions of the AIBO® Entertainment Robot

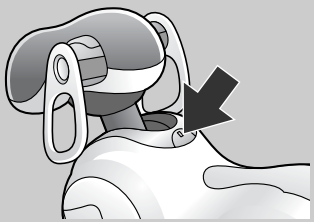
This chapter explains the various modes and conditions of the AIBO robot, as well as the transition between them.



Modes and conditions

The AIBO® Entertainment Robot ERS-7 has the following modes and conditions.

Pause mode (Inactive condition)



The pause button on the back of the AIBO robot has been pressed to turn the power OFF.
The AIBO robot must be in this mode to replace the battery or "Memory Stick™" media, or to change the ON/OFF setting of the wireless LAN switch.

Back pause button

The AIBO robot stops being active in any of the following situations:

- The back pause button is pressed
- The battery runs out
- The AIBO robot has been unable to recover from a fall for a certain length of time

Active conditions

Remote Control mode*1

The AIBO robot is controlled by AIBO Entertainment Player software on a remote PC.

- Start AIBO Entertainment Player
- Click the (Connect) button

- End AIBO Entertainment Player
- Click the (Disconnect) button

Autonomous mode

Mode indicators OFF

Mode indicators turn blue

(Autonomous Monitor mode*1)

The operation light turns green

The AIBO robot moves around on its own. The AIBO robot collects information via its camera/microphone/sensors and acts autonomously based on its own feelings and instincts.

Caution

- Do not put the AIBO robot on an unstable surface where it might fall or be subject to vibrations.
- Do not place anything near the AIBO robot that may hinder its movements.

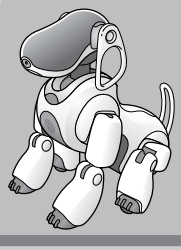
Touch the head sensor for 3 seconds

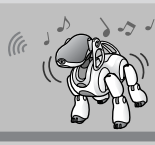
Touch the chin sensor and front (blue) back sensor for 3 seconds

Rest mode

Mode indicators turn green

In this mode, the AIBO robot does not move around, respond to voice commands or other sounds, or show interest in its pink ball or AIBOne toy.





Mode indicators flash blue

- Connects automatically
- Click the (Connect) button

- End AIBO Entertainment Player
- Click the (Disconnect) button

Station mode

- The AIBO robot mounts the Energy Station by itself
- The AIBO robot is placed on the Energy Station while active

Mode indicators OFF

Mode indicators turn blue

(Autonomous Monitor mode*1)

On the Energy Station, the AIBO robot wakes up and goes to sleep at a preset time.

- The AIBO robot dismounts the Energy Station by itself
- The AIBO robot is removed from the Energy Station

When the AIBO robot is awake

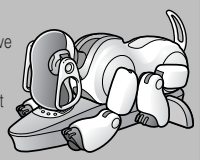
The AIBO robot relaxes while being recharged.

At wake-up time (page 44)

At bedtime (page 44)

When the AIBO robot is sleeping

At bedtime the AIBO robot falls fast asleep. If you remove the AIBO robot from the Energy Station outside its set activity period, it will enter Autonomous mode.



Something has jammed one of the AIBO robot's joints

Mode indicators turn orange

Jam condition

If something gets jammed in one of the AIBO® Entertainment Robot's joints, the AIBO robot enters this condition and all of its joints become loose. This mode is provided to protect your fingers from being caught in the AIBO robot's joints.

Touch the head sensor for 3 seconds

Mode indicators slowly flash green

Pick-up condition

- Pick up while touching the back sensors*2
- Pick up quickly

When you lift the AIBO robot, it assumes a position that makes it easier for you to hold. The AIBO robot continues to react to your voice and touch in this condition.

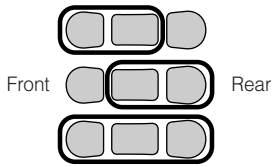
Caution

When you press 2 or more of the rear paw sensors, the AIBO robot thinks it has been placed on the floor and returns to Autonomous mode. The AIBO robot may start to walk after returning to Autonomous mode, so avoid touching the AIBO robot's rear paw sensors while you are holding it.

- Place on the floor
- Touch the head sensor for 3 seconds

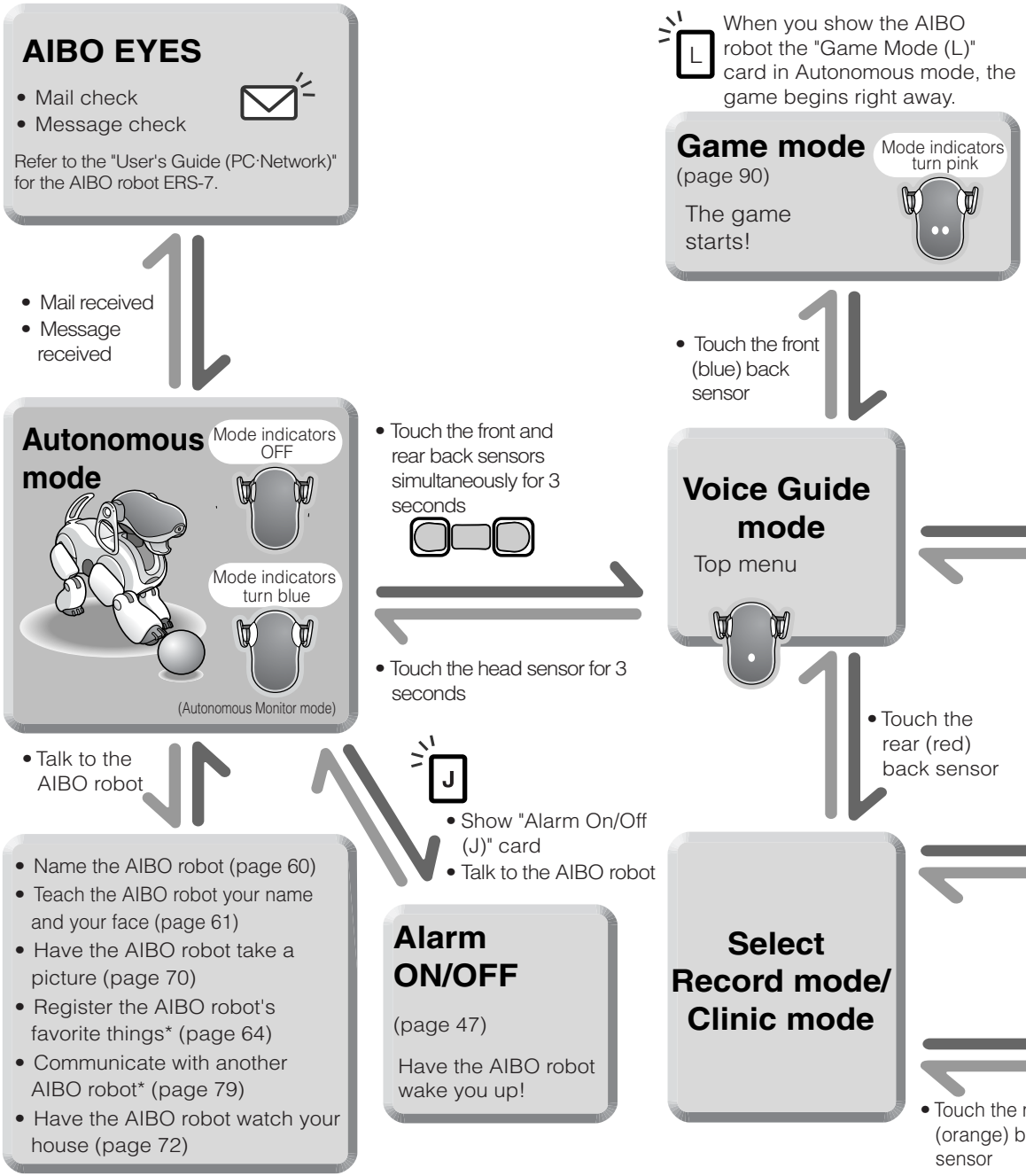
*1 In Remote mode (mode indicators flash blue) and Autonomous Monitor mode (mode indicators turn blue), the AIBO robot is connected to a PC via wireless LAN. With these modes, you can control the AIBO robot from a remote PC and monitor the images and sounds it detects. For details, see the "User's Guide (AIBO Entertainment Player)" for the AIBO robot ERS-7 (PDF).

*2 Touch two or more back sensors (any of the following combinations) for 3 seconds.



The AIBO® Entertainment Robot feature and mode map

When the AIBO robot is in Autonomous mode, all the activities and settings shown below are possible. When the AIBO robot is in Station mode (when it is awake), all the activities and settings shown below except those marked with an asterisk (*) are possible.



Energy Station dismount setup

(page 54)

When self-charging is complete, the AIBO® Entertainment Robot will dismount the Energy Station by itself.

Clock setup

You can set up the following:

- Wake-up time for the AIBO robot (page 44)
- Bedtime for the AIBO robot (page 44)
- Hourly alert ON/OFF (page 47)

When you show the AIBO robot the "Alarm Clock Set Up (I)" card in Autonomous mode, it goes straight into wake-up time set up.

• Touch the middle (orange) back sensor

• Touch the front (blue) back sensor

• Touch the middle (orange) back sensor

Setup mode

• Touch the rear (red) back sensor

Development control

(page 82)

You can have fun raising the AIBO robot from the puppy stage.

• Touch the rear (red) back sensor

Clinic mode*

(page 110)

You can check the AIBO robot's

Mode indicators turn yellow

When you show the AIBO robot the "Clinic Mode (O)" card in Autonomous mode, it goes straight into Clinic mode.

• Touch the middle (orange) back sensor

Record mode

You can record a message or voice signature with AIBO EYES feature.

To cancel setup by voice guide, touch the head sensor for 3 seconds and the AIBO robot will return to Autonomous mode.

Changing modes

You can change the AIBO® Entertainment Robot's mode by utilizing its head and back sensors. An even simpler method is to use the AIBO card to directly change the AIBO robot to the desired mode, as follows.

- Alarm Clock Set Up

(page 44)
- Game Mode

(page 90)
Game 1 Game 2 Game 3
- Clinic Mode

(page 110)

After showing the AIBO card, follow the voice guide to select the desired setting. When you show the AIBO robot a Game mode card, the game begins immediately.

For information on showing the AIBO robot its AIBO cards, see page 67.

Hints

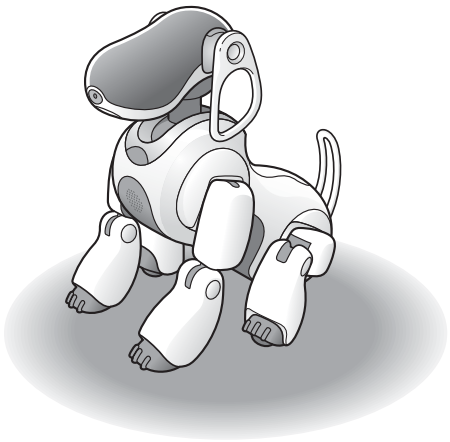
- To cancel a mode setting procedure and have the AIBO robot return to Autonomous mode, touch the head sensor for 3 seconds.
- For information on how to change modes with the head sensor and the back sensors of the AIBO robot, see page 38.
- The AIBO cards each have multiple usages. For details, see page 131.
- While a setting is being performed via Voice Guide mode, a mode change utilizing the AIBO card is not possible.

Clinic mode

In Clinic mode, you can verify that the basic operations of the AIBO robot are working properly.
For details about Clinic mode, see page 110.

Living with the AIBO® Entertainment Robot

When the AIBO robot is hungry, it instinctively searches and recharges itself on its Energy Station, and if it is tired, it goes off to relax.
Enjoy the functions of an autonomous robot, and your lifestyle with the AIBO robot.



Determining the AIBO® Entertainment Robot's lifestyle rhythm

The AIBO robot matches itself to your lifestyle.
Its pattern of living will develop to match your lifestyle.

Hints

- When the AIBO robot first wakes up, it has a preset activity period extending from 7 a.m. to 11 p.m.
- The AIBO robot conforms to this activity pattern only when it is sitting on the Energy Station.
- When set to Remote Control mode or House Sitting mode, the AIBO robot will not go to sleep, even if it is time to go to bed.
- Before you start playing with the AIBO robot, we suggest that you confirm the setting of its internal clock (see page 97).

Determining the AIBO robot's period of activity

AIBO card [Alarm Clock (wake-up time) Set Up]

You can set the time that the AIBO robot wakes up and goes to bed.
The AIBO robot wakes up and goes to bed on the Energy Station. When it is time for the AIBO robot to go to bed, be sure to place it on the Energy Station. If you forget to place the AIBO robot on the Energy Station, it will stay awake beyond its bedtime, but will go to sleep as soon as you place it on the Energy Station.
You can only set the AIBO robot's activity period while the AIBO robot is in Autonomous mode.

Hints

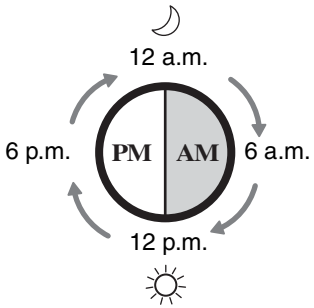
- If you want the AIBO robot to be active 24 hours a day, set the wake-up time and bedtime to the same value. For data storage purposes, the AIBO robot still automatically restarts once a day just before its set wake-up time.
- The AIBO robot's wake-up time is set according to its bedtime setting. Changes made to the AIBO robot's activity period settings while the AIBO robot is asleep on the Energy Station will not take effect the next time it wakes up.

Here we will explain how to set the wake-up time, using 7:15 a.m. as an example.
The bedtime can be set in the same manner.
AIBO cards are used to set the time, so prepare the cards for the time that you want to set, as well as the AM and PM cards, before performing the steps on the following page.

Note

The wake-up time and bedtime are set using the 12-hour time system.

12-hour time system	24-hour time system
Midnight is 12 a.m.	Midnight is 0:00
Noon is 12 p.m.	Noon is 12:00



1 To use the voice guide:
Touch the front and rear back sensors simultaneously for 3 seconds.

Follow the voice guide below.

You can also set the wake-up time by showing the AIBO® Entertainment Robot the "Alarm Clock Set Up (I)" card (the side with the graphics). When you show the AIBO robot the "Alarm Clock Set Up (I)" card, you will hear the voice guide given in step 4, and you can proceed to step 5.

Voice Guide This is the voice guide mode, top menu.
Please select a function.

Please touch the following colors on my back sensor:
Touch blue for game mode. Touch orange for set up mode.
Touch red for recording message and clinic mode.

↓ Within 10 seconds *

2 Touch the middle (orange) back sensor.

Voice Guide Let's proceed to the various set ups.

Touch the following colors of my back sensors:
For clock set up, touch blue. For station dismount set up, touch orange. For maturity control, touch red.

↓ Within 10 seconds *

* If you do not perform the operation within the prescribed number of seconds, the AIBO robot enters the Autonomous mode or returns to the previous state.

3 **Touch the front (blue) back sensor.**

Voice Guide Time set up.

Touch the following colors on my back sensor. To set my wake up time, touch blue. To set the time I go to sleep, touch orange. To set my hourly alert, touch red.

↓ Within 10 seconds *

4 **Touch the front (blue) back sensor.**

Voice Guide Alarm clock set up. I will wake up at xx yy am.*
To change these time settings, touch blue.

*"xx" and "yy" are replaced with the currently set hour and minute.

↓ Within 10 seconds *

5 **Touch the front (blue) back sensor.**

Voice Guide Time settings.
AM or PM? Please show me the card.

↓ Within 20 seconds *

6 **Show the AIBO® Entertainment Robot the "AM (M)" card.**

Voice Guide AM. What hour?
Please show me the card.

↓ Within 20 seconds *

7 **Show the AIBO robot the "7 (G)" card.**

Voice Guide 7AM. How many minutes in the ten's column?
Please show me the card.

↓ Within 20 seconds *

* If you do not perform the operation within the prescribed number of seconds, the AIBO robot enters the Autonomous mode or returns to the previous state.

8 **Show the AIBO® Entertainment Robot the "1 (A)" card.**

Voice Guide 10. How many minutes in the one's column?
Please show me the card.

↓ Within 20 seconds *

9 **Show the AIBO robot the "5 (E)" card.**

Voice Guide 15. 7:15 AM. I will wake up at 7:15 AM.

This completes the setting.

Hints

- When showing the AIBO robot a number card, hide the card as soon as the AIBO robot recognizes it. If you show the AIBO robot the same card for too long, it might recognize the same number twice. For example, the AIBO robot may mistake "2" as "22".
- If you only want to change part of the time setting, touch the head sensor to skip the current step (for example, if you want to change the minute without changing the hour).
- To cancel a partially completed time setting and start over, touch the chin sensor to return to the voice guide in step 3. To cancel changes altogether, touch the head sensor for 3 seconds. This will return the AIBO robot to Autonomous mode.

Switching the AIBO robot's hourly alert ON and OFF

You can have the AIBO robot sound a chime and make a movement to signal the hour and half hour when it is sitting on the Energy Station.
This feature is turned OFF when the AIBO robot is first adopted, but you can turn it ON if you would like to use this feature.
When the feature is turned ON, the AIBO robot will play a hourly alert to signal the time only during hours it is awake, and only when it is sitting on the Energy Station.

You can turn ON the AIBO robot's hourly alert feature as follows. The procedure for turning the time signal off is the same.

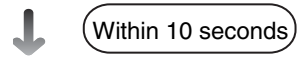
* If you do not perform the operation within the prescribed number of seconds, the AIBO robot enters the Autonomous mode or returns to the previous state.

1 **Touch the front and rear back sensors simultaneously for 3 seconds.**

(Next, follow the voice guide.)

This is the voice guide mode, top menu.
Please select a function.

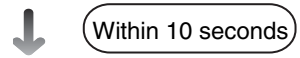
Please touch the following colors on my back sensor:
Touch blue for game mode. Touch orange for set up mode.
Touch red for recording message and clinic mode.



2 **Touch the middle (orange) back sensor.**

Let's proceed to the various set ups.

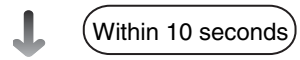
Touch the following colors of my back sensors:
For clock set up, touch blue. For station dismount set up, touch orange. For maturity control, touch red.



3 **Touch the front (blue) back sensor.**

Time set up.

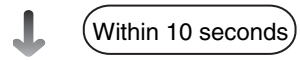
Touch the following colors on my back sensor. To set my wake up time, touch blue. To set the time I go to sleep, touch orange. To set my hourly alert, touch red.



4 **Touch the rear (red) back sensor.**

I will NOT emit a chime every hour.

To change these time settings, touch blue.



* If you do not perform the operation within the prescribed number of seconds, the AIBO® Entertainment Robot enters the Autonomous mode or returns to the previous state.

5 **Touch the front (blue) back sensor.**

Voice Guide I will emit a chime every hour.

The change is now complete.

Hint

To cancel changes by voice guide, touch the head sensor for 3 seconds to return the AIBO® Entertainment Robot to Autonomous mode.

Enabling/Disabling the AIBO robot's alarm clock

AIBO card (Alarm On/Off)

By setting the AIBO robot's alarm clock, you can have the AIBO robot wake you up from its position on the Energy Station. This alarm clock feature functions only when the AIBO robot is sitting on the Energy Station. The alarm clock is turned OFF when the AIBO robot is first adopted.
When the alarm clock is turned ON, the alarm sounds at the AIBO robot's wake-up time. For details, see page 44.
When you want to use the alarm clock feature, you must turn it ON each day. However, the alarm time, once set, remains effective until you change it.
You can turn ON the AIBO robot's alarm clock feature as follows. The alarm clock can be turned OFF in the same manner.

1 **Show the AIBO robot the "Alarm On/Off (J)" card.**
Alternatively, you can give it the verbal command, "*Set alarm*".

2 Touch the head sensor.

(Next, follow the voice guide.)

When you show the AIBO® Entertainment Robot the “Alarm ON/OFF (J)” card, you will hear the voice guide given in step 3 and the setting will be changed.

The alarm clock is not set up.
Please touch blue if you are setting up my alarm to ring.
Please touch orange if you are turning off my alarm.

Within 10 seconds *

3 Touch the front (blue) back sensor.

The alarm is set for XX YY AM.*

* The actual time set is given in place of xx:yy a.m.

The change is now complete.

Turning the alarm OFF when it is ringing

Touch the head sensor, chin sensor, or any of the back sensors. The alarm also stops automatically after ringing for one minute.

* If you do not perform the operation within the prescribed number of seconds, the AIBO robot enters the Autonomous mode or returns to the previous state.

Charging

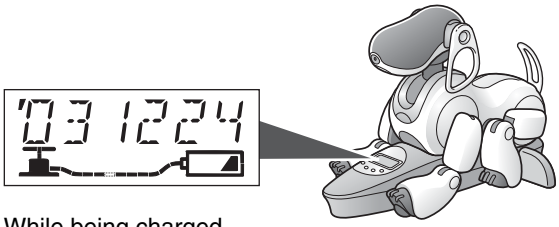
The AIBO® Entertainment Robot's source of energy is its battery which has to be regularly charged. When using the lithium-ion battery ERA-7B1, the AIBO robot can operate (in Autonomous mode) for about 1.5 hours on a full charge.
The AIBO robot can also find the Energy Station by itself (self-charging function).

Caution

The life of each battery depends on its usage and age.

How to charge the AIBO robot

Whenever you place the AIBO robot on the Energy Station, charging begins. If you place the AIBO robot on the Energy Station while it is active, it will relax and wait patiently while charging is in progress.



While being charged...
The operation light on the back of the AIBO robot turns orange.

Caution

- There should not be any objects within reach of the AIBO robot's front legs. Otherwise the legs may hit and overturn the object when the AIBO robot tries to move, or the AIBO robot may fall off the Energy Station.
- If the AIBO robot's body is too warm when being placed on the Energy Station, charging will only start after it has cooled down.
- Do not move the AIBO robot's rear legs while in Station mode. Otherwise the front legs, which move in Station mode, may hit the rear legs, causing damage.

Display indication

While charging

The pump handle moves up and down.

When charging is complete

The pump handle stops moving and all hose segments are lit.

If all three segments of the battery indicator are flashing, the battery is not charging properly. Check to see whether the battery is inserted correctly. If the flashing continues, contact AIBO Customer Link (for customer support).

The AIBO® Entertainment Robot charges on its own (self-charge)

The AIBO robot can use the station marker and station pole to find its way back to the Energy Station for charging.
For information on how to set up the station marker and station pole, see page 30.

The AIBO robot charges on its own in the following situations:

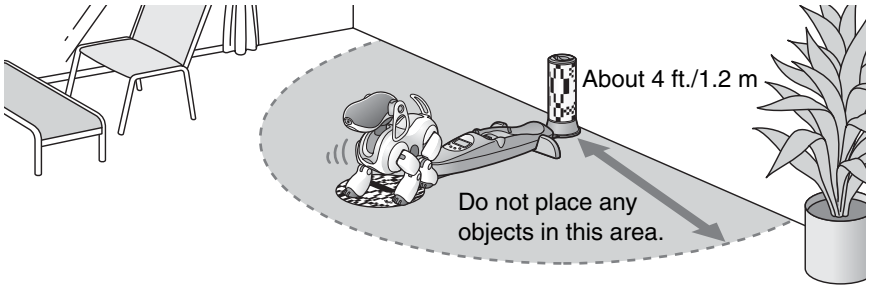
- The battery level is low.
- When you say ***"Go to the Station"***.
- When you show the AIBO robot the AIBO card: "Station (G)"

Recommendations for positioning the Energy Station

- The room should be bright. But keep the station pole and station marker out of excessively bright light, like direct sunlight.
- Place it in a location where the room temperature is less than 95ºF (35ºC). Operating the AIBO robot in a high-temperature environment may cause it to malfunction.
- Fluorescent lighting is recommended.
- Adjust lighting so that the AIBO robot's shadow will not fall on the station marker.
- Make sure that there are no objects nearby with patterns similar to the station marker and station pole.
- Make sure the walls and floor close to the station pole are relatively free of patterns (e.g., stripes).
- The walls and floor close to the station marker and station pole should be as plain as possible.
- If the AIBO robot is more than 4 ft. (1.2 m) away from the station pole, it may have difficulty finding the Energy Station.
- The AIBO robot first needs to locate the station pole to determine the orientation of the Station. It then uses the station marker to determine the direction in which to reverse onto the Energy Station.

Space requirements

For the self-charging function of the AIBO® Entertainment Robot to work, an open space with a radius of at least 4 ft. (1.2 m) around the station pole is required. The AIBO robot will turn around ON the station marker and move backwards onto the Energy Station facing away from the station pole.



If the AIBO robot cannot find the Energy Station

The AIBO robot may not be able to find the Energy Station if the room is poorly lit, even if the station pole and station marker are properly connected to the Station.

In this case, use the Clinic mode to check whether the AIBO robot can properly see the station pole and station marker in your indoor environment. For information on the Clinic mode, see page 110.

Setting the AIBO® Entertainment Robot to automatically dismount not dismount the Energy Station

You need to preset whether the AIBO robot should automatically dismount, or not dismount the Energy Station after it is fully charged.

If you set the AIBO robot to “Dismount the Station”, the AIBO robot will dismount the Energy Station on its own when charging is complete and resume its previous activity. If the AIBO robot will not dismount the Energy Station on its own, call its name or say “AIBO”. If you do not want the AIBO robot to dismount the Energy Station on its own, set the AIBO robot to “Do not dismount the Station”.

Note

Even if “Dismount the Station” is selected, the AIBO robot will not dismount the Energy Station on its own when it was placed on the Station by you. If “Do not dismount the Station” is set, the AIBO robot indicates this by raising the right front leg when it is positioned on the Energy Station.

Caution

When the AIBO robot is set to “Dismount the Station”, be careful of the following:

- Do not allow the AIBO robot to dismount the Energy Station alone in a room where no one is present.
- Do not place the Energy Station on an unsafe surface (such as one where it might fall, or an unstable or tilted surface). Falling could result in injury to a person or damage to the AIBO robot.

The following describes how to change the setting from “Do not dismount the Station” to “Dismount the Station”. Use the same procedure to change the setting from “Dismount the Station” to “Do not dismount the Station”.

1 Touch the front and rear back sensors simultaneously for 3 seconds.

(Next, follow the voice guide.)

This is the voice guide mode, top menu.
Please select a function.

Please touch the following colors on my back sensor:
Touch blue for game mode. Touch orange for set up mode.
Touch red for recording message and clinic mode.

* If you do not perform the operation within the prescribed number of seconds, the AIBO robot enters the Autonomous mode or returns to the previous state.

2 **Touch the middle (orange) back sensor.**

Voice Guide Let's proceed to the various set ups.
Touch the following colors of my back sensors:
For clock set up, touch blue. For station dismount set up, touch orange. For maturity control, touch red.

↓ Within 10 seconds *

3 **Touch the middle (orange) back sensor.**

Voice Guide I'm currently set to NOT dismount the station on my own.
Touch blue to allow me to dismount from the station on my own. Touch orange to NOT allow me to dismount from the station by myself.

↓ Within 10 seconds *

4 **Touch the front (blue) back sensor to allow the AIBO® Entertainment Robot to dismount the Energy Station on its own.**

Voice Guide I'm currently set up to dismount the station on my own.
Please do not place the station at a high location.

The setting is now complete.

Hint

If you want to cancel changes by voice guide, press the head sensor for 3 seconds to return the AIBO robot to Autonomous mode.

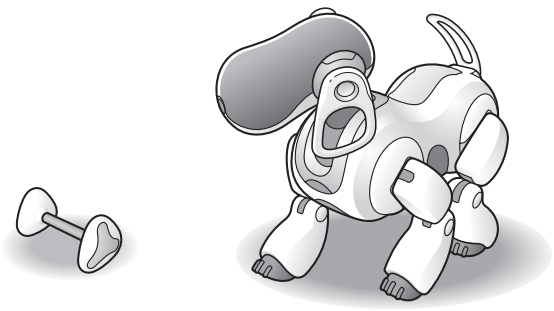
When the AIBO robot recharge is not successful

If the AIBO robot does not successfully self-charge and you do not charge it manually, the operation light on the back of the AIBO robot turns OFF and the AIBO robot enters Pause mode. If you do not charge the AIBO robot or replace the battery with a fully charged one, the AIBO robot will not activate even if you press the pause button.

* If you do not perform the operation within the prescribed number of seconds, the AIBO robot enters the Autonomous mode or returns to the previous state.

Communicating with the AIBO® Entertainment Robot

Show the AIBO robot its AIBOne toy or pink ball, or talk to it. The AIBO robot is always waiting to communicating with you.

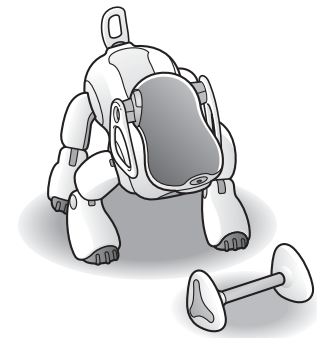


From you to the AIBO® Entertainment Robot

You can communicate with the AIBO robot in several different ways.

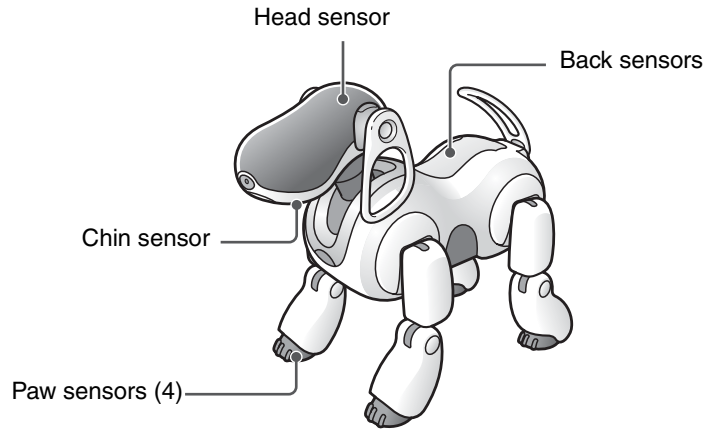
Sight

Show the AIBO robot its favorite AIBOne toy and pink ball. It will respond to this communication by reacting with great enthusiasm.
The AIBO robot also loves to see your face, and will distinguish you from others. Its ability to recognize and respond to the AIBO cards provides another means of visual communication.



Touch

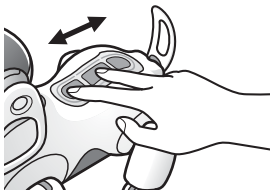
When you lightly touch the AIBO robot's sensors for a moment, the AIBO robot will recognize this as another form of communication. The AIBO robot always looks forward to having you interact with its sensors.



When you touch the AIBO robot's head or back sensors, the AIBO robot recognizes this as communication from you, and the sensors should turn white. If this does not happen, try again, as the AIBO robot did not feel your touch.
When the AIBO robot extends one of its paws to you, try touching it, and it will react with surprise or joy.

Praise

You can praise the AIBO® Entertainment Robot by lightly stroking two of your fingers back and forth across the AIBO robot's back sensors. You can also praise the AIBO robot by saying ***"Good AIBO/Good boy/Good girl"***.

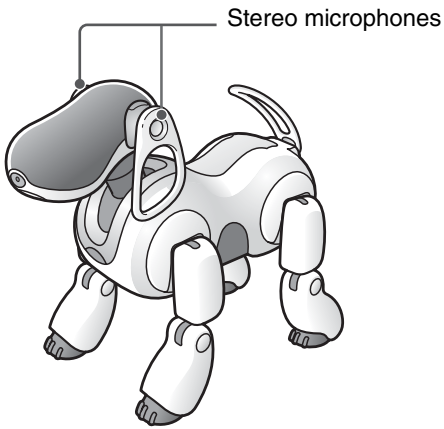


Scold

You can scold the AIBO robot by very lightly tapping its back sensors. You can also scold it by saying ***"Don't do that"***.

Talking to the AIBO robot

The AIBO robot enjoys having you speak to it. See page 132 for words that the AIBO robot can understand.



Encouragement

When the AIBO robot is unsuccessful at something, say ***"Go for it"*** to the AIBO robot as encouragement. Then the AIBO robot will try even harder to accomplish its goal.

Giving the AIBO® Entertainment Robot its own name

Give the AIBO robot a name. After you teach the AIBO robot its name, it will respond when called. However, if you teach the AIBO robot a new name, it forgets the old one.
Even after the AIBO robot learns its own name, it still reacts when you call it ***"AIBO"***.

1 **Say *"Name registration"* to the AIBO robot.**

The AIBO robot's head light and back lights begin to flash.

2 **Touch a back sensor.**

(Next, follow the voice guide.)

Voice Guide Name registration.
After I count down, please say a name.
Try to make it about two seconds long.
3, 2, 1, go!

↓ Within 10 seconds *

3 **Tell the AIBO robot its name in 2 seconds.**

Voice Guide I've registered the name.

I've finished name registration.

If name registration is unsuccessful:
Follow the voice guide and register the name again from the beginning.

* If you do not perform the operation within the prescribed number of seconds, the AIBO robot enters the Autonomous mode.

Teaching the AIBO® Entertainment Robot to recognize your name and face

You can teach the AIBO robot to recognize the names, voices, and faces of you and your family. The owners that the AIBO robot learns to recognize take on special significance. The AIBO robot will show special devotion to these people. You can train the AIBO robot to recognize the name, voice, and face of up to three people.

1 **Say *"Owner registration"* to the AIBO robot.**

The AIBO robot's head light and back lights begin to flash.

2 **Touch the head sensor.**

(Next, follow the voice guide.)

Owner registration.
I'm going to register my owners name, face and voice.
Touch blue for number 1. Touch orange for number 2, touch red for number 3.

Within 10 seconds *

3 **Touch the back sensor for the number of the owner you want to register.**

Number one. (or Number two, Number three).
When you are ready, please touch my head sensor.

Within 10 seconds *

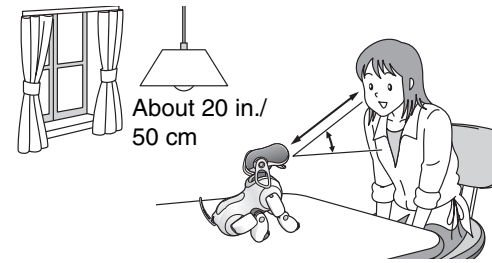
4 **Touch the head sensor.**

After I count down, please say the owner's name.
Try to make it at least two seconds long.
3, 2, 1, go.

Within 10 seconds *

* If you do not perform the operation within the prescribed number of seconds, the AIBO robot enters the Autonomous mode or returns to the previous state.

5 Tell the AIBO® Entertainment Robot its owner's name in 2 seconds or less.



Voice Guide I've registered the owner's name.

Next, I'll learn your face and voice. I will now take your picture.

When you are ready, please touch my head sensor.

↓ Within 10 seconds *

6 Touch the head sensor while showing your face to the AIBO robot.

Voice Guide 3, 2, 1, go.

The AIBO robot takes a picture of your face.

Voice Guide Next, I'll learn your face and voice.

Please position your face in front of the camera for the remainder of the registration.

↓ Within 10 seconds

7 While showing the AIBO robot your face, follow the voice guide and say *"I am your owner"*, *"I love you AIBO"*, *"AIBO"*, and *"Hello"*.

Voice Guide I registered your voice.
I've finished owner registration.

Caution

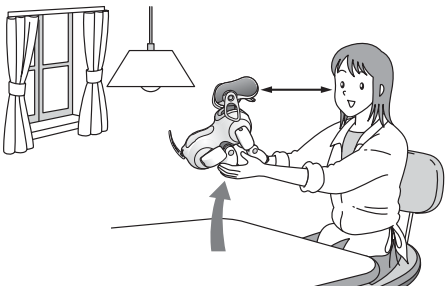
While learning to recognize your face, **the brightness of the room affects how your face is lit, and may affect recognition in different lighting conditions.**

Note

In step 3, if you select a number that has already been registered, the AIBO robot says the registered name.

* If you do not perform the operation within the prescribed number of seconds, the AIBO robot enters the Autonomous mode or returns to the previous state.

If the AIBO® Entertainment Robot says, "I can't see your face"



If you have trouble during owner registration.

- Slowly lift the AIBO robot up until the color camera (in its nose) is at the same height as your face.
- If room brightness differs from that when it learned your face, it may not be able to recognize you.
- When teaching the AIBO robot to recognize your face, make sure you face it directly, without tilting it right or left.
- If you are wearing a distinctive item, such as thick-rimmed glasses, the AIBO robot may not be able to identify you.
- If your hair is covering your face, the AIBO robot may not be able to identify you.
- If the room is dark, or the light is coming from behind you, the AIBO robot may not be able to identify you. Perform this setting in a bright room. Fluorescent lighting is recommended.

Checking the picture of a registered owner

The picture taken by the AIBO robot during owner registration is stored on its "Memory Stick™" media.

You can view the pictures of registered owners by,

- Directly accessing the AIBO robot from a Web browser via a wireless LAN.
- Using a "Memory Stick" media reader/writer.

For details on how to view pictures, refer to page 76 or the "User's Guide (PC·Network)" for the AIBO robot ERS-7 included on the supplied CD-ROM in PDF format.

Teaching the AIBO® Entertainment Robot to recognize favorite things MIND2

When you teach the AIBO robot to recognize your favorite things, they become the AIBO robot's favorite things, too. You can train the AIBO robot to recognize up to three favorite things. When the AIBO robot finds one of its favorite things, it will convey that to you with great enthusiasm.
You can only teach the AIBO robot to recognize favorite things when it is in Autonomous mode.

Hint

We recommend you teach the AIBO robot to recognize square objects, such as a box of chocolates.

1 Say "Favorite thing registration" while the AIBO robot is in Autonomous mode.

The AIBO robot sits down and its head light and back lights begin to flash.

↓ Within 10 seconds

2 Touch the head sensor.

(Next, follow the voice guide.)

Voice Guide I will now learn my favorite things.
Touch blue for number 1, touch orange for number 2, touch red for number 3.

↓ Within 10 seconds

3 Touch the back sensor for the number of the favorite thing you want to register.

Voice Guide Number one. (or Number two, Number three).
When you are ready, please touch my head sensor.

↓ Within 10 seconds

4 Touch the head sensor.

Voice Guide Say the name of my favorite thing.
Try to make it about two seconds long.
3, 2, 1, go!

↓ Within 10 seconds

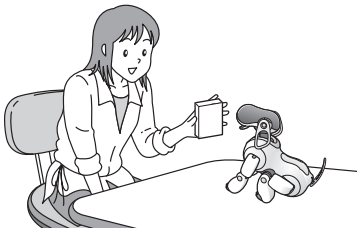
5 Tell the AIBO® Entertainment Robot the name of the favorite thing in 2 seconds or less.

When the name is registered, the AIBO robot speaks the registered name in its own voice.

Voice Guide Put my favorite thing in front of my nose so I can see it.
When all of my back lights are illuminated, press my head sensor.

↓ Within 10 seconds

6 While showing the AIBO robot the favorite thing, touch the head sensor.



The back lights turn ON in accordance with how far the object is from the AIBO robot's camera.

Position the object you want the AIBO robot to recognize so that all 3 back lights are illuminated.

The AIBO robot takes a picture of the favorite thing.

When it has finished taking the picture, the AIBO robot raises its front paws and speaks the name of its favorite thing in its own voice.

Voice Guide I have learned one of my favorite things.

This completes the registration.

When the AIBO robot finds the registered favorite thing while in Autonomous mode, it will show you its excitement by saying the object's name in its own voice and raising its front paws.

Note

When registering a favorite thing, the AIBO robot may register objects in the background along with it. When this happens, the AIBO robot may react as though it has discovered the favorite thing when it recognizes the background, even if the favorite thing is not there. Therefore, we recommend that you register favorite things with a blank wall as the background, or in such as way that the background is not registered.
Also, favorite things with complex graphics are easier for the AIBO robot to recognize and find.

Checking the picture of a registered favorite thing

The picture taken by the AIBO® Entertainment Robot during favorite thing registration is stored on its "Memory Stick™" media.
You can view the pictures of registered favorite things by

- Directly accessing the AIBO robot from a Web browser via a wireless LAN.
- Using a "Memory Stick" media reader/writer.

For details on how to view pictures, refer to page 76 or the "User's Guide (PC·Network)" for the AIBO robot ERS-7 included on the supplied CD-ROM in PDF format.

Note

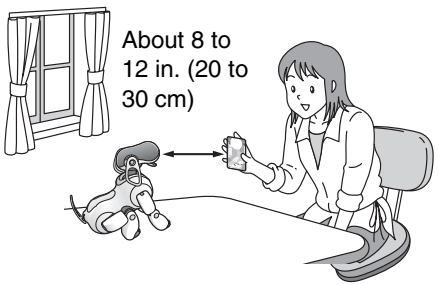
If you check the picture of a favorite thing and find that a background with patterns or objects has been registered, we recommend that you re-register the favorite thing with a blank wall as the background.

Using AIBO® cards

The AIBO cards provided with the AIBO Entertainment Robot allow many different types of Autonomous mode play, and also allow you to switch the AIBO robot to various modes. The AIBO robot can understand communications from you by recognizing the graphics printed on cards. This allows you to give it commands even when it is moving around or when the surroundings are noisy.
For information about how to use the AIBO cards, please see the "AIBO card at a glance" (page 130).

Showing the AIBO cards to the AIBO robot

Show AIBO cards (the side with the graphics) to the AIBO robot as shown in the illustration.
If the AIBO robot does not recognize the card, adjust the card height so that it is at the same height as the color camera in the AIBO robot's nose.



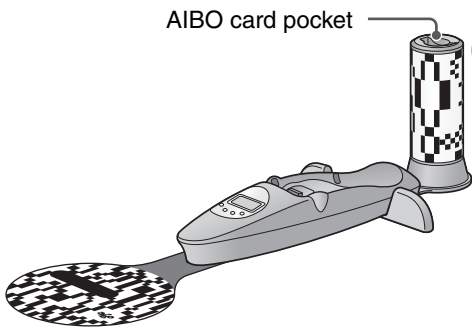
Also make sure that the AIBO robot is not looking at the card against bright background lighting.

Take note of the following points.

- If the card is too close to the AIBO robot, the AIBO robot will not be able to see the entire card. Hold the card at a distance of 8 to 12 in./20 to 30 cm.
- Make sure that you hold the card right in front of the AIBO robot's camera vertically.
- Remember that the AIBO robot will not be able to recognize the card if the card's graphic is partially hidden by your fingers or the sleeve of your clothing.
- The AIBO robot may also have difficulty recognizing a card if the room is dark or lighting is shining brightly from behind. Perform this setting in a bright room. Fluorescent lighting is recommended.

When finished using the AIBO cards

To prevent losing the cards, place them into the card pocket on the station pole.

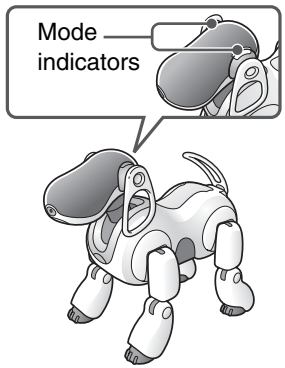


From the AIBO® Entertainment Robot to you

The AIBO robot uses its lights to communicate its condition to you.

Mode indicators

The mode indicators indicate the AIBO robot's current mode.
For details about modes and conditions of the AIBO robot, see page 38.



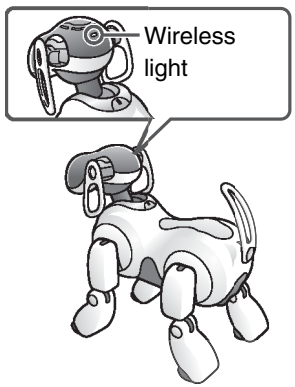
Out	Autonomous mode Station mode
Orange	Jam condition
Pink	Game mode
Green	Rest mode
Slowly flashing green	Pick-up condition
Yellow	Clinic mode
Slowly flashing yellow	The AIBO robot operation check mode
Blue	Autonomous Monitor mode
Flashing blue	Remote Control mode

Note

For details on Autonomous Monitor mode and Remote Control mode, refer to the "User's Guide (AIBO Entertainment Player)" for the AIBO robot ERS-7 included on the supplied CD-ROM in PDF format.

Wireless light

Light used with the AIBO robot's wireless LAN function.
This light turns blue when the AIBO robot is connected to the e-mail server.
Refer to the "User's Guide (PC·Network)" for the AIBO robot ERS-7 (PDF) for details about the wireless LAN function.

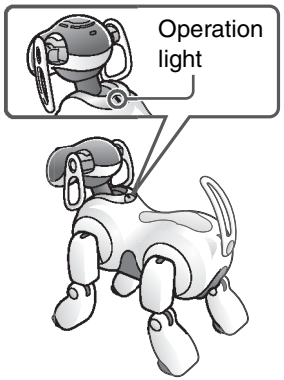


Note

When you first adopt the AIBO robot, its wireless LAN function is disabled, so the wireless light does not turn blue.

Operation light

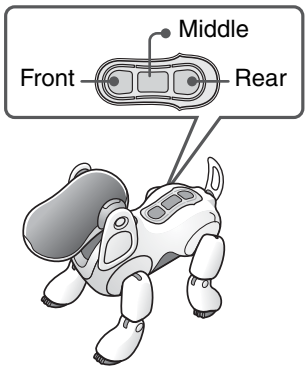
Indicates the AIBO® Entertainment Robot's activity condition.



Green	Active
Slowly flashing green	Outside hours of activity (Sleeping on the Energy Station)
Orange	Charging
Flashing orange	Charging malfunction
Out	Pause mode (inactive condition)

Back lights

When the AIBO robot is in Autonomous mode, these lights indicate its mood and condition.



Blue (front)	Flashing slowly	Sleepy or tired out
Light blue (front)	Flashing quickly	Playing with the AIBOne toy or pink ball
Orange (middle)	Flashing normally	Condition normal
Light orange (middle)	Flashing quickly	Taking a walk
Red (rear)	Flashing quickly	Avoiding an obstacle
Light pink (rear)	Flashing quickly	Searching for its owner or being playful

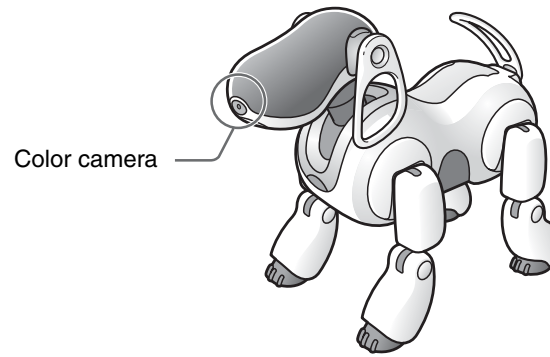
Having the AIBO® Entertainment Robot take a picture

B AIBO card (Photo)

You can tell the AIBO robot to ***"Take a picture"*** when it is in Autonomous mode or Station mode and it will count down and take a picture for you.
Even if you do not ask the AIBO robot to take a picture, it may decide to surprise you by taking a picture in its favorite place.
The AIBO robot can take a total of 5 pictures when told to ***"Take a picture"***, when shown the "Photo (B)" AIBO card, or when sent an AIBO MAIL command to take a picture. But it can only take one picture on its own in its favorite place.

Caution

- When the number of pictures stored on the AIBO robot's "Memory Stick™" media exceeds the total available, the oldest picture will be deleted each time you take a new picture.
- Sony® disclaims all responsibility for any problems arising out of allegations of infringement of rights due to pictures taken using the AIBO robot. Be careful to avoid taking pictures that might inconvenience others.



About the pictures

- Pictures are stored into the "Memory Stick" media in JPEG format.
- The picture resolution is 416 × 320 pixels.
- Depending on lighting conditions at the time the picture is taken, flicker (horizontal stripes) may appear in pictures, or pictures may have red or blue hues.
- Fast movement may result in distortion of pictures.

You can instruct the AIBO robot to take pictures by sending the AIBO robot mail from your mobile communication device* or PC. For details, refer to the "User's Guide (PC·Network)" for the AIBO robot ERS-7 included on the supplied CD-ROM in PDF format.

* Caution: Your PC or mobile communication device must be able to receive JPEG e-mail.

1 **Say *"Take a picture"*, or show the AIBO® Entertainment Robot the "Photo (B)" card.**

The AIBO robot's head light and back lights begin to flash.

Within 10 seconds *

2 **Touch the head sensor, or say *"Snap shot"*.**

The AIBO robot starts to count down and takes a picture when the shutter clicks.

Caution

When you set the safety switch of the "Memory Stick™" media to "LOCK," the AIBO robot cannot store any pictures.

Viewing pictures taken by the AIBO robot

Pictures taken by the AIBO robot are stored on its "Memory Stick" media.
You can view the pictures of registered favorite things by

- Directly accessing the AIBO robot from a Web browser via a wireless LAN.
- Using a "Memory Stick" media reader/writer.

For details on how to view pictures, refer to page 76 or the "User's Guide (PC·Network)" for the AIBO robot ERS-7 included on the supplied CD-ROM in PDF format.

* If you do not perform the operation within the prescribed number of seconds, the AIBO robot enters the Autonomous mode or returns to the previous state.

House Sitting mode MIND2

You can set the AIBO® Entertainment Robot to watch over your house from the Energy Station while you are away.
When you ask the AIBO robot to house sit, it will enter House Sitting mode and wait for you to return. In House Sitting mode, when the AIBO robot detects a movement, face, or sound, you can set it to snap a picture and notify you by e-mail.

Caution

- In House Sitting mode, the AIBO robot takes pictures or records sounds in response to moving objects, faces, or sounds. Be careful not to place the AIBO robot where an object in front of its camera is constantly moving or making sounds, because the AIBO robot will take frequent pictures or sound recordings of it.
- Do not place the Energy Station in an unstable location (such as a wobbly or slanting surface, or a place where the AIBO robot could fall). The AIBO robot may break or malfunction if it falls off of something or tips over.
- When directly asking the AIBO robot to house sit, place it in a location away from direct sunlight and where the room temperature is less than 95ºF (35ºC). Operating the AIBO robot in a high-temperature environment may cause it to malfunction.

Putting the AIBO robot in House Sitting mode

1 Say *"See you later"* or *"House sitting mode"* while the AIBO robot is on the Energy Station.
Or, touch the chin sensor and front (blue) back sensor for 3 seconds.

If you touch the chin sensor and front (blue) back sensor, you will hear the voice guide given in step 2, and you can proceed to step 3.

The AIBO robot's head light begins to flash.

↓ Within 10 seconds

2 Touch the head sensor.

(Next, follow the voice guide.)

Voice Guide House sitting mode.

I will take pictures of moving things and record loud sounds.

Press my head sensor to start or back sensor to change settings.

↓ Within 10 seconds

3 Touch the head sensor.

At this time, you can also set how the AIBO® Entertainment Robot operates in House Sitting mode. For details, see “Settings for House Sitting mode” (page 74).

Voice Guide I will start house sitting shortly.

The AIBO robot will wait for 3 minutes before going into House Sitting mode.

During this time, the AIBO robot will notify you at 30-second intervals of the time remaining before House Sitting mode begins.

Voice Guide I’m going to watch the house now.

The AIBO robot enters House Sitting mode.

While house sitting, the AIBO robot’s front (blue) back light flashes.

Note

In step 3, even if you leave the AIBO robot for 30 seconds or more without touching the head sensor, the AIBO robot will still start waiting for 3 minutes and then begin house sitting.

While the AIBO robot is watching the house

While house sitting, the AIBO robot looks for moving objects and faces, and listens for sounds. If the AIBO robot detects something, it takes a picture or records the sound.
The AIBO robot’s middle (orange) back light illuminates after taking a picture, and its rear (red) back light illuminates when a sound is recorded. If no pictures or sounds are recorded in House Sitting mode, the front (blue) back light will continue to flash.
The AIBO robot can take up to 15 pictures of moving objects, faces, and in the direction of sounds. In addition, it can make up to 9 sound recordings. If the number of recorded pictures or sounds exceeds this, each time a new picture or sound is recorded, the oldest picture or sound will be deleted.

Settings for House Sitting mode

In step 3, when you touch the back sensor, the “Settings for house sitting mode” voice guide starts. Follow the AIBO® Entertainment Robot’s voice guide to perform the necessary operations.You can configure the following options in the Settings for House Sitting mode.

Option	Description
Head angle adjustment	Adjusts the angle of the AIBO robot’s head up or down
Motion detection sensitivity	Adjusts how sensitive the AIBO robot is to movement. Select from high, normal, low, or off.
Sound detection sensitivity	Adjusts how sensitive the AIBO robot is to sound. Select from high, normal, low, or off.
E-mail photo setting	Specifies whether the AIBO robot, after taking a picture, automatically sends it by e-mail to your PC or mobile phone.

Notes

- If you do nothing for 30 seconds or more while configuring settings, House Sitting mode is canceled and the AIBO robot returns to Autonomous mode.
- If you touch the head sensor while configuring settings, House Sitting mode will remain in effect and start as usual.
- When setting “Motion detection sensitivity” and “Sound detection sensitivity”, if you move an object or make a sound in front of the AIBO robot, it will signal that it has detected the motion or sound by clicking the shutter. Use the sound of the shutter clicking to gauge sensitivity.
- If the AIBO robot continuously takes photos when “Motion detection sensitivity” or “Sound detection sensitivity” is set to “High”, you may not receive all of the e-mail photo attachments it sends, depending on your server. If that is the case, set the sensitivity to “Normal” or “Low”.

Having the AIBO robot attach pictures to e-mail

Turn ON “e-mail photo settings” under Settings for House Sitting mode.
To use this function, you must configure wireless LAN settings in advance and set the AIBO robot so it can send e-mail to your PC or mobile communication device. “User’s Guide (PC·Network)” for the AIBO robot ERS-7 included on the supplied CD-ROM in PDF format.

Starting or stopping House Sitting mode by e-mail

By sending an AIBO MAIL command from your mobile communication device or PC, you can start or stop House sitting mode from a remote location while the AIBO® Entertainment Robot is on the Energy Station. If the AIBO robot is not on the Energy Station, it will not carry out commands sent by e-mail.
To use this function, you must configure wireless LAN settings in advance and have it set up so you can send AIBO MAIL. For details, see the "User's Guide (PC·Network)" for the AIBO robot ERS-7 included on the supplied CD-ROM in PDF format.
Write the AIBO MAIL command as follows.

```
To: (e-mail address)
Subject: AIBO MAIL
————————————————————
HSMODE ON
```

Always enter "AIBO MAIL" as the subject text.
(Insert one space between "AIBO" and "MAIL". Do not include a space after "AIBO MAIL".)

Exiting House Sitting mode

Say ***"I'm here"*** or ***"I'm back"*** or call the AIBO robot's name.
Or, touch the head sensor for 3 seconds.
When calling its name, make sure to call the name you gave the AIBO robot during name registration. If you just say ***"AIBO"***, the AIBO robot will not exit House Sitting mode.

After the voice guide finishes, touch the head sensor.
The AIBO robot notifies you of the number of pictures it took and sound recordings it made in House Sitting mode and then exits House Sitting mode.

Notes

- The AIBO robot will also exit House Sitting mode if it is taken off of the Energy Station. If this happens, the AIBO robot will not report details about the pictures and recordings it took in House Sitting mode.
- The AIBO robot also will not report details if the number of pictures or recordings taken in House Sitting mode exceeds 99. The AIBO robot will play back up to 9 sound recordings in its memory.
- If you say ***"I'm here"*** or ***"I'm back"*** to bring the AIBO robot out of House Sitting mode, it may be recorded as a sound detected in House Sitting mode. Touching the head sensor for 3 seconds completely exits House Sitting mode.

Viewing Pictures with AIBO Photo Album

You can view the pictures taken by the AIBO® Entertainment Robot, such as pictures taken in House Sitting mode and pictures of the AIBO robot's favorite things.
You can view these pictures by

- Directly accessing the AIBO robot from a Web browser via a wireless LAN.
- Using a "Memory Stick™" media reader/writer.

Accessing the AIBO robot via wireless LAN

To use this function, you must configure wireless LAN settings in advance.
For details, see the "User's Guide (PC·Network)" for the AIBO robot ERS-7 included on the supplied CD-ROM in PDF format.

1 Start your PC's Web browser, and access the following address:

http://XXX.XXX.XXX.XXX

AIBO robot IP address

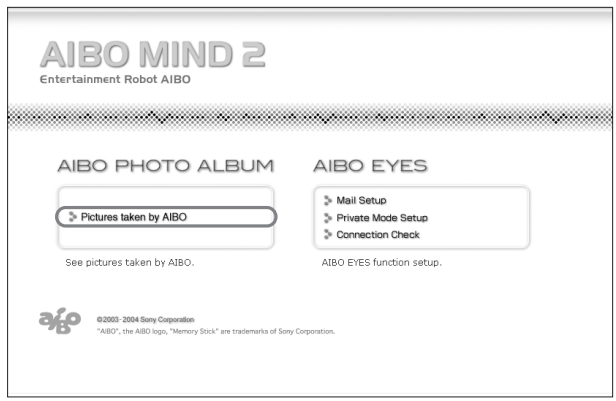
Alternatively, you can double-click the AIBO robot icon on the "AIBO Search" tab of the "AIBO WLAN Manager 2".

Hint

For information on your AIBO robot's IP address, refer to "User's Guide (PC·Network)" for the AIBO robot ERS-7.

The AIBO MIND 2 software top page is displayed.

2 Click [Pictures taken by AIBO] under [AIBO PHOTO ALBUM].



A list of pictures stored on the "Memory Stick" media is displayed.

Note

If you have set a user ID and password with AIBO WLAN Manager 2, an input screen appears for your user ID and password.

* The images shown above are displayed in Web pages, so their resolutions differ from that of the actual pictures taken by the AIBO® Entertainment Robot.

- **Pictures taken by voice commands, AIBO card and AIBO MAIL (Max. 5)**
  This displays the photos taken by the AIBO robot when told to ***"Take a picture"***, shown the "Photo (B)" card, or sent an AIBO MAIL from a PC or mobile communication device.
- **Pictures and sounds recorded during House Sitting mode (Max. 15)**
  This displays the photos taken by the AIBO robot while in House Sitting mode. You can also listen to sounds the AIBO robot has recorded.
- **Friendly faces (Max. 3)**
  This displays the photos registered by the AIBO robot of its owner's face.
- **Favorite things (Max. 3)**
  This displays the photos registered by the AIBO robot of its favorite things.

- **Favorite place (Max. 1)**
  This displays the photo taken by the AIBO® Entertainment Robot of its favorite place.

Click on an image to display an enlarged version in a separate window. Picture resolution is 416 × 320 pixels.

* Please ensure that you are using Microsoft® Internet Explorer 6 or Netscape Navigator 7.

Hints

- To view the most recent picture, reload the web page.
- Set the Web browser cache appropriately.
  - With Microsoft Internet Explorer 6:
    Click “Internet Options” in the “Tools” menu, open the “General” tab in the window that appears, and click “Settings” under “Temporary Internet files”. Next, change the “Check for newer versions of the stored pages” setting to “Every visit to the page”.
  - With Netscape Navigator 7:
    Click “Preferences” in the “Edit” menu, and from the categories that appear on the left side of the window click “Advanced” and then “Cache”. Next, change the “Compare the page in the cache to the page on the network” setting to “Every time I view the page”.
- Enable JavaScript and pop-up windows in your Web browser’s settings.
- Pictures are saved in JPEG format in the “OPEN-R\APP\PC\PHOTO” folder on the “Memory Stick™” media.

Listening to sounds recorded by the AIBO robot

Click “Sound” when it appears beneath a photo taken in House Sitting mode to hear the recorded sound.

Using a “Memory Stick” media reader/writer to view pictures

You can also remove the “Memory Stick” media from the AIBO robot and insert it into a “Memory Stick” media reader/writer* on a PC to view pictures and listen to recorded sound files.
Click “INDEX.HTM” in the “OPEN-R” folder on the “Memory Stick” media to display the AIBO Photo Album screen.

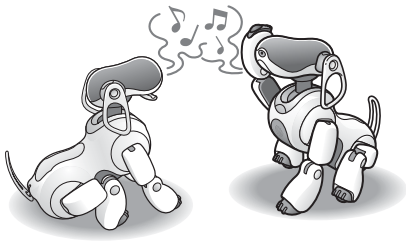
* Only Sony brand “Memory Stick” media reader/writers are guaranteed to operate correctly.

Caution

Always press the pause button on the back of the AIBO robot to put it in Pause mode before removing its “Memory Stick” media.

Communicating with other AIBO® Entertainment Robots MIND2

The AIBO robot can make friends with other AIBO robots by exchanging greetings and self-introductions. When two AIBO robots become friends, they will even have a lively conversation.
The AIBO robot can only talk to a friend when it is in Autonomous mode.



Caution

- AIBO robots active in the following conditions can talk to each other.

AIBO model	AIBO-ware
ERS-110/111	Raising AIBO (Adolescence stage or later)
	Hello AIBO!
ERS-210/220	AIBO Life 2 (Adolescence stage or later)
	AIBO Explorer
ERS-311/312	AIBO Life (Adolescence stage or later)
	AIBO Pal
	AIBO Pal Special Edition
ERS-7	AIBO MIND 2 (Excluding puppy stage)

- Place the AIBO robots close enough together for sound to pass between them clearly.
- Set the volume on the AIBO robots higher than "0".

1 Say *"Talk to your friend"* or *"Talk to your buddy"* while the AIBO robot is in Autonomous mode.

The AIBO robot sits down in preparation to talk with another AIBO robot friend, and its head light begins to flash.

2 Touch the head sensor.

When you touch the head sensor, the AIBO robot will begin talking to its friend. The other AIBO robot will then reply. When the conversation has ended, the AIBO robot returns to Autonomous mode.

Note

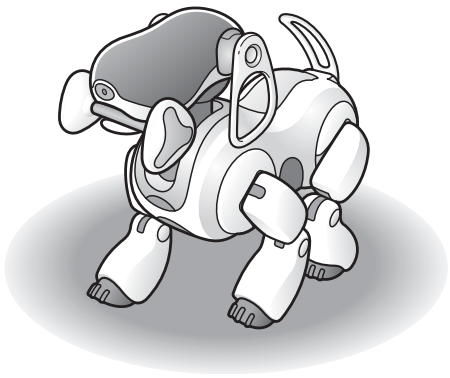
When two AIBO robots are communicating with the AIBO MIND 2 software for the ERS-7, touch the head sensor of either AIBO robot to begin communication.

Ending a conversation between two AIBO® Entertainment Robots

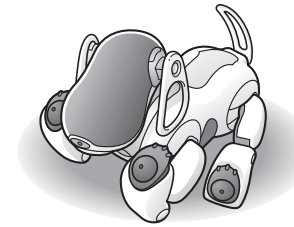
Touch the head sensor for 3 seconds.

Raising the AIBO® Entertainment Robot

There are a few points you should keep in mind while raising the AIBO robot. Once you become acquainted with these, it will be easy to guide the AIBO robot into developing just the kind of personality you like. As the AIBO robot shares its life with you, it will grow to adapt to your lifestyle.



Enjoying the AIBO® Entertainment Robot's development



When the AIBO robot is adopted, it is already mature, and is autonomously active, walking around and playing with its AIBOne toy and pink ball. However, you can also switch it to the puppy stage, which will allow you to enjoy raising the AIBO robot from a puppy.
If you decide to go back to a mature AIBO robot, you can switch it back. However, please note that your AIBO robot will lose all maturity and accumulated development data when you switch it to the puppy stage, and you will be going back to the maturity level it was at when you first adopted the AIBO robot.

Putting the AIBO robot in the puppy stage

You can enjoy the joys of being the parent of a newborn AIBO robot by switching the AIBO robot to the puppy stage. As a puppy, the AIBO robot will have difficulty trying to stand up by itself, and you will enjoy raising it to a mature AIBO robot.
See page 87 for information on how to raise the AIBO robot from the puppy stage.

Caution

Note that putting the AIBO robot in the puppy stage will erase everything it has learned about you from its memory. If you decide to switch the AIBO robot back to mature stage, it will start from the maturity level it was at when you first adopted the AIBO robot.
Even if you return the AIBO robot to puppy stage, pictures you have taken and picture data from House Sitting mode will not be erased.
However, picture data for the registered owner's face, favorite things, and favorite place will be erased.

Hint

To cancel changes by voice guide, touch the head sensor to return the AIBO robot to Autonomous mode.

1 **Touch the front and rear back sensors simultaneously for 3 seconds.**

(Next, follow the voice guide.)

Voice Guide This is the voice guide mode, top menu.
Please select a function.

Please touch the following colors on my back sensor:
Touch blue for game mode. Touch orange for set up mode.
Touch red for recording message and clinic mode.

↓ Within 10 seconds *

2 **Touch the middle (orange) back sensor.**

Voice Guide Let's proceed to the various set ups.

Touch the following colors of my back sensors:
For clock set up, touch blue. For station dismount set up, touch orange. For maturity control, touch red.

↓ Within 10 seconds *

3 **Touch the rear (red) back sensor.**

Voice Guide To make me an adult, touch blue. To reset me to a new-born, touch orange.

↓ Within 10 seconds *

4 **Touch the middle (orange) back sensor.**

Voice Guide When I reboot, I will be a new born. If this is OK, touch blue.

↓ Within 10 seconds *

5 **Touch the front (blue) back sensor.**

Voice Guide To confirm this change, touch red.

↓ Within 10 seconds *

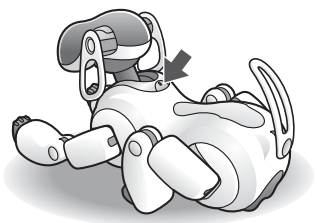
6 **Touch the rear (red) back sensor.**

Voice Guide When I reboot, I will be a new born. I will turn off.

The AIBO® Entertainment Robot enters the Pause mode.

7 **Touch the pause button on the AIBO robot's back to awaken it.**

The AIBO robot wakes up as a newborn puppy.



* If you do not perform the operation within the prescribed number of seconds, the AIBO robot enters the Autonomous mode.

The AIBO® Entertainment Robot as a newborn puppy

The newborn AIBO robot cannot understand anything it sees or hears, and will be very insecure.
At first, even touching its sensors will surprise it.
Teach it to trust you a step at a time by gently stroking its sensors.

As it starts to become accustomed to your presence, talk to it, and play with it by showing it the AIBOne toy and pink ball. The AIBO robot will follow the movement of the AIBOne toy and pink ball with its eyes, and will try to stand up to go after them. If the AIBO robot falls down, give encouragement by saying, "***Go for it***".

Even in its infancy, the AIBO robot will gradually be able to understand the following words. Be sure to talk to it often.

AIBO, How cute, Go for it, Name Registration, What's your name?, (the name you have given AIBO), Owner registration, What's your owner's name?, Take a picture.

Hints

- The key to getting AIBO to stand up is to show it its favorite AIBOne toy and pink ball. It can easily become depressed when it attempts to stand up and isn't successful. Encourage it by frequently showing it the AIBOne toy and pink ball.
- The following features cannot be enjoyed while the AIBO robot is a puppy:
  - AIBO cards (the AIBO robot will not react to AIBO cards.)
  - Communication between AIBO robots
  - Registration of favorite things

Once the AIBO robot is able to walk, it is no longer an infant. From this point on, the AIBO robot will behave autonomously, developing in step with your life to become a pet that is uniquely yours.

Skipping development and giving the AIBO robot a mature personality

You can also skip raising the AIBO robot from the puppy stage, and have it immediately assume its mature personality.
When mature, the AIBO robot is fully capable of carrying its AIBOne toy, kicking the pink ball in various ways, and walking certain distances on its own.

Note

Even if you skip part of its development, the AIBO robot will remember everything it has learned to that point.

Hint

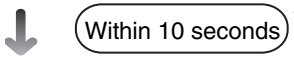
To cancel changes by voice guide, touch the head sensor to return the AIBO robot to Autonomous mode.

1 **Touch the front and rear back sensors simultaneously for 3 seconds.**

(Next, follow the voice guide.)

This is the voice guide mode, top menu.
Please select a function.

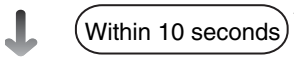
Please touch the following colors on my back sensor:
Touch blue for game mode. Touch orange for set up mode.
Touch red for recording message and clinic mode.



2 **Touch the middle (orange) back sensor.**

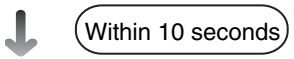
Let's proceed to the various set ups.

Touch the following colors of my back sensors:
For clock set up, touch blue. For station dismount set up, touch orange. For maturity control, touch red.



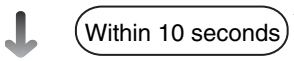
3 **Touch the rear (red) back sensor.**

To make me an adult, touch blue. To reset me to a new-born, touch orange.



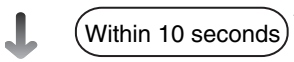
4 **Touch the front (blue) back sensor.**

I will develop into a healthy adult AIBO. If this is OK, touch blue.



5 **Touch the front (blue) back sensor.**

To confirm this change, touch red.



* If you do not perform the operation within the prescribed number of seconds, the AIBO® Entertainment Robot enters the Autonomous mode.

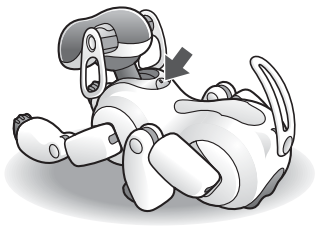
6 **Touch the rear (red) back sensor.**

Voice Guide When I reboot, I will be an adult. I will turn off.

The AIBO® Entertainment Robot enters the Pause mode.

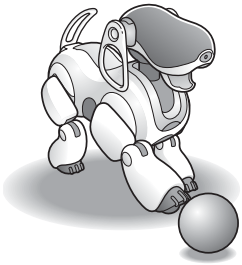
7 **Touch the pause button on the AIBO robot's back to awaken it.**

The AIBO robot wakes up as an adult.



Learning and acquiring skills

The AIBO® Entertainment Robot learns from you and its surroundings, becoming capable of many different activities. If the AIBO robot paces back and forth, show it its AIBOne toy or pink ball. It will chase after the AIBOne toy or pink ball, becoming capable of walking longer distances.



By praising the AIBO robot, you give it encouragement. If you praise it when it kicks the pink ball well, it practices hard to please you, becoming quite skilled in playing with the pink ball. On the other hand, if you don't praise its efforts, the AIBO robot may lose interest in the pink ball.

You can judge the degree of the AIBO robot's development from how it carries the AIBOne toy, the number of different ways in which it kicks the pink ball, and the distance it is able to walk around. When it shows tricks that are surprising, and walks longer distances, you will know that the AIBO robot has matured.

You can also check the degree of the AIBO robot's development directly.

Try asking it, ***"What's your AIBOne skill level?"***, ***"What's your pink ball skill level?"***, or ***"What's your walking skill level?"***.

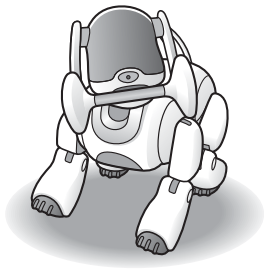
The AIBO robot will tell you how it's doing by indicating its progress with its face lights. Once it has mastered these skills... your AIBO robot is a proud grown-up!

The more white face lights appear, the higher the AIBO robot's skill level.

The face lights can show a variety of expressions. When the AIBO robot achieves a higher skill level, it will show you through subtle different expressions.

The AIBO® Entertainment Robot's feelings and personality development

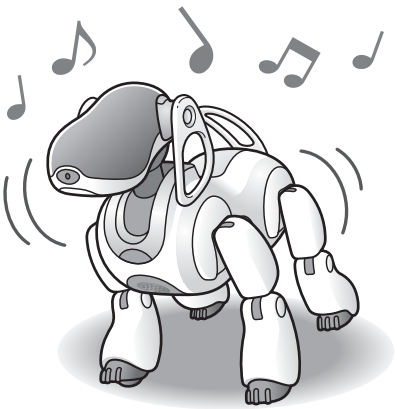
The AIBO robot's feelings shift as it interacts with you, and are expressed through its face lights.
For example, the face lights shine green when it is happy, blue when it is sad, and red when it is angry.
The AIBO robot is also capable of a variety of other forms of expression, which on occasions can be quite complex. Watch it closely, and try to understand the shades of its feelings.
The AIBO robot's personality is formed through the accumulation of such heart-to-heart interactions.
When the AIBO robot falls down and can't get up, it will appreciate if you lend a helping hand. In return, it will make every effort possible to right itself on its own from the next fall. On the other hand, if you do not help it, it may become somewhat rebellious and come to depend on your help.



The personality that the AIBO robot forms can also change through learning at later stages. By closely watching its behavior and treating it with love and respect, a "spoiled" AIBO robot can reform itself into a strong and independent character, and a chronic fretting whiner can change into a deep-thinker that is capable of sure and steady action.

Playing in Game mode

The AIBO MIND 2 software features a Game mode in which you can enjoy playing games with the AIBO® Entertainment Robot.



Playing Game 1, the AIBO® Entertainment Robot's "Function Demo"

AIBO card (Game Mode 1)

You can enjoy playing games with the AIBO robot when it is in Game mode.
Using the AIBO Custom Manager 2 (see the cautions below), you can obtain content and have the AIBO robot play up to 3 games.

Caution

- The AIBO robot's function demo game is not available while the AIBO robot is on the Energy Station. Take the AIBO robot off of the Energy Station before playing.
- To add games to the AIBO robot, you must have the AIBO Custom Manager 2 software (supplied separately). (For the latest information on the AIBO Custom Manager 2 (supplied separately) and available Game mode content, visit our Web site at http://www.aibo.com.)
- When using the AIBO MIND 2 software, only Game mode content designed for use with the AIBO MIND 2 software can be added. Content designed for use with the AIBO MIND software cannot be used.

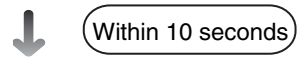
Game 1 is a Function Demo that provides an entertaining introduction to the features of the AIBO MIND 2 software.
To end Game mode and return the AIBO robot to Autonomous mode, touch the head sensor for 3 seconds.

1 Simultaneously touch the AIBO robot's front and rear back sensors for 3 seconds, or show it the "Game Mode 1 (L)" card.

(Next, follow the voice guide.)
When you show the AIBO robot the "Game Mode 1 (L)" card, it starts playing the game immediately.

This is the voice guide mode, top menu.
Please select a function.

Please touch the following colors on my back sensor:
Touch blue for game mode. Touch orange for set up mode.
Touch red for recording message and clinic mode.



* If you do not perform the operation within the prescribed number of seconds, the AIBO robot enters the Autonomous mode or returns to the previous state.

2 Touch the front (blue) back sensor.

Voice Guide Let's select the game.

Touch blue for number 1, touch orange for number 2, touch red for number 3.

Within 10 seconds *

3 Touch the front (blue) back sensor.

The AIBO® Entertainment Robot shows that it is ready for the demonstration by performing a happy little dance.

Prepare an AIBO card.

4 Show the AIBO robot an AIBO card, the AIBOne toy, or the pink ball.

The AIBO robot determines which demonstration and explanation it will show you, according to the card you show.

Card name	Demos & explanations
A	Dancing
B	Taking pictures
D	Sensors
F	Explanation of visual pattern recognition (AIBO cards)
H	Continuous demonstration of dances, expressions, and sensors
I	Clock functions
K	Explanation of growth and related functions
L	Expression (face lights).
M	Explanation of AIBO Entertainment Player
N	Explanation of the AIBO EYES feature

If you show the AIBO robot its AIBOne toy or pink ball, and place it on the floor during the Function Demo, the AIBO robot will show you a variety of tricks.

To stop the demo, hide the AIBOne toy or pink ball from the AIBO robot, then touch the AIBO robot's head sensor.

* If you do not perform the operation within the prescribed number of seconds, the AIBO robot enters the Autonomous mode or returns to the previous state.

Notes

- In Game mode, the AIBO® cards have different meanings than in Autonomous mode. (When Game 1 starts, the AIBO Entertainment Robot interprets the cards as shown in step 4 on the previous page.)
- In Game mode 1, the AIBO robot will only respond to the following phrases.
  AIBO, ***Shake hands***, ***Good morning***, ***Hello***, ***Bye Bye***, ***Sit down.***

To end Game 1

Touch the head sensor for three seconds.

Games 2 and 3

For details about playing game 2, refer to the separate guide “Playing Game 2”.
Game 3 is not included as a factory preset game. Using AIBO Custom Manager 2, you can add and play new games and content released on the AIBO web site.

Settings

This chapter explains how to set various items that you may occasionally want to change.

Setting the volume level of the AIBO® Entertainment Robot

You can set the volume level with an AIBO card, with the volume switch on the AIBO robot, or with the Energy Station.
Using an AIBO card is quick and simple.

Adjusting the volume with an AIBO card

Show the AIBO robot the “Volume (K)” card.
The volume level is controlled by the direction in which the card is pointing.

To increase the volume, show the card like this:	
To reduce the volume, show the card like this:	

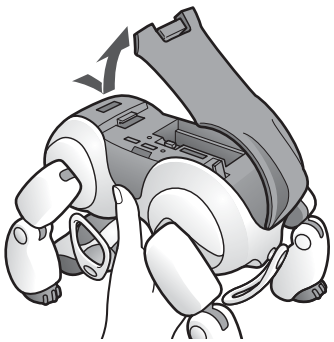
Volume adjustment is not possible if you hold the AIBO card sideways.

The volume can be adjusted to one of four levels, including no sound. Each time you show the card, the volume changes by one level. Repeat the process until the desired volume level is set.

Adjusting the volume with the control switch on the AIBO® Entertainment Robot

Be sure to press the pause button on the AIBO robot's back to stop the AIBO robot's movements before performing the following steps.

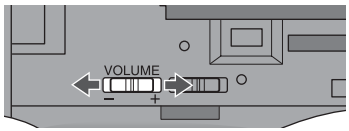
1 Hold the AIBO robot firmly by its body, turn it upside down, and remove the stomach compartment cover.



Caution

- Always lift the AIBO robot by its body, not by its extremities.
- Do not touch the charging contacts located on the AIBO robot with your hand. Touching the contacts will reduce contact quality.

2 Use the volume control switch to set the volume.



Slide the switch towards the + side to increase and towards the - side to reduce the volume. When you release the switch, it will return to the center position.

The volume can be adjusted to one of four levels, including no sound.

Each time you slide the switch, the volume changes by one level.

Adjusting the volume using the Energy Station

You can adjust the AIBO® Entertainment Robot's volume while the AIBO robot is on the Energy Station.

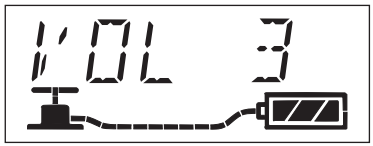
Caution

- When the AIBO robot is not on the Energy Station, you cannot change the setting. If you attempt to change this setting when the AIBO robot is not on the Energy Station, the pump and battery indicators on the LCD display will flash for several seconds to indicate that the AIBO robot is not on the Energy Station.
- To turn ON the display panel backlight, press the LIGHT/+ button. The backlight stays on for about 60 seconds when the AIBO robot is on the Energy Station, and for about four seconds when the AIBO robot is not on the Energy Station.

1 Place the AIBO robot on the Energy Station.

2 Press the MODE/NEXT button repeatedly until the volume level indication appears.

Each push of the MODE/NEXT button cycles through the display indications for date → time → time zone → volume.



3 Press the SET/CANCEL button.

The current volume level setting starts to flash.

4 Use the DISPLAY/- or LIGHT/+ buttons to change the volume level. Then press the MODE/NEXT button.

The volume level indication appears again, and the setting is transferred to the AIBO robot.

The volume level can be set from "0" to "3". If you select "0", the AIBO robot is no sound.

Caution

To cancel the setting process, press the SET/CANCEL button. The initial indication appears again, and the volume setting is not changed.

Changing the date and time

The AIBO® Entertainment Robot has a built-in clock.
To change the date and time settings, the AIBO robot must be on the Energy Station.

Caution

- When the AIBO robot is not on the Energy Station, you cannot change the setting. If you attempt to change this setting when the AIBO robot is not on the Energy Station, the pump and battery indicators on the LCD display will flash for several seconds to indicate that the AIBO robot is not on the Energy Station.
- To turn ON the display panel backlight, press the LIGHT/+ button. The backlight stays on for about 60 seconds when the AIBO robot is on the Energy Station, and for about four seconds when the AIBO robot is not on the Energy Station.

Setting the date and time

The following procedure assumes that the date display format is "Year/Month/Day".

1 **Place the AIBO robot on the Energy Station.**

2 **Press the MODE/NEXT button repeatedly until the date or time indication appears.**

Each push of the MODE/NEXT button cycles through the display indications for date → time → time zone → volume.

3 **Press the SET/CANCEL button.**

The year indication starts to flash.

Caution

Only the last two digits of the year are shown (such as "03" for 2003).

4 **Use the DISPLAY/- or LIGHT/+ buttons to set the year. Then press the MODE/NEXT button.**

The month indication starts to flash.

5 **Use the DISPLAY/- or LIGHT/+ buttons to set the month. Then press the MODE/NEXT button.**

The day indication starts to flash.

6 **Use the DISPLAY/- or LIGHT/+ buttons to set the day of the month. Then press the MODE/NEXT button.**

The hour indication starts to flash.

7 **Use the DISPLAY/- or LIGHT/+ buttons to set the hour. Then press the MODE/NEXT button.**

The minute indication starts to flash.

8 **Use the DISPLAY/- or LIGHT/+ buttons to set the minute. Then press the MODE/NEXT button.**

Caution

To cancel the setting process, press the SET/CANCEL button. The initial indication appears again, and the date/time setting is not changed.

Setting the time zone

Time zones indicate the difference to UTC (Coordinated Universal Time) in the range from -12 to +12 (in 1-hour increments).
The time zones for the continental United States are “-8”, “-7”, “-6”, and “-5”. For details on the time zones of the world, see “Time zone table” on page 136.

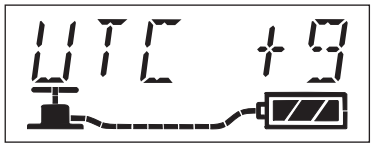
Caution

- When the AIBO® Entertainment Robot is not on the Energy Station, you cannot change the setting. If you attempt to change this setting when the AIBO robot is not on the Energy Station, the pump and battery indicators on the LCD display will flash for several seconds to indicate that the AIBO robot is not on the Energy Station.
- To turn ON the display panel backlight, press the LIGHT/+ button. The backlight stays on for about 60 seconds when the AIBO robot is on the Energy Station, and for about four seconds when the AIBO robot is not on the Energy Station.

1 **Place the AIBO® Entertainment Robot on the Energy Station.**

2 **Press the MODE/NEXT button repeatedly until the date or time indication appears.**

Each push of the MODE/NEXT button cycles through the display indications for date → time → time zone → volume.



3 **Press the SET/CANCEL button.**

The time zone indication starts to flash.

4 **Use the DISPLAY/- or LIGHT/+ buttons to set the time zone. Then press the MODE/NEXT button.**

The setting is entered and the time zone indication appears again.

Caution

- The time zone function does not support daylight savings.
- To cancel the setting process, press the SET/CANCEL button. The initial indication appears again, and the time zone setting is not changed.

Changing the date and time display format

You can change the format in which the date and time are shown on the LCD display of the Energy Station.

Caution

- When the AIBO® Entertainment Robot is not on the Energy Station, you cannot change the setting. If you attempt to change this setting when the AIBO robot is not on the Energy Station, the pump and battery indicators on the LCD display will flash for several seconds to indicate that the AIBO robot is not on the Energy Station.
- To turn ON the display panel backlight, press the LIGHT/+ button. The backlight stays on for about 60 seconds when the AIBO robot is on the Energy Station, and for about four seconds when the AIBO robot is not on the Energy Station.

1 Place the AIBO robot on the Energy Station.

2 With the date or time indication being displayed, press the DISPLAY/- button.

Each press of the button changes the display format as follows.

- Date: Year/Month/Day → Month/Day/Year → Day/Month/Year
- Time: 12-hour clock → 24-hour clock

Caution

- The date and time formats return to their default settings when the AC adapter of the Energy Station is disconnected. Set the formats again when you reconnect the AC adapter.
- The default setting is Year/Month/Day and 12-hour clock.
- Also when you have set the Energy Station to the 24-hour clock format, the units for setting the time with the AIBO cards remain the same. When setting the time with AIBO cards always uses the 12-hour format.

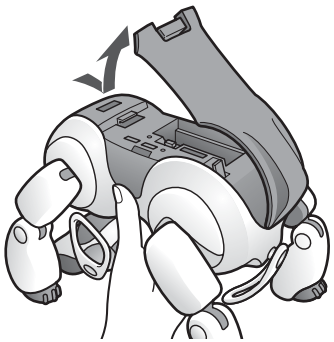
Turning the wireless LAN function ON and OFF

Be sure to press the pause button on the AIBO® Entertainment Robot's back to stop the AIBO robot's movements before performing the following steps.

Caution

Turning switch to ON does not by itself make the wireless LAN function usable. Refer to the "User's Guide (PC·Network)" for the AIBO robot ERS-7 (PDF) for instructions on how to configure the network.

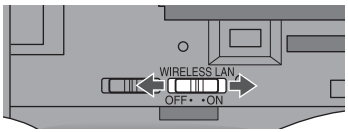
1 Hold the AIBO robot firmly by its body, turn it upside down, and remove the stomach compartment cover.



Caution

- Always lift the AIBO robot by its body, not by its extremities.
- Do not touch the charging contacts located on the AIBO robot with your hand. Touching the contacts will reduce contact quality.

2 Set the wireless LAN switch to ON or OFF.

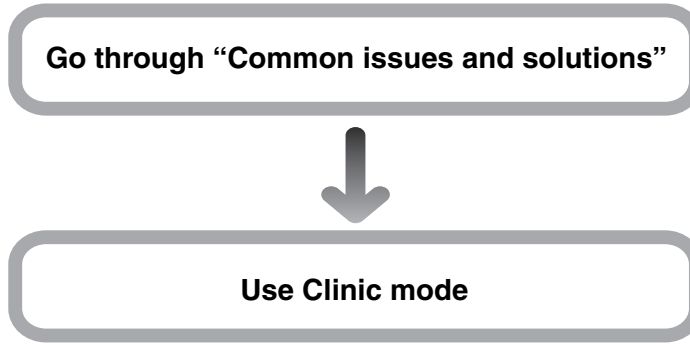


Troubleshooting

If you are experiencing difficulties, this section offers solutions to common problems and explains how to use Clinic mode to troubleshoot the AIBO® Entertainment Robot's operations.

Troubleshooting

If you experience any difficulties, use this troubleshooting guide to check for possible causes before contacting AIBO® Customer Link (for customer support). For problems that occur while using the “AIBO EYES” feature or “AIBO Photo Album”, refer also to the troubleshooting section of the “User’s Guide (PC·Network)” for the AIBO robot ERS-7 (PDF). For problems that occur while using “AIBO Entertainment Player” software, refer also to the troubleshooting section of the “User’s Guide (AIBO Entertainment Player)” for the AIBO robot ERS-7 (PDF). Should the problem persist, contact AIBO Customer Link (for customer support). (See page 5 for details on AIBO Customer Link (for customer support).)



Common issues and solutions

Symptom	• Cause → Remedy (see page)
The AIBO® Entertainment Robot does not move even when you press the pause button.	• The battery* is not inserted. → Insert the battery in the AIBO robot. Then press the pause button again to end Pause mode. • The battery* power is low. → Recharge the battery or replace the battery with a charged one. • The "Memory Stick™" media is formatted incorrectly. The AIBO MIND 2 software of the AIBO robot cannot recognize a "Memory Stick" media formatted with a PC using software other than the Sony "Memory Stick Formatter". → Check that the format is correct with AIBO WLAN Manager 2. Insert the "Memory Stick" media in a PC that has AIBO WLAN Manager 2, and launch AIBO WLAN Manager 2. An error message appears if the "Memory Stick" media is formatted incorrectly.
When you press the pause button, the operation light alternately flashes green and orange, and a warning sound is emitted.	• The temperature of the battery is abnormally high. → Wait until the battery* cools down.

* Only use a battery specifically designed for the AIBO® Entertainment Robot ERS-7.

The AIBO robot emits a sad melody and does not move when you press the pause button.	• A "Memory Stick" media without application software for the AIBO robot has been installed. → Insert a "Memory Stick" media compatible with software specifically designed for the AIBO Entertainment Robot ERS-7. • The "Memory Stick" media is defective. → Check the AIBO robot movements with the AIBO robot Operation Check mode. When you remove the "Memory Stick" media from the AIBO robot, it enters the AIBO robot Operation Check mode. If there is no problem with the AIBO robot itself, it will repeat the "Stand up" → "Sit down" → "Lay down" routine. (In this condition, the mode indicators flash yellow.)

Symptom	• Cause → Remedy (see page)
The battery cannot be removed even when you operate the battery eject lever (BATT ⏏).	• A program is running. Press the pause button to stop the program, and then remove the battery.
It takes a long time for the AIBO® Entertainment Robot to start moving.	• Data is being read from the "Memory Stick™" media. Wait a while.
The AIBO robot tries to walk but it does not move forward.	• The floor may be too slippery. → Place the AIBO robot on a surface that is not too slippery, such as low pile carpet.
The AIBO robot falls often.	• The floor may be too slippery, inclined, or unstable. → Place the AIBO robot on a flat surface that is not too slippery.
The mode indicators are lit orange, the AIBO robot does not move and its joints are limp.	• The AIBO robot stops moving (enters Jam mode) if something has jammed or obstructed the motion of one of its joints. → Place the AIBO robot on the floor and touch the head sensor for 3 seconds.
The operation light is flashing orange.	• There may be a problem with the battery. → Check to see if the battery is inserted correctly into the AIBO robot. If the flashing continues even though the battery is inserted correctly, contact the AIBO Customer Link (for customer support).
The AIBO robot asks to be charged even with a fully charged battery.	• With a fully charged battery, the AIBO MIND 2 software can normally operate for about 1.5 hours (in Autonomous mode). If the actual operating period is much shorter, the battery may be reaching the end of its service life. Replace it with a new battery specifically designed for the AIBO Entertainment Robot ERS-7 (battery model: ERA-7B1).
The AIBO robot emits no sound.	• The volume setting may be set to "No sound". → Change the volume setting (page 94).
When the AIBO robot is placed on the Energy Station, its activity stops after a while.	• The AIBO robot is overheated. → Wait for the AIBO robot to cool down. Activity will resume automatically after an hour or so.

Symptom	• Cause → Remedy (see page)
The AIBO® Entertainment Robot does not self-charge.	• The station pole and station marker are not mounted correctly. → Attach these parts correctly (page 30). • The AIBO robot cannot recognize the station marker due to its surroundings. → Make the room brighter (fluorescent lighting is recommended), and remove any objects from around the Energy Station that are similar in color to those of the station pole and/or station marker. Next, perform a sensor check in Clinic mode (page 110) to test whether the AIBO robot can find the Energy Station.
Cannot perform owner registration.	• The AIBO robot cannot clearly identify your face. → Hold your head straight without tilting it to the side. If you are wearing a distinctive item, such as thick-rimmed glasses, or if your hair is covering your face, the AIBO robot may find it difficult to identify you. → Because recognition may also fail if the room is poorly lit, or there is a light source behind you, perform registration in a brightly lit room. Fluorescent lighting is recommended.
The AIBO robot does not respond to AIBO cards.	• The AIBO robot cannot easily identify the card. → Make sure that you hold the card at right angles to the AIBO robot's line of vision, so that it can see the entire card. When the graphic on an AIBO card is covered by your fingers or a piece of your clothing, the AIBO robot will not be able to recognize it. → Because recognition may also fail if the room is poorly lit, or there is a light source behind you, perform this activity in a brightly lit room. Fluorescent lighting is recommended. • The AIBO robot does not respond to AIBO cards while you are making settings using the voice guide. • The AIBO robot may also ignore AIBO cards when it is looking for the Energy Station in order to charge itself. • The AIBO robot will not respond to AIBO cards if it is at the puppy stage. • Make sure to show the AIBO robot the side of the card with the graphic. The AIBO robot can only recognize the side with the graphic.

Symptom	• Cause → Remedy (see page)
The AIBO® Entertainment Robot does not start charging when placed on the Energy Station. (Enters Pause mode)	• There is a problem with the connection between the Energy Station and the AC adapter, or between the AC adapter and the AC outlet. → Make sure that all connections are correctly established (page 32).
When a button is pressed, the battery level indicator on the Energy Station LCD display flashes.	• The AIBO robot is not correctly positioned on the Energy Station. → Press the button again after correctly positioning the AIBO robot on the Energy Station (page 32).
The battery level indicator is not shown on the LCD display.	• No battery is inserted in the AIBO robot. → Insert the battery before placing the AIBO robot on the Energy Station.
All three segments of the battery level indicator (▰▰▰) on the LCD display are flashing simultaneously.	• Charging could not be carried out correctly. → Check to see if the battery is inserted correctly into the AIBO robot. If the flashing continues even though the battery is inserted correctly, contact the AIBO Customer Link (for customer support).
The AIBO robot does not go into Clinic mode.	• There is a problem with the front (blue) or rear (red) sensor on the back of the AIBO robot. → Check the touch sensors on the AIBO robot's back in the AIBO robot Operation Check mode. **1** Remove the "Memory Stick™" media from the AIBO robot and press the pause button to start the AIBO robot. The AIBO robot goes into Operation Check mode. (In this condition, the mode indicators flash yellow.) **2** The AIBO robot repeats the "Stand up" → "Sit down" → "Lay down" routine. While the routine is in progress, simultaneously touch the front (blue) and rear (red) back sensors for 3 seconds. The face and back lights should turn ON, and a sound should be heard. If the above response is observed, the touch sensors on the AIBO robot's back are functioning normally. The "Memory Stick" media may be defective. If the above response is not observed, one or more of the touch sensors on the AIBO robot's back may be defective. Contact the AIBO Customer Link (for customer support).

Symptom	• Cause → Remedy (see page)
No response when the sensors on the AIBO® Entertainment Robot's back are touched. (The back sensors do not light when touched.)	• See "The AIBO Entertainment Robot does not go into Clinic mode" and check the touch sensors on the back of the AIBO robot.
When in Game mode or Clinic mode, the mode light goes out and the AIBO robot returns to Autonomous mode.	• When in modes other than Autonomous mode (such as Game mode and Clinic mode), the following situations may cause the AIBO robot to cease current activity and lie down with its legs spread in Autonomous mode. – Application of excessive external force to the AIBO robot. – Extended period of intense movement by the AIBO robot. – Having the AIBO robot perform intense movements for an extended period with AIBO cards, etc. → Please wait for a few minutes without changing the AIBO robot's mode. You will be able to switch from Autonomous mode to another mode (such as Game mode) after a few minutes.
The AIBO robot's LEDs' light and/or color is irregular.	• The AIBO robot ERS-7 is equipped with several LEDs, and a certain level of irregularity in the light and/or color of the LEDs is to be expected. This does not constitute a malfunction.
Registration of favorite things fails.	• The pattern of the object is too simple. → The AIBO robot cannot distinguish objects with simple designs. Use an object with a complex pattern. • The object is too far away from the AIBO robot. → Position the object at a distance where all 3 back lights are illuminated.
Communication with another AIBO robot fails.	• The volume is set too low. → Turn up the volume on both AIBO robots.
The AIBO robot does not detect (or respond) to movements or sounds in House Sitting mode.	• The sensitivity is set to low or off. → In "Settings for house sitting mode", set "Motion detection sensitivity" to normal or high.
The AIBO robot detects too many movements and sounds (reacts too often) in House Sitting mode.	• The sensitivity is set to high. → In "Settings for house sitting mode", set "Motion detection sensitivity" to normal or low. • The AIBO robot may detect objects that move frequently, such as curtains.

Checking with Clinic mode

AIBO card (Clinic Mode)

Using the "Clinic Mode (O)" card, you can check all of the basic AIBO MIND 2 software functions (modes/actions, sensors, and recognition).
Once you enter the Clinic mode, the various checking steps are carried out by voice guide. When Clinic mode has started, observe the AIBO® Entertainment Robot's movements and follow the voice guide instructions. When you operate the touch sensors and the expected reaction does not take place, note which parts are having problems and contact the AIBO Customer Link (for customer support).

This section describes how to perform the "modes/actions check" → "sensor check" → "recognition check" in sequence. If you want to carry out only a specific check, you can briefly touch the head sensor to skip the current check and proceed to the next one. To return to Autonomous mode after the checks are completed, or during a check, touch the head sensor for 3 seconds.

1 While the AIBO robot is in Autonomous mode, simultaneously touch the front and rear back sensors for 3 seconds. Alternatively, show the AIBO robot the "Clinic Mode (O)" card.

(Next, follow the voice guide.)

In the puppy stage, the AIBO robot cannot recognize AIBO cards. Touch its back sensors instead.

If you have used the "Clinic Mode (O)" card, the voice guide of step 2 is heard immediately, and you can proceed to step 3.

Voice Guide: This is the voice guide mode, top menu.
Please select a function.
Please touch the following colors on my back sensor:
Touch blue for game mode. Touch orange for set up mode.
Touch red for recording message and clinic mode.

↓ Within 10 seconds *

2 Touch the rear (red) back sensor.

Voice Guide: Touch the following colors on my back sensors:
For AIBO EYES recording, touch orange. For clinic mode, touch red.

↓ Within 10 seconds

* If you do not perform the operation within the prescribed number of seconds, the AIBO robot repeats the voice guide instructions. Without user input, the AIBO robot enters the Autonomous mode after repeating its instructions five times.

3 Touch the rear (red) back sensor.

Voice Guide AIBO MIND 2 Clinic Mode.

Touch the following colors on my back sensor:
For condition and motion, touch blue. To check sensors, touch orange. For recognition check, touch red.

↓ Within 10 seconds *

4 Touch the front (blue) back sensor.

The AIBO® Entertainment Robot assumes the "sit" position.

Voice Guide I'm going to check my conditions and motions.

■ Modes/actions check

Following the voice guide, the AIBO robot reports current modes and settings, and performs various actions.

■ "Follow the ball" check

This checks whether the AIBO robot can recognize and follow the pink ball.

Voice Guide Ball tracking check. Please show me the pink ball.

1 When you show the AIBO robot its pink ball, it will approach it.

Voice Guide If you wish to continue with ball tracking check, please move the ball. When you're finished with the ball tracking check, touch my head sensor.

2 Touch the head sensor to end the check.

Voice Guide I'm finished with the condition and motion check.

Touch the following colors on my back sensor:
For condition and motion, touch blue. To check sensors, touch orange. For recognition check, touch red.

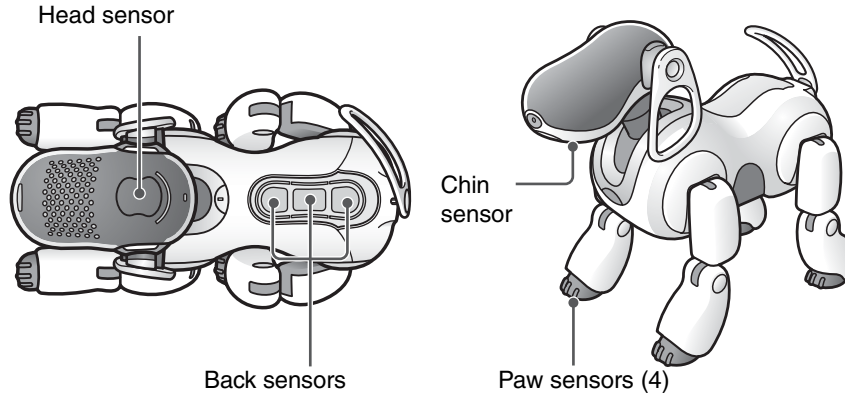
↓ Within 10 seconds *

5 Touch the middle (orange) back sensor.

Voice Guide I'm going to check my sensors.

The AIBO robot lies down with its legs spread out.

* If you do not perform the operation within the prescribed number of seconds, the AIBO robot repeats the voice guide instructions. Without user input, the AIBO robot enters the Autonomous mode after repeating its instructions five times.



■ Paw sensor check

Voice Guide Please touch the paw pad of the leg I'm lifting.

When you press the paw sensor of the raised leg, a sound should be heard and the face lights turn ON. Then the AIBO® Entertainment Robot lowers the leg. (The AIBO robot should raise its legs in this order: left front, right front, left rear, right rear.)

■ Chin sensor check

Voice Guide Please touch my chin sensor.

When you touch the chin sensor, a sound should be heard and the face lights turn ON.

■ Head sensor check

Voice Guide Please touch my head sensor.

When you touch the head sensor, a sound should be heard and the head light turns ON.

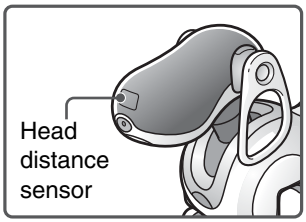
■ Back sensor check

Voice Guide Please touch the illuminated area on my back sensor.

When you touch the lit sensor, a sound should be heard and the back lights turn ON.
The back sensors should light in this order: front (blue), middle (orange), rear (red).

■ Head distance sensor check

The AIBO® Entertainment Robot assumes the "sit" position.



Voice Guide: Place your hand in front of my nose and move it forwards and backwards, you will notice the sound changes. This confirms that my distance sensor is working properly.

When you are finished, please touch my head sensor.

1 When you hold your hand in front of the head distance sensor in the AIBO robot's nose, a sound should be heard, unless the volume setting is set to no sound.

The sound changes according to the distance between your hand and the sensor.

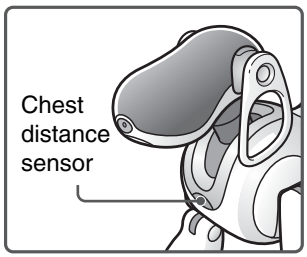
The check will not work properly if your hand is too far or too close. Keep within the sensor range.

2 Touch the head sensor to end the check when prompted.

■ Chest distance sensor check

Voice Guide: Place your hand in front of my chest and move it forwards and backwards, you will notice that the sound changes. This confirms that the distance sensor is working properly.

When you are finished, please touch my head sensor.



1 When you hold your hand in front of the chest distance sensor on the AIBO robot's chest, a sound should be heard, unless the volume setting is set to no sound.

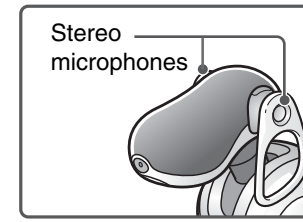
The sound changes according to the distance between your hand and the sensor.

The check will not work properly if your hand is too far or too close. Keep within the sensor range.

2 Touch the head sensor to end the check when prompted.

■ **Microphone check**

Voice Guide I will now record the sound that I emit from my speaker.



(AIBO® Entertainment Robot makes a sound and records it.)

Voice Guide I am going to playback the sound I recorded.

The recorded sound is played back.
Because ambient sounds will also be picked up during recording, the playback sound may contain some noise. (The audio quality of the recording is about the same as sound from an AM radio.)

Voice Guide I'm finished checking the sensors.

Touch the following colors on my back sensor:
For condition and motion, touch blue. To check sensors, touch orange. For recognition check, touch red.

6 Touch the rear (red) back sensor.

Voice Guide Recognition check.

■ **Voice recognition check**

Voice Guide Voice recognition.

Please say "AIBO".

Say ***"AIBO"***. When voice recognition is successful, a sound should be heard and the face lights turn ON.

■ **Ball recognition check**

Voice Guide Please show me the pink ball.

Show the pink ball to the AIBO robot. When pink ball recognition is successful, a sound should be heard and the face lights turn ON.

■ **AIBOne toy recognition check**

Voice Guide Please show me the AIBOne.

Show the AIBOne toy to the AIBO robot. When the AIBOne toy recognition is successful, a sound should be heard and the face lights turn ON.

■ AIBO® card recognition check

Voice Guide Please show me an AIBO card.

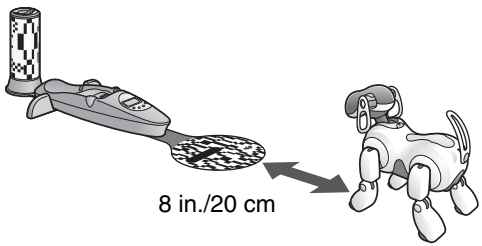
Show any AIBO card to the AIBO Entertainment Robot. When the AIBO card recognition is successful, a sound should be heard and the face lights turn ON.

■ Station pole and station marker recognition check

Voice Guide I am going to check the station pole and station marker.

Place my body about 8 in. or 20 cm away from the station marker. When you're ready, touch my head sensor.

Place the AIBO robot on the floor about 8 in. or 20 cm from the station marker. When the station pole and station marker recognition is successful, a sound should be heard and the face lights turn ON.



■ Face recognition check

Voice Guide Please show me your face.

Show the AIBO robot your face. When face recognition is successful, a sound should be heard and the face lights turn ON.

Voice Guide I've finished the recognition check.

Touch the following colors on my back sensor:
For condition and motion, touch blue. To check sensors, touch orange. For recognition check, touch red.

7 Touch the head sensor for 3 seconds.

Voice Guide I'm exiting clinic mode.

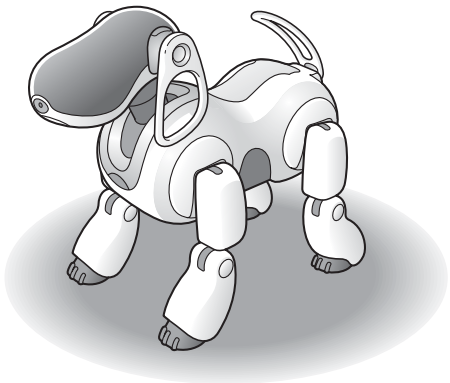
Hints

Clinic mode will also end if:

- The AIBO robot is placed on the Energy Station.
- The AIBO robot is picked up.
- Something has jammed in one of the AIBO robot's joints.
- The AIBO robot has fallen over.

Additional Information

This chapter provides notes on use, and other information related to the AIBO® Entertainment Robot.



Notes on use

To prevent damage to and malfunction of the AIBO® Entertainment Robot, Energy Station, AC adapter, and "Memory Stick™" media, carefully read and follow these precautions.

Handling the AIBO robot

- Do not use the AIBO robot in locations where there is a danger of falling objects, where the AIBO robot may be subject to vibrations, where there are stairs or steps, and where there is no firm support.
- Do not exert strong forces on the AIBO robot, such as pushing with hands or elbows.
- Do not subject the AIBO robot to shocks, and protect it from falls. Otherwise data may be lost and damage may occur.
- Do not touch the charging contacts. Otherwise contact problems may occur.
- Do not lift the AIBO robot by its head, ears, tail, or legs and do not twist these parts.
- Do not forcibly place the AIBOne toy or any other object in the AIBO robot's mouth.
- Do not subject the AIBO robot to extreme temperatures, by leaving it in direct sunlight or in a closed car.
- Do not insert paper clips or any other foreign objects into the AIBO robot's body or in any joints.
- Do not use the AIBO robot outdoors. Otherwise, it may be damaged by water or foreign objects.
- Do not use the AIBO robot on concrete floors or similar hard surfaces. Otherwise it may be damaged and malfunction may occur.
- Do not use the AIBO robot on slippery floors or on thick-piled carpets. Otherwise it may be damaged by falling over or by carpet hair getting caught in the joints, which prevents the AIBO robot from moving forward.
- Do not let the AIBO robot get wet.
- Do not block the AIBO robot's movements or exert force on the AIBO robot.
- Do not touch the color camera lens or distance sensors.
- Do not cover the color camera lens or distance sensors with stickers or similar objects.
- Never point the color camera at the sun, regardless of whether the power is turned OFF or ON. Otherwise the camera may be damaged.
- Do not lubricate any of the joints or other moving parts of the AIBO robot.
- Do not attach stickers, ribbons, or any other object that could jam or restrict any of the AIBO robot's moving parts.
- Do not attempt to disassemble or modify the AIBO robot. Your manufacturer's limited warranty will not be honored if you modify your AIBO robot.
- When transporting the AIBO robot, use the original packing or another suitable box that will protect the body, head, tail, and legs from external force and shocks.

- If you will not use the AIBO® Entertainment Robot for an extended period, such as a vacation, remove the battery pack from it.
- Do not expose the AIBO robot to strong magnetic fields or X-rays.
- Use only AIBO-ware compatible with the AIBO Entertainment Robot ERS-7. To verify whether your version of AIBO-ware is compatible with your AIBO robot model, refer to the AIBO-ware "Memory Stick™" media label.

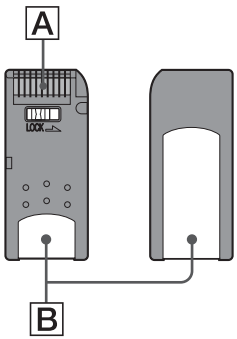
Condensation

When the AIBO robot is brought from a cold to a warm location, moisture may form on its surface and on the inside. If the AIBO robot is used in this condition, damage may occur. Leave the AIBO robot in the new location for about an hour without starting it up, until the moisture has evaporated.

"Memory Stick" media handling

To protect the saved data on the "Memory Stick" media, note the following:

- The AIBO MIND 2 software "Memory Stick" media is designed only for use with the AIBO robot ERS-7. It cannot be used with any other version of the AIBO robot.
- Do not use the AIBO-ware "Memory Stick" media to save data on PCs or camcorders, or for any purpose other than for the AIBO robot. Doing so may result in damage to the AIBO robot.
- Do not touch the terminal A with your hand or metal objects.
- If the "Memory Stick" media is used in a location subject to static electricity or electric noise, data may be lost or corrupted.
- Do not attach anything other than the dedicated label in the areas indicated by B.
- A label has already been attached to the AIBO-ware "Memory Stick" media at the factory.
- Do not bend or drop the "Memory Stick" media or subject it to strong shock.
- Do not attempt to disassemble or modify the "Memory Stick" media.



- To remove the "Memory Stick" media from the AIBO robot while it is still operating, first press the pause button to stop the AIBO robot's movements.
- Keep the "Memory Stick" media away from water and other liquids.
- Do not use or store the "Memory Stick" media in places subject to:
  - Excessively high temperatures, such as in a car parked in the sun,
  - Direct sunlight, or
  - High humidity or corrosive gas.
- When carrying or storing the "Memory Stick" media, keep it in the supplied case.

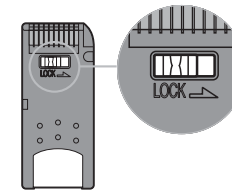
- The contents of the AIBO-ware "Memory Stick™" media cannot be copied to another "Memory Stick" media. Doing so contravenes with the clauses of the End-User License Agreement and may void your authority to use this product.
- Sony® assumes no responsibility for any malfunctions that may occur as a result of using the AIBO® Entertainment Robot in a way not specified in this manual.
- The specifications of the AIBO MIND 2 software are subject to change without notice.

What is an AIBO-ware "Memory Stick" media?

It is a media produced by Sony exclusively for use with the AIBO robot, that contains application software that can only be executed on the AIBO robot.

Caution

- Do not set the safety switch of the "Memory Stick" media to "LOCK". Doing so will make it impossible for the AIBO robot's learning and picture taking functions to work.
- If the safety switch on the "Memory Stick" media is set to "LOCK", the AIBO robot's face lights will turn red to warn you when you press the pause button to start the AIBO robot up. Press the pause button once more to put the AIBO robot in Pause mode, then unlock the safety switch on the "Memory Stick" media.
  When the AIBO robot starts up normally, the face lights turn white.



Energy Station handling

- While the AIBO robot is on top of the Energy Station, do not place any object near it that might interfere with its movements.
- Do not touch the charging contacts directly with your hand. Touching the contacts will reduce contact quality.
- Before moving the Energy Station, detach the station marker, station pole, and foot stopper.
- Do not press down hard on the Energy Station with your hand or elbow.
- Do not drop or shake the Energy Station as this may damage it.
- To prevent deformation and other damage, do not leave the Energy Station in very hot places, such as in a car parked in the sun.
- Do not allow the Energy Station to get wet.
- Do not bend the station marker or subject it to strong force as this may damage it.

AC adapter handling

- Use only the supplied AC adapter or a separately available AC adapter designed specifically for this product. Otherwise damage may occur.
- The supplied AC adapter is designed only for use in the specific regions as follows. Do not use it in other regions at different voltages.
  AC adapter input rating
  U.S.A. model: 120 V AC, 50-60 Hz, 0.75 A
  Other country models: 100 - 240 V AC, 50 - 60 Hz, 0.85 - 0.46 A
- Do not connect the AC adapter to electronic transformers, such as international travel converters/adapters. Otherwise overheating or damage may occur.
- If you will not use the AIBO® Entertainment Robot for an extended period, such as a vacation, remove the Energy Station's AC adapter power cord from the wall outlet.

Battery handling

- Do not expose the battery to temperatures above 113°F (45°C). Doing so may result in performance degradation and damage.
- Take care that no dust or foreign objects enter the terminals of the battery.
- When not intending to use the AIBO robot for a long time, remove the battery and store it in a cool location.
- Also when not in use, the battery will be subject to natural discharge. You should therefore charge it before using it again.
- Take care not to drop the battery or subject it to force or shocks.
- The battery pack has a limited life.
  The battery pack's charge capacity will gradually decrease with the passing of time and repeated recharging. When the battery lasts significantly less time between recharges, it is time to purchase a new battery pack. Battery life will vary depending on storage method, operating conditions and environment.

Cleaning

- Clean the AIBO robot, the Energy Station, station pole, and station marker only by wiping with a dry, soft cloth.
- Do not use solvents that may damage the surface finish.
- If you are using a chemical dust cloth or a similar product, follow its usage instructions.

Limited warranty (for the U.S.A. only)

SONY® ELECTRONICS INC. (“SONY”) warrants this Product and its accessories against defects in material or workmanship as follows:

1. PRODUCTS: For a period of one (1) year from the date of purchase, SONY will, at its option, either repair or replace the defective parts and/or the Product (i.e., AIBO® Entertainment Robot) with new or rebuilt replacements. After this one (1) year period, you must pay all parts and labor charges.

2. ACCESSORIES: For a period of thirty (30) days from the date of purchase, SONY will, at its option, either repair or replace defective parts and/or accessories (i.e., AC adapter and battery) with new or rebuilt replacements. After this thirty (30) day period, you must pay all parts and labor charges.

3. REPAIRS: For a period equal to the longer of (a) the remainder of the original limited warranty period on the original Product or accessory, or (b) for 90 days after the date of repair/replacement of Products or for 30 days after the date of repair/replacement of accessories, SONY will repair or replace defective parts, accessories and/or Products used in the repair or replacement of Products or accessories under this limited warranty with new or rebuilt replacements.

To obtain this limited warranty service, you must first obtain an event number from AIBO Customer Link (for customer support) (page 5). You will need to return the Product and all accessories to SONY in the original carton, using the original packaging materials. All supplied accessories must be returned with the Product. SONY is not responsible for any damage during shipment arising from the failure to properly pack the Product or accessory being returned to SONY or from any damage caused by or resulting from the carrier’s handling. For information on returning your Product or accessories for limited warranty repair, please contact the AIBO Customer Link (for customer support) at 1-800-427-2998 (USA) or
e-mail to aibosupport@info.sel.sony.com.
This limited warranty does not cover customer instruction, installation or setup adjustments.

This limited warranty does not cover the cost of removal or reinstallation, cosmetic damage or damage due to acts of God, accident, misuse, abuse, negligence of, or to any part of the Product. This limited warranty does not cover lost profits, lost sales, loss of use of the Product, or other consequential loss or damage due to improper operation or maintenance, installation, connection to improper voltage supply, or attempted repair by anyone other than a facility authorized by SONY to service the Product. This limited warranty does not cover Products sold AS IS or WITH ALL FAULTS, or consumable (such as fuses). This limited

warranty does not apply when the malfunction results from use of the Product in conjunction with accessories, products or ancillary or peripheral equipment not manufactured by SONY®, and where it is determined by SONY that there is no fault with the Product itself.

SONY will pay shipping charges for all in-warranty service. However, if no malfunction is found with the Product or accessory, if the malfunction is from a non-covered charge or if it is determined that the limited warranty period has expired, you will be billed for the cost of shipping and handling.

This limited warranty is valid only in the United States.

Proof of purchase in the form of a bill of sale, receipt, or invoice (which is evidence that the unit is within the limited warranty period) must be presented to obtain the limited warranty service.

This limited warranty is invalid if the factory applied serial number has been altered or removed from the Product.

REPAIR OR REPLACEMENT AS PROVIDED UNDER THIS LIMITED WARRANTY IS THE EXCLUSIVE REMEDY OF THE CONSUMER. SONY SHALL NOT BE LIABLE FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF ANY EXPRESSED OR IMPLIED WARRANTY ON THIS PRODUCT. EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE ON THIS PRODUCT IS LIMITED IN DURATION TO THE DURATION OF THIS LIMITED WARRANTY

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

For your convenience, SONY ELECTRONICS INC. has established telephone numbers for product information regarding AIBO® Entertainment Robot. Please call:

AIBO CUSTOMER LINK (for customer support)
1-800-427-2988

or write to: aibosupport@info.sel.sony.com

Other information about the AIBO robot is also available on the internet site at:
http://www.aibo.com

Service procedure (for the U.S.A. only)

1. **Contact the AIBO® Customer Link (for customer support). The e-mail address is aibosupport@info.sel.sony.com and its toll free number is 1-800-427-2988.**
2. **If the AIBO Customer Link (for customer support) determines that your unit needs repair, follow the procedure described below.**
   a. The AIBO Customer Link (for customer support) will give you the event number, which is valid for ten days.
   b. Following the procedure described on the label attached to the box, put the AIBO Entertainment Robot and the designated accessories into the original box. If you did not keep the original box, the AIBO Customer Link (for customer support) will send a new box to you free of charge within the limited warranty period. The actual shipping and material cost will be charged to you after the limited warranty period.
   c. Mark your event number on the top of the box and send it to the designated address. The AIBO Customer Link (for customer support) will designate the shipping method and pay the shipping charges within the limited warranty period; after the limited warranty period, you must pre-pay the shipping charges.
   d. As soon as the repair is completed, your AIBO robot will be sent back to you. After the limited warranty period has expired, the actual shipping cost will be charged to you together with the repair cost.
3. **Please understand that the AIBO Customer Link (for customer support) only accepts credit cards for all the charges of repair, shipping and material after the limited warranty period has expired.**

User registration

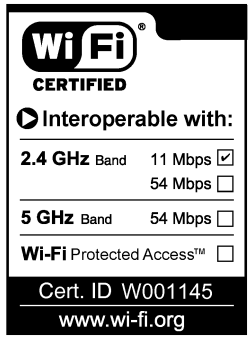
All users are registered based on information from the purchaser.
If a different person takes over this AIBO Entertainment Robot unit, please inform the AIBO Customer Link (for customer support) of the change.

Specifications

The AIBO® Entertainment Robot

CPU 64-bit RISC processor
RAM 64 MB
Program media
Dedicated AIBO robot "Memory Stick™" media
Moveable parts
Head: 3 degrees of freedom
Mouth: 1 degree of freedom
Legs: 3 degrees of freedom × 4
Ears: 1 degree of freedom × 2
Tail: 2 degrees of freedom
(Total 20 degrees of freedom)
Input section
Charging contacts
Setting switches
Volume control switch
Wireless LAN switch
Image input
350.000-pixel CMOS image sensor
Audio input
Stereo microphones
Audio output
Speaker
Integrated sensors
Infrared distance sensors × 2
Acceleration sensor
Vibration sensor
Input sensors
Head sensor
Back sensors
Chin sensor
Paw sensors
Power consumption
Approx. 7 W (in standard mode)
Operating time
Approx. 1.5 hours
(With fully charged ERA-7B1, in standard mode)
Dimensions
Approx. $7\ ^{1}/_{16} \times 10^{15}/_{16} \times 12\ ^{9}/_{16}$ in.
(180 × 278 × 319 mm) (w × h × d)
Weight
Approx. 3 lb. 8 oz. (1.6 kg)
(including battery pack and "Memory Stick" media)
Operating temperature
41°F to 95°F (5°C to 35°C)
Operating humidity
10% to 80% (no condensation)
Operating wet-bulb temperature
Max. 84°F (29°C)
Storage temperature
14°F to 140°F (-10°C to 60°C)
Storage humidity
10% to 90% (no condensation)
Storage wet-bulb temperature
Max. 84°F (29°C)
Wireless LAN function
Wireless LAN module
(Wi-Fi certified)
Internal standard compatibility:
IEEE 802.11b/IEEE 802.11
Frequency band: 2.4 GHz
Wireless channels: 1 - 11
Modulation: DS-SS (IEEE 802.11-compliant)
Encryption: WEP 64 (40 bits), WEP 128 (104 bits)

The AIBO® Entertainment Robot ERS-7 incorporates a Wi-Fi certified wireless LAN module compliant with IEEE 802.11b.



Energy Station

Power requirements
16 V DC
Power consumption
30 W
Output voltage
1.5 A at 16 V DC (for charging the AIBO robot's internal battery)
Charging time
Approx. 2 hours* (see page 51)
Display
LCD with back-lighting
Display size
Approx. 0.6 × 1.6 in.
(15 × 40 mm)
Dimensions
Approx. 15 $^{9}/_{16}$ × 3 $^{5}/_{8}$ × 2 $^{5}/_{8}$ in.
(396 × 92 × 66 mm) (w × h × d)
(Energy Station only)
Weight
Approx. 9 oz. (260 g) (Energy Station only)
Color
Black
Operating temperature
41°F to 95°F (5°C to 35°C)
Operating humidity
20% to 80%
Storage temperature
-4°F to 140°F (-20°C to 60°C)
Storage humidity
10% to 90%

* Charging time may differ, depending on the AIBO robot's operating conditions, ambient temperature, and other factors.

AC adapter

Input rating
US model:
120 V AC, 50-60 Hz, 0.75 A
Europe model:
100 - 240 V AC, 50 - 60 Hz, 0.85 - 0.46 A
Output
16 V DC, 2.5 A
Operating temperature
41°F to 95°F (5°C to 35°C)
(temperature change less than 50°F (10°C)/h)
Operating humidity
20% to 80% (no condensation)
At 95°F (35°C), max. humidity 65% (wet-bulb thermometer reading of less than 84°F (29°C))
Storage temperature
-4°F to 140°F (-20°C to 60°C)
(temperature change less than 50°F (10°C)/h)
Storage humidity
10% to 90% (no condensation)
At 140°F (60°C), max. humidity 20% (wet-bulb thermometer reading of less than 95°F (35°C))

Max. dimensions
Approx. 2 3/8 × 1 3/16 × 4 3/4 in.
(60 × 30 × 120 mm) (w × h × d)
Weight
Approx. 11.5 oz. (325 g)
Cable length
DC cable approx. 70 7/8 in. (1.8 m)
Power cord approx. 70 7/8 in. (1.8 m)

Lithium-ion battery

Battery type
Lithium-ion
Rated voltage
7.4 V DC
Capacity
2200 mAh
Operating temperature
41°F to 104°F (5°C to 40°C)
(temperature change less than 50°F (10°C)/h)
Operating humidity
10% to 80% (no condensation)
Operating wet-bulb temperature
Max. 84°F (29°C)
Storage temperature
-4°F to 140°F (-20°C to 60°C)
(temperature change less than 50°F (10°C)/h)
Storage humidity
10% to 90% (no condensation)
Storage wet-bulb temperature
Max. 95°F (35°C)
Dimensions
Approx. 2 7/8 × 2 1/8 × 27/32 in.
(72 × 53.6 × 21 mm) (w × h × d)
Weight
Approx. 4 oz. (112 g)

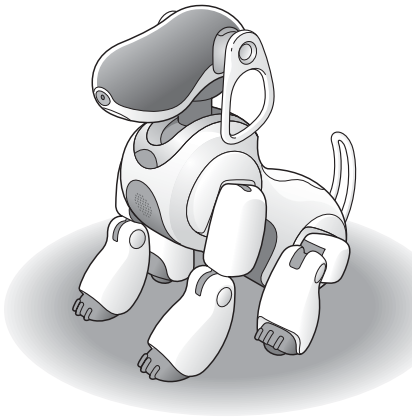
Design and specifications are subject to change without notice.

Supplied items

See page 6.

Reference Material

- AIBO® card at a glance
- Words understood by the AIBO Entertainment Robot
- Time zone table

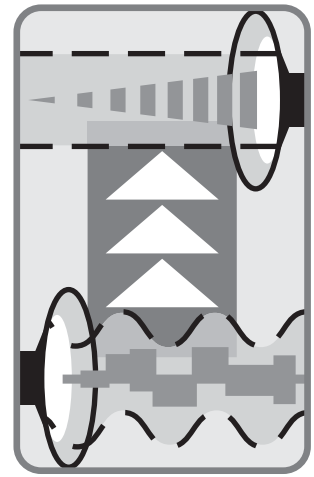


AIBO® card at a glance

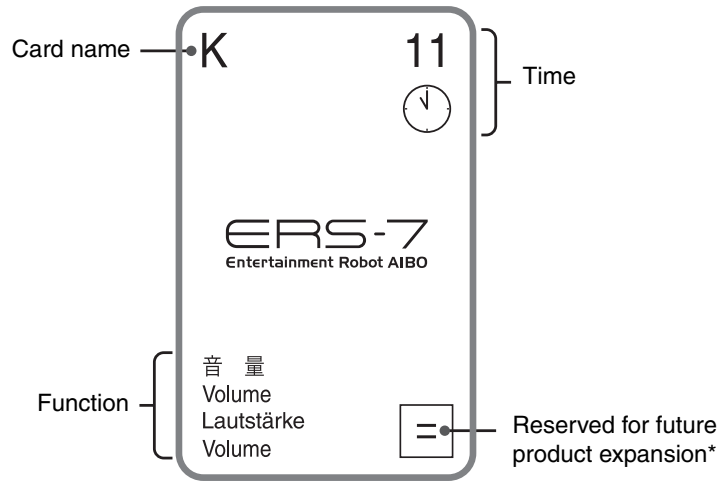
Front and back

Front side

Show the AIBO Entertainment Robot the side with the graphic.



Back side



* For the latest information on future Game mode content, visit our Web site at http://www.aibo.com.

List of AIBO® cards

The following AIBO cards are supplied with the AIBO Entertainment Robot ERS-7.

Card name	Function		Time setting function	Expanded function
A	**Dance**	: The AIBO robot dances.	**1**	**1**
B	**Photo**	: The AIBO robot takes a picture (page 70).	**2**	**2**
C	**U-turn**	: The AIBO robot makes a 180° turn.	**3**	**3**
D	**Sit**	: The AIBO robot sits.	**4**	**4**
E	**Lay down**	: The AIBO robot lays down.	**5**	**5**
F	**Turn**	: When you show the ← or → direction, the AIBO robot makes a 90° turn in that direction. When you show ↑ or ↓ direction, the AIBO robot only moves its head up or down.	**6**	**6**
G	**Station**	: The AIBO robot looks for the Energy Station and charges itself.	**7**	**7**
H	**Follow**	: When you move slowly while showing this card, the AIBO robot will follow the card.	**8**	**8**
I	**Alarm Clock Set Up**	: The AIBO robot lets you set the wake-up time and the clock time (page 44)	**9**	**9**
J	**Alarm On/Off**	: Switches the wake-up function ON and OFF (page 49)	**10**	**10**
K	**Volume**	: The AIBO robot lets you adjust its volume. When you show the card pointing up △, the volume increases. When you show the card pointing down ▽, the volume decreases (page 94)	**11**	**=**
L	**Game Mode 1**	: The AIBO robot starts game 1 (page 90).	**12**	×
M	**Game Mode 2**	: The AIBO robot starts game 2 (page 92).	**AM**	÷
N	**Game Mode 3**	: The AIBO robot starts game 3 (Not a factory preset game).	**PM**	**–**
O	**Clinic Mode**	: The AIBO robot goes into Clinic mode (page 110)	**0**	**+**

Words understood by the AIBO® Entertainment Robot

This section contains all the words understood by the AIBO robot. Use them to praise, scold, teach, or play with the AIBO robot.

Hint

When speaking to the AIBO robot, use clear pronunciation and ensure quiet surroundings. Also, after giving the AIBO robot a command, wait a moment for it to recognize what you said. If the AIBO robot still does not seem to understand, say the command again.

In the following cases, the AIBO robot may not understand what you say.

- The AIBO robot may not be able to hear you easily when it is emitting sounds or moving around.
- The AIBO robot may not recognize several words depending on its mode or condition.
- Even though the AIBO robot understands you, it may choose not to respond or do as you say.
- The AIBO robot cannot hear you if its surroundings are noisy. Speak to the AIBO robot under quiet conditions.
- If your pronunciation of a word is unclear, the AIBO robot cannot recognize it.
- If you repeat the same command over and over in rapid fire fashion, the AIBO robot will not understand you.

● Calling the AIBO robot's name

AIBO./Registered name **(the name you gave AIBO).**

The AIBO robot reacts when it is called. Even after the AIBO robot learns its own name, it reacts when you call it ***"AIBO"***.

● Teaching the AIBO robot

Name registration.

Give a name to the AIBO robot (page 60).

What's your name?

The AIBO robot says the name you gave it in its own voice.

Owner registration.

You can teach the AIBO robot its owner's (your) name (page 61).

What's your owner's name?

The AIBO robot says its owner's name (your name) in its own voice.

Favorite thing registration.

You can teach the AIBO robot to recognize your favorite things as its own favorite things.

● Praising, scolding, or encouraging the AIBO® Entertainment Robot

Good AIBO./Good boy./Good girl.

These words are for praising the AIBO robot. They have the same effect as when you praise the AIBO robot by touching the sensors on the back of the AIBO robot.

Don't do that.

These words are for scolding the AIBO robot. They have the same effect as when you scold the AIBO robot by tapping the sensors on the back of the AIBO robot.

Go for it.

Encourage the AIBO robot.

How cute.

The AIBO robot will be bashful when you praise it.

● Greetings

Good morning./Hello./Good night./Bye bye./Good bye./I'm here./Say hello./Shake hands.

● Self-charge

Go to the Station.

The AIBO robot starts the procedure for self-charging.

● Playing with the AIBOne toy

Find your AIBOne.

The AIBO robot looks for the AIBOne toy.

Bring me your AIBOne.

When you say this while the AIBO robot is holding the AIBOne toy in its mouth, the AIBO robot comes to you.

● Playing with the ball

Find your ball.

The AIBO robot looks for the ball

● Wake-up setting

Set alarm.

Lets you set the wake-up function ON or OFF (page 49).

● House Sitting mode

See you later/House sitting mode

The AIBO robot will look after the house while you are away (page 72).

I'm here/I'm back

The AIBO robot exits House Sitting Mode (page 75).

● Communication between the AIBO robots

Talk to your friend/Talk to your buddy

The AIBO robot communicates with another AIBO robot (page 79).

● Moving

Come here./Over here./Sit down./Stand up./Lay down./Turn right./Turn left./Walk around./Go forward./Go back.

● Questions for the AIBO robot

Are you sleepy?/Are you tired?/How are you?

The AIBO robot shows its current condition with its face lights.

Are you hungry?

The AIBO robot shows the remaining battery power level by the number of face lights. The more lights are lit, the more power is still left.

● Questions for the AIBO® Entertainment Robot

What's your AIBOne skill level?/What's your pink ball skill level?/What's your walking skill level?

The AIBO robot shows its state of progress with the face lights.

● Special actions

Let's dance.

The AIBO robot shows you its dance repertoire.

● Pictures*1

Take a picture.

The AIBO robot takes a picture with its built-in camera (page 70).

Snap shot

If you say this to the AIBO robot while it is preparing to take a picture (while waiting for you to touch its head sensor), it will start counting down to take the picture (page 70).

Send e-mail

Sends the picture taken most recently to a set registered user.

● Message playback*1

Check messages

The AIBO robot plays back messages and sounds.

● Mail notification*1

Check e-mail

The AIBO robot tells you if you have new e-mail.

● Music playback*2

Play music

The AIBO robot starts playing music.

● Music CD playback*2

Play CD

The AIBO robot starts playing the first track of a music CD.

● Internet radio playback*2

Play the radio

The AIBO robot begins playing Internet radio.

● Contents playback*2

Play contents

The AIBO robot plays the content you have selected on your PC.

● Schedule playback*2

My schedule

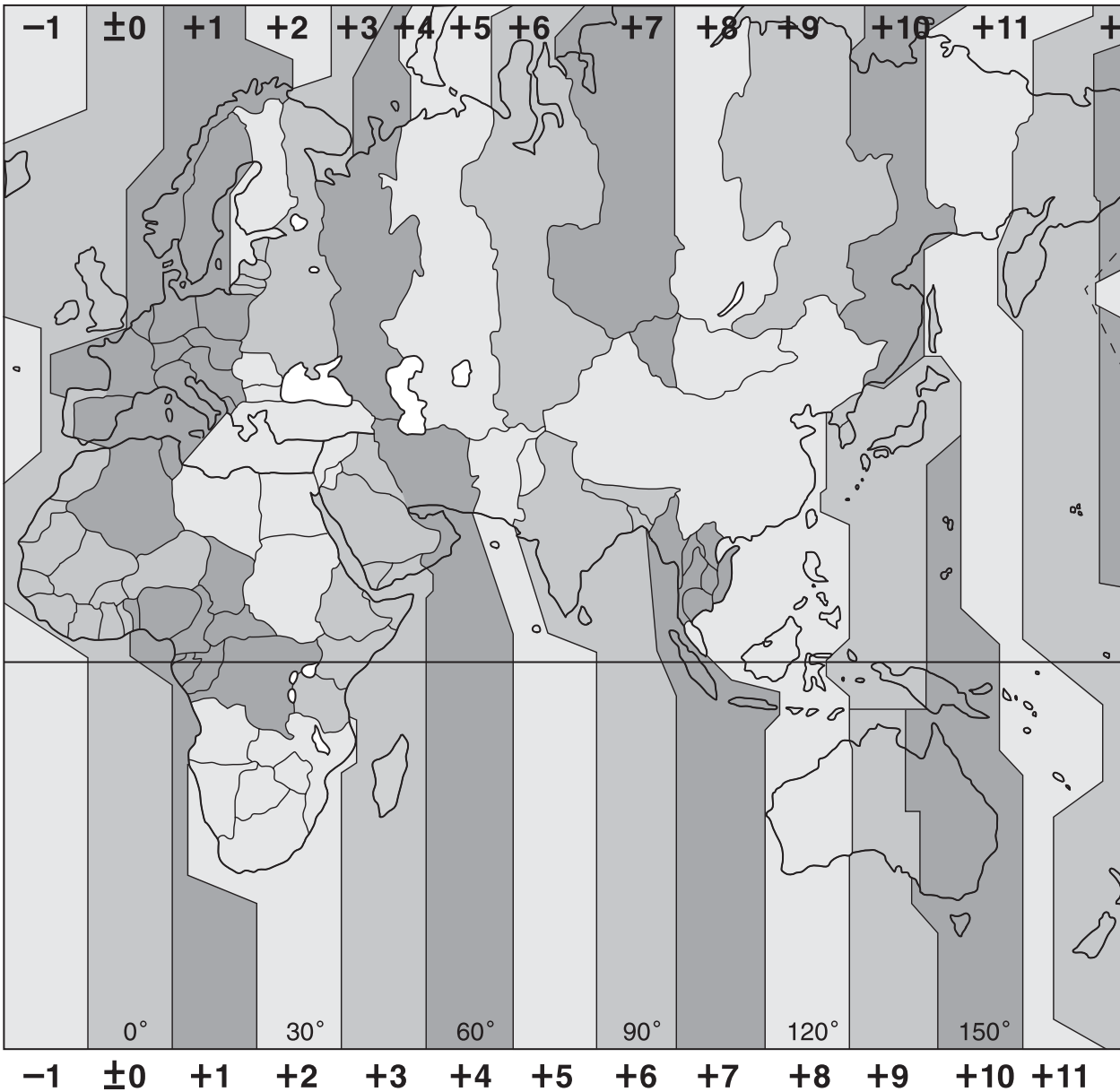
The AIBO robot will read out your schedule for the current hour through the next day.

*1 Refer to the "User's Guide (PC·Network)" for the AIBO robot ERS-7.

*2 Refer to the "User's Guide (AIBO Entertainment Player)" for the AIBO robot ERS-7.

Time zone table

Use this table to enter the appropriate time zone. Time zones indicate the difference to UTC (Coordinated Universal Time) in the range from -12 to +12 (in 1-hour increments). The time zones for the continental United States are “-8”, “-7”, “-6”, and “-5”.



+11
+12
−11
−10
−9
−8
−7
−6
−5
−4
−3
−2
150°
180°
150°
120°
90°
60°
30°
+10
+11
+12
−11
−10
−9
−8
−7
−6
−5
−4
−3
−2

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