

SONY

Playful AIBO

Sony's Playful AIBO Software will transform your AIBO into a masterful mimic and dancer.

Simply insert the Memory Stick, switch on and watch AIBO transform!
It can even play games with you now.

This AIBO-ware operates only with the 'AIBO' ERS-210.

Copying to the Memory Stick

1. Insert the AIBO-ware Memory Stick into the Memory Stick slot
2. Unzip the file you have downloaded and copy the OPEN-R folder from the resulting folder to the Memory Stick
3. We also recommend that you copy the text file containing this manual and software license agreement (License.txt) located in the same folder at the same time, as this will enable you to identify the applications you have copied later.

Please note:

- When copying to a Memory Stick that has already been used, delete the OPEN-R folder in the Memory Stick before doing so.
- One application can be copied to each Memory Stick. It is not possible to copy more than one application.
- Unzipping the file direct to the Memory Stick will result in a different folder configuration and prevent AIBO from working.

Preparation

Ensure that you switch AIBO off by pressing the pause button on its chest before proceeding.

- 1) Grasp AIBO's body firmly from above, turn it over and open the cover.

Caution

- ❖ Do not pick AIBO up by any part other than its body.
 - ❖ Be careful not to touch the charger socket on AIBO's belly. This can adversely affect the electrical contact.
- 2) Insert the Memory Stick. With the mark innermost, push in until you hear a click.
 - 3) Insert a fully charged battery, pushing in until you hear a click, and then close the cover.
 - 4) Place AIBO on the floor in the upright position.
 - 5) Press the pause button on AIBO's chest.
The light on AIBO's chest will come on in green and after a short delay AIBO will automatically start to move.
And it's done... AIBO is transformed into a masterful mimic and just loves to dance. See... It's started mimicking you!

Caution

- ❖ If AIBO operates abnormally or your hand becomes trapped by one of its parts, press the pause button on AIBO's chest.
- ❖ Do not use AIBO in a location where it might fall, where vibrations occur or on unstable surfaces.
- ❖ Do not place anything around AIBO that will obstruct its movement.

AIBO the mimic

Try talking to AIBO and listen to it imitate you in its own language.

- Tell AIBO to 'Be quiet' and it will stop mimicking you.
- Say 'Let's play' or 'Let's talk' and it will start mimicking you again. AIBO can speak in one of four tones depending upon its mood.

? AIBO doesn't mimic me very well.

When AIBO is making a noise or moving, it is not easy for it to catch what you are saying. AIBO also cannot hear very well if the surroundings are noisy. Make sure you are in a quiet environment and speak clearly.

? AIBO doesn't talk (there is no sound).

The volume control may be set to '0'. Adjust the volume as described in AIBO's Instruction Manual.

Dance, Dance!

- **AIBO will dance as the mood takes it.**
 - Just say 'Dance' and AIBO will dance for you, matching the dance it performs to its mood. Mind you, if AIBO's not in the mood, it just might not dance at all...

- **A dance on request**
 - When you touch AIBO's back sensor the mode indicator comes on and AIBO waits for your request. You can now request your favourite dance using the head sensor.
 - Press the head sensor once briefly and firmly and AIBO will dance to a high-tempo melody.
 - Stroke the head sensor twice from front to back and AIBO will dance to a gentle melody.
 - Press the head sensor for 3 or more seconds and AIBO will dance to a cheerful melody.
 - If no request is made a short time after the back sensor has been pressed, the mode indicator goes out and AIBO stops waiting for a request. To request a dance, simply press the back sensor again.

- **A game to play with AIBO**
 - Follow AIBO's head movements with the pink ball. AIBO waggles its head in time to the music. As soon as AIBO stops, show it the pink ball provided with the unit (bring the pink ball in front of the colour camera).

- If AIBO can see the ball, it will flap its ears.
- If you can keep showing AIBO the ball until the music stops, you've won.
- AIBO's reactions change in accordance with its performance.
- Fail to follow AIBO's movements at any time during the game and it's Game Over!
- AIBO will be disappointed, too.

Caution

- ❖ Take care not to touch AIBO when showing it the pink ball.

- **A practice run**

- Touch the back sensor and the mode indicator will come on.
- Next press the chin sensor for 3 or more seconds, then stroke the head sensor twice from front to back within 3 seconds.
- AIBO will pose with its right paw raised and the music will start.

- **And now for the real thing**

- Touch the back sensor and the mode indicator will come on.
- Next press the chin sensor for 3 or more seconds, then press the head sensor briefly and firmly within 3 seconds.
- AIBO will pose with his right paw raised and the music will start... but watch out, AIBO will start moving much more quickly than in the practice run.

? AIBO doesn't move.

- Place AIBO on the floor and press the head sensor continuously for 3 or more seconds.
 - If you pick AIBO up or something becomes trapped in its leg or neck joints, it will stop moving and the mode indicator will flash in green.

- When the battery runs out the chest light will go out and AIBO will stop moving. Recharge the battery.

What does AIBO do when left on its own?

AIBO wags its tail and ears and looks around.

What happens when you pick AIBO up?

AIBO makes itself easy for you to hold. (The mode indicator flashes.)

To return to autonomous operation, just place AIBO on the floor and press the head sensor for 3 or more seconds.

What happens if something gets trapped in AIBO's neck or leg joints?

AIBO stops operating and goes limp. (The mode indicator flashes). To return AIBO to autonomous operation, just place it on the floor and press the head sensor for 3 or more seconds.

What happens if AIBO falls over?

AIBO will right itself. If AIBO fails to right itself after numerous tries, it switches off for safety reasons.

What happens when you place AIBO on an Energy Station?

AIBO will switch off.

Removing the 'Playful AIBO' Memory Stick

- Before removing the Memory Stick, be careful to switch off AIBO by pressing the pause button on its chest.
- Open the cover, check that the battery pack lock indicator is white, then press the Memory Stick lightly once and remove it.

Caution

- ❖ Never remove the Memory Stick when the battery pack lock indicator is red as this may cause your AIBO to malfunction.

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For the latest information on AIBO visit the European AIBO website at

<http://www.eu.aibo.com/>.

Software Licence Agreement

This is an Agreement between the customer (hereinafter 'the User') and Sony Corporation (hereinafter 'Sony ') pertaining to the right to use this software product (hereinafter 'the Software').

1. General principle

- i) Sony grants the User the non-exclusive, non-transferrable right to use the Software.
- ii) The permission granted in item i) above does not include the right to grant sub-licences.

2. Right

- i) The right to use the Software described in Paragraph 1 above shall mean the right of the User to private use of the Software with the supplied AIBO-ware Memory Stick.
- ii) The rights granted under this Agreement do not include the distribution of the Software to another computer over an information network (including a LAN or any other network).

3. Prohibited activity

- i) The User shall not reproduce, copy, modify, add to or otherwise alter the Software or documentation pertaining to the Software that is supplied with this product (hereinafter 'related documentation') either in whole or in part.
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10. Additional provisions

- i) In the event of a circumstance not provided for by this Agreement or of doubts arising in respect of the interpretation of the Agreement, Sony and the User shall seek a resolution by means of discussions to be held in good faith.
- ii) The license is governed by and is to be construed in accordance with the laws of Japan.

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