ROBOSAPIEN™

A Fusion of Technology and Personality

User Manual

Item No.: 8081

WowWee
ROBOTICS

Introduction

Congratulations on choosing **Robosapien™**, a sophisticated fusion of technology and personality. With a full range of dynamic motion, interactive sensors and a unique personality, Robosapien™ is more than a mechanical companion; he's a multi-functional, thinking, feeling robot with attitude!

Explore Robosapien™'s vast array of functions and programs. Mold his behavior any way you like.
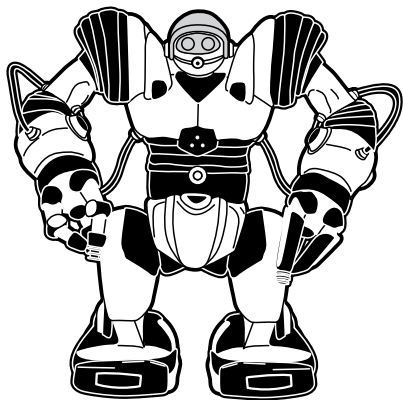
Be sure to read this manual carefully for a complete understanding of the many features of your new robot buddy.

Product Contents:
Robosapien™ x1
Infra-red Remote Controller x1
Pick Up Accessory x1

Robosapien™   Remote   Pick Up
                     Controller   Accessory

For more information visit: **www.wowwee.com**

Content

Battery Details

BATTERY REQUIREMENTS:
Your robot is powered by 4 x "D" size Alkaline batteries (2 batteries in each foot - not included).
Your remote controller is powered by 3 x "AAA" batteries (not included).

BATTERY INSTALLATION:
• Be sure the robot power button is in the OFF position (OUT) before installing or changing batteries.
• Remove the battery covers with a Phillips/crosshead screwdriver as shown (not included).
• Install recommended batteries as shown, making sure battery polarity is correct (batteries not included).
• Replace battery doors and carefully tighten all screws.
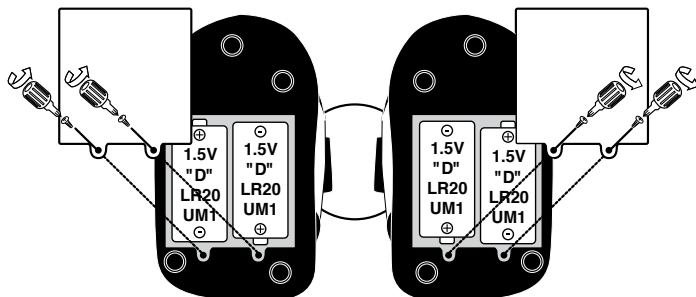
Robosapien™ : Base of feet

IMPORTANT BATTERY INFORMATION:
• Use only fresh batteries of the required size and recommended type.
• Do not mix old and new batteries, different types of batteries [standard (Carbon-Zinc), Alkaline or rechargeable] or rechargeable batteries of different capacities.
• Remove rechargeable batteries from the toy before recharging them.
• Rechargeable batteries are only to be charged under adult supervision.
• Please respect the correct polarity, (+) and (-).
• Do not try to recharge non-rechargeable batteries.
• Do not dispose of batteries into fire.
• Replace all batteries of the same type/brand at the same time.
• The supply terminals are not to be short-circuited.
• Remove exhausted batteries from the toy.
• Batteries should be replaced by adults.
• Remove batteries if the toy is not going to be played with for some time.
• Batteries should be recycled or disposed of as per state and local guidelines.
• Protect the environment by not disposing of this product with household waste. Check your local authority for recycling advice and facilities.
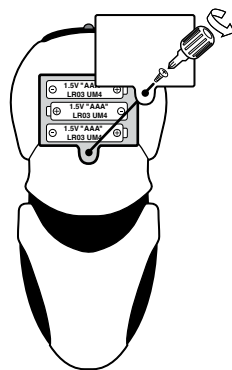
Remote Controller: Bottom View

LOW BATTERY INDICATORS:
When Robosapien™'s batteries grow weak, your Robosapien™ will move and walk very slowly.
  - When this occurs, power robot OFF and replace all batteries.
When the remote controller's batteries grow weak, the indicator light will shine very dimly.
  - When this occurs, replace all the batteries in the remote controller.

NOTE
• Robot will just stop when battery power gets VERY low. Power off and replace all batteries.
• Some lighting or sunlight can interfere with infra-red signals.

1. Infra-Red Receiver
Always point the Controller towards
Robosapien™'s head.

2. Eye Lights
Blink and move when he executes a command.
Look into Robosapien™'s eyes to see what he
is "thinking".

3. Sonic Sensor
Senses sounds when
in LISTEN mode.

6. Palm Lights
(Both hands)
Light up when you
move an arm or when
you press STOP.

5. Hand Sensors
(Both hands)
Sense touch at the tips
of the longest fingers.

4. Foot Sensors (Both feet)
Sense any touch to the front or back of the foot.

NOTE: Always point the Controller
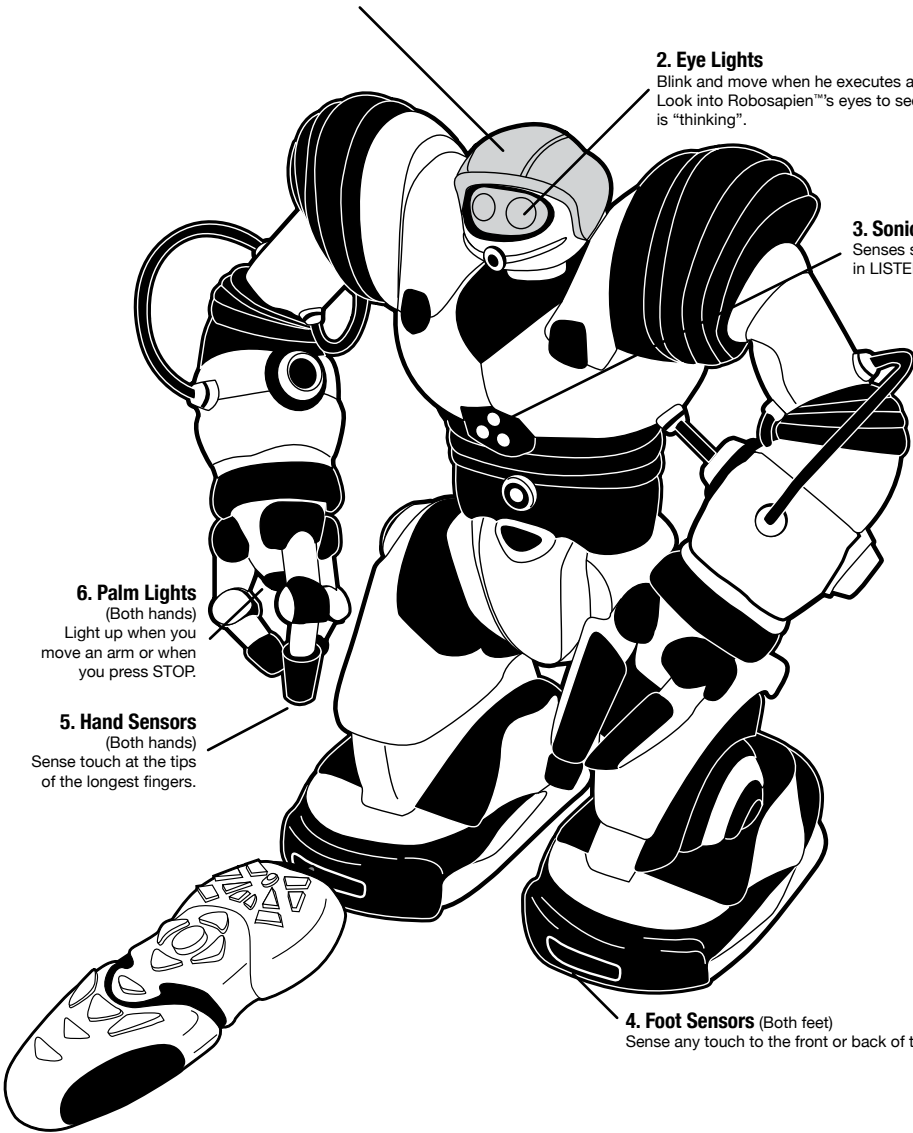at Robosapien™'s head.

Robosapien™ Operation Overview

Robosapien™ has 67 easy to access command functions.

The command functions feature: Direct Control, Combination Actions, Actions with Attitude, Demo Modes and Programming Mode to build your own dynamic sequence of motions!

Explore the unique multi-level remote control for hours of fun and action!
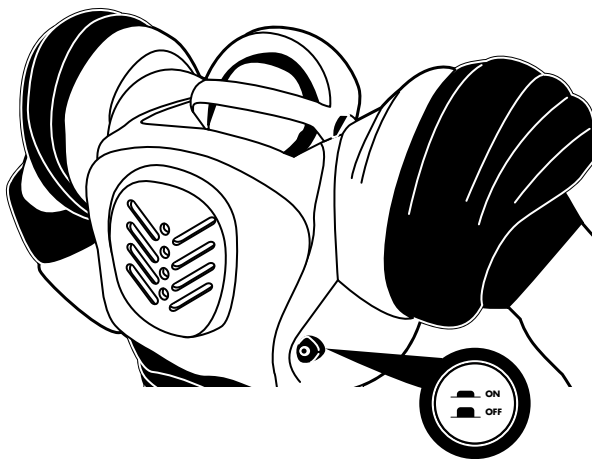
Where is Robosapien™'s power switch?
- The power switch is located on the robot's back, below the right shoulder blade.
- Press once to turn ON. Robosapien™ will awaken with a yawn, a stretch and then say "Uh-huh." Robosapien™ is now ready for your commands.

How do I access the levels of commands on the Controller?
- By using the **SELECT** button. The Select buttons works just like the CAPS LOCK on a computer keyboard. Every controller button can do at least three different things. Pressing the **SELECT** button once (controller displays a green light) activates all the GREEN commands on the remote. Pressing the **SELECT** button twice (controller displays an orange light) activates all the ORANGE commands.

What are the RED command buttons for?
- The RED commands on the upper sections of the controller directly control Robosapien™'s movements (arms and legs). For further information see page 7.
- The RED commands on the lower section of the controller are used for programming your Robosapien™ - for detailed information see page 13 to 15.

What are the GREEN command buttons for?
- The GREEN commands on the upper sections of the controller execute combination actions (Pick Up, Throw). For further information see page 9.
- The GREEN commands on the lower section of the controller execute your Programmed Sequences - for detailed information see page 13 to 15.

What are the ORANGE command buttons for?
- The ORANGE commands on the upper sections of the controller access "Attitude Actions" (ie.,"High 5", "Burp"). For further information see page 11.
- The ORANGE commands on the lower section of the controller execute three pre-programmed Demo Sequences - for detailed information see page 12.

Selection Indicator Light

Infra-Red Transmitter

1

6

2

7

THUMP SWEEP

THUMP SWEEP

PICK UP HIGH 5

PICK UP TALK BACK

LEAN STRIKE 1

LEAN STRIKE 1

3

8

THROW BURP

THROW WHISTLE

4

9

SLEEP STRIKE 2   LISTEN STRIKE 2

5

10

STEP   BULLDOZER

11

13 STOP Button

TURN STEP

TURN STEP

12

14

STRIKE 3

RESET   ROAR

STRIKE 3

15

BACK STEP   OOPS

SELECT Button

SELECT

17

RIGHT

R ▶

S ▶

L ▶

LEFT

16

SONIC   DANCE

18

DEMO 1

DEMO 2

19

P

EXECUTE   ALL DEMO

20

P

WAKE UP   POWER OFF

NOTE: The LEFT side of the Controller operates Robosapien™'s RIGHT side; the RIGHT side of the Controller operates Robosapien™'s LEFT side.

Red Commands directly control **Robosapien™'s** movements.

1 RIGHT ARM UP
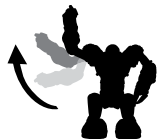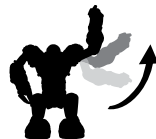
• Press twice to fully raise arm up.

2 RIGHT ARM DOWN
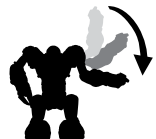
• Press twice to fully lower arm down.

3 RIGHT ARM IN

• Press twice to fully turn arm inwards.

4 RIGHT ARM OUT

• Press twice to fully turn arm outwards.

5 TILT BODY RIGHT

• Press once to tilt body to the right.

6 LEFT ARM UP

• Press twice to fully raise arm up.

7 LEFT ARM DOWN

• Press twice to fully lower arm down.

8 LEFT ARM IN

• Press twice to fully turn arm inwards.

9 LEFT ARM OUT

• Press twice to fully turn arm outwards.

10 TILT BODY LEFT

• Press once to tilt body to the left.
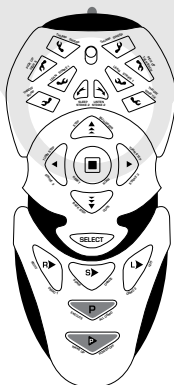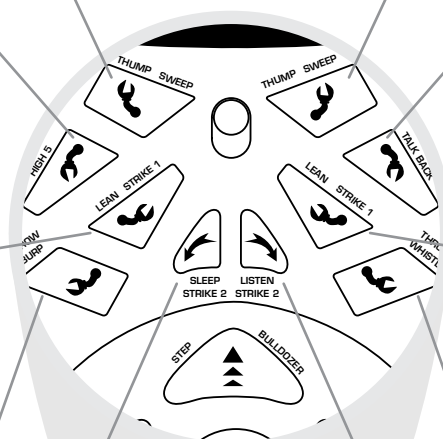
THUMP SWEEP
THUMP SWEEP
HIGH 5
LEAN STRIKE 1
LEAN STRIKE 1
TALK BACK
THRO
WHISTL
SLEEP STRIKE 2
LISTEN STRIKE 2
STEP
BULLDOZER
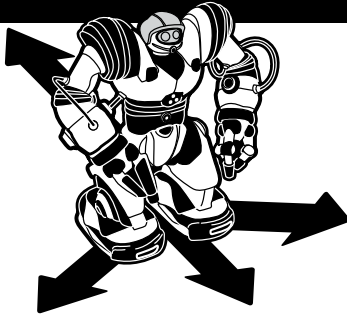
- **For best performance, use on flat surfaces or low carpet.**

- **Shag carpeted surfaces may limit the walking function slightly.**

11 WALK FORWARD
• Press once to walk forward.
• Press twice to move forward slowly.

STRIKE 2   STRIKE 2

STEP   BULLDOZER

12 TURN RIGHT
• Press once to turn right on the spot.

TURN STEP

STRIKE 3

RESET   ROAR

TURN STEP

STRIKE 3

14 TURN LEFT
• Press once to turn left on the spot.

BACK STEP   OOPS

15 WALK BACKWARD
• Press once to walk backwards.
• Press twice to move backwards slowly.

SELECT

R▶   S▶   L▶

P

P

STOP

13 AT ANY TIME PRESS "STOP" TO END A COMMAND.

SELECT ───────────── **SELECT Button**

**16 Right Sensor Program** ───────── R▶

DEMO 1

SONIC

S▶

DANCE

L▶ ───────── **18 Left Sensor Program**

DEMO 2 ───────── **17 Sonic Sensor Program**

19 Master Command Program ───────── P

EXECUTE   ALL DEMO

20 Program Play ───────── P

WAKE UP   POWER OFF

Programming is covered in detail on page 13-15.

Green Commands
upper controller

GREEN LIGHT

Green Commands access combination actions.

1 RIGHT HAND THUMP
• Robosapien™'s right arm lifts and presses downward.

6 LEFT HAND THUMP
• Robosapien™'s left arm lifts and presses downward.

2 RIGHT HAND PICK UP
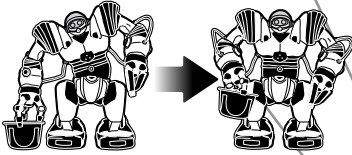
• Place Pick Up Accessory next to Robosapien™'s right foot (see diagram) and he'll pick it up!

7 LEFT HAND PICK UP
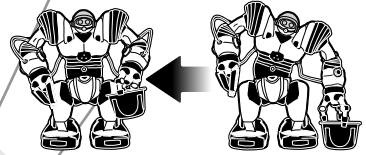
• Place Pick Up Accessory next to Robosapien™'s left foot (see diagram) and he'll pick it up!

THUMP SWEEP   THUMP SWEEP

HIGH 5   TALK BACK

LEAN STRIKE 1   LEAN STRIKE 1

3 LEAN BACKWARD
• Robosapien™ leans backward and opens his arms!

8 LEAN FORWARD
• Robosapien™ leans forward and opens his arms!

SLEEP STRIKE 2   LISTEN STRIKE 2

STEP   BULLDOZER

4 RIGHT HAND THROW
• If an object is already in Robosapien™'s right hand, press THROW and he'll toss it!

9 LEFT HAND THROW
• If an object is already in Robosapien™'s left hand, press THROW and he'll toss it!

5 SLEEP
• Robosapien™ goes to sleep (all sensors are inactive). Press STOP or WAKE UP to wake him up (see page 10). After approx. 2 hours of uninterrupted sleep, he'll power himself off to save energy.

10 LISTEN
• Robosapien™ responds to a sound or tap on his body with a default grunt, or a Sonic Sensor Program sequence programmed by you. See Programming on page 14 for further details.
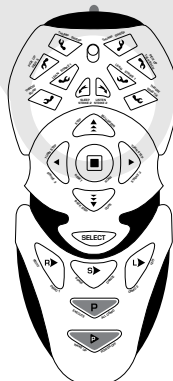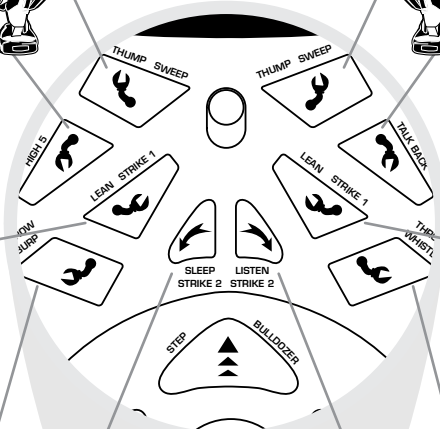
12 RIGHT TURN STEP
• Rotates Robosapien™ 45 degrees to the right.

11 FORWARD STEP
• Robosapien™ takes two steps forwards.

13 RESET
• Resets Robosapien™ to his original Default position

15 BACKWARD STEP
• Robosapien™ takes two steps backwards.

14 LEFT TURN STEP
• Rotates Robosapien™ 45 degrees to the left.

16 RIGHT SENSOR PROGRAM EXECUTE
• Plays right sensor routine.
• See Programming Mode - touch sensors, page 13.

SELECT BUTTON
• Place once to access GREEN Commands, press twice to access ORANGE Commands.

19 MASTER COMMAND PROGRAM EXECUTE
• Plays program routine.
• See Programming Mode - master command, page 15.

18 LEFT SENSOR PROGRAM EXECUTE
• Plays left sensor routine.
• See Programming Mode - touch sensors, page 13.

20 WAKE UP
• Robot goes through his wakeup routine.

17 SONIC SENSOR PROGRAM EXECUTE
• Plays sonic routine.
• See Programming Mode - sonic sensor, page 14.
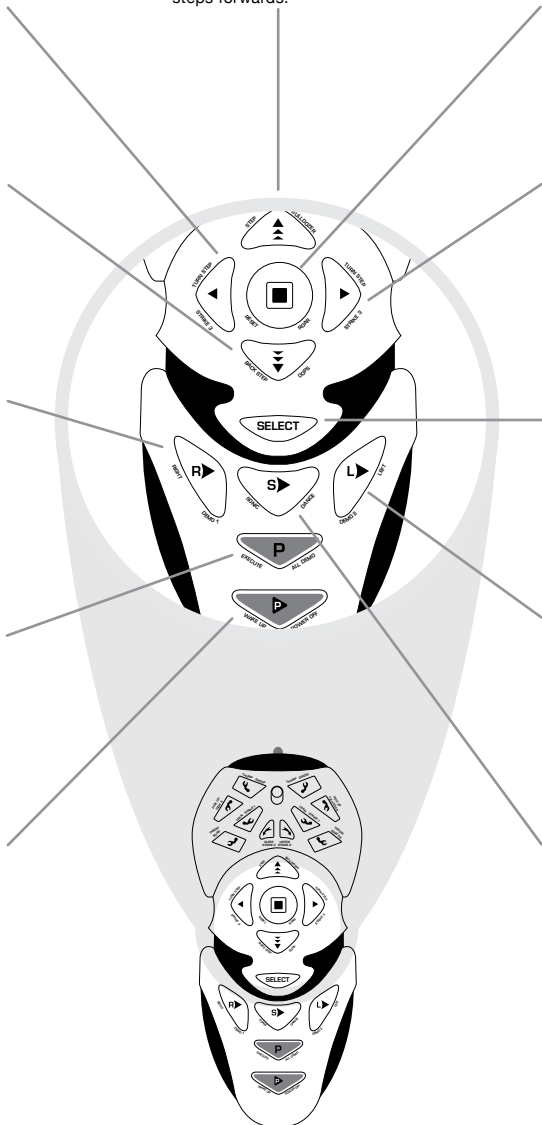
Orange Commands
upper controller

Orange Commands access actions with attitude.

1 RIGHT HAND SWEEP
• Knock things forward with a sweeping arm and waist action!

6 LEFT HAND SWEEP
• Knock things forward with a sweeping arm and waist action!

2 HIGH 5
• Robosapien™ stretches up for a big High 5 and says "Aaay"!

7 TALK BACK
• Grunts and gestures. Robosapien™'s quite the conversationalist.

3 RIGHT HAND STRIKE 1
• Robosapien™ performs an inside strike with a mighty "Hoy-yah!"

8 LEFT HAND STRIKE 1
• Robosapien™ performs an inside strike with a mighty "Hi-yah!"

4 BURP
• High technology doesn't mean better table manners!

9 WHISTLE
• Listen to that crazy Wolf Whistle! Nice software.

5 RIGHT HAND STRIKE 2
• An open hand strike with a powerful "Hi-yah, 'oOOo".

10 LEFT HAND STRIKE 2
• An open hand strike with a powerful "Hoy-yah, 'oOOo".
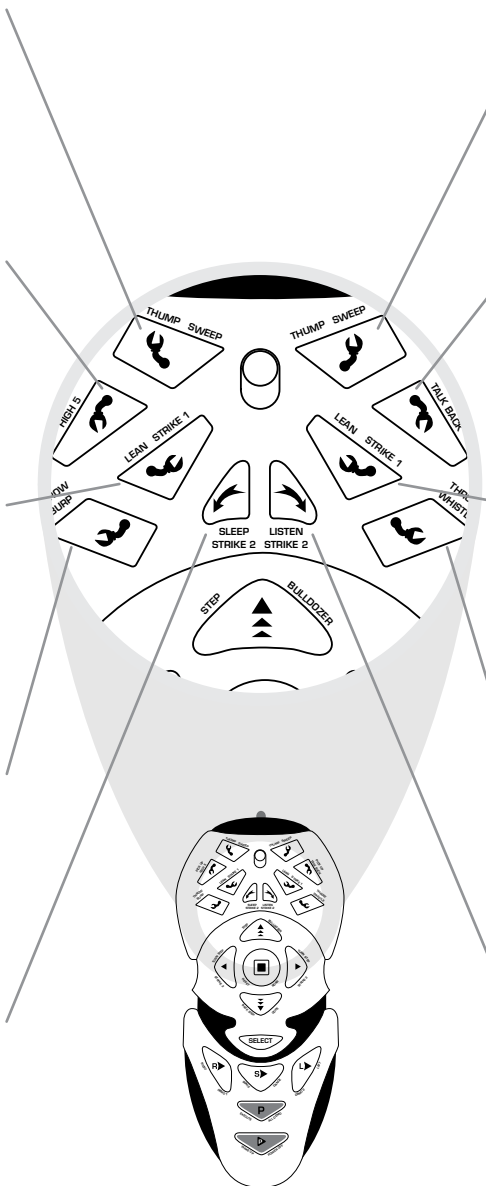
12 RIGHT HAND STRIKE 3
• Robosapien™ performs an outside strike.

11 BULLDOZER
• Pushes forward 8 steps. Better not get in his way!

13 ROAR
• Robosapien™ lifts both arms and roars!

15 OOPS!
• Oop's, you'll have to excuse him. It must be something he ate!

14 LEFT HAND STRIKE 3
• Robosapien™ performs an outside strike.

16 DEMO 1
• Robosapien™ comes out Karate chopping!

SELECT BUTTON
• Press once to access GREEN Commands, press twice to access ORANGE Commands.

19 ALL DEMO
• All 3 pre-programmed DEMOs play in a row.

18 DEMO 2
• The ultimate in attitude!

20 POWER OFF
• Robosapien™ completely Powers Off. To reactivate him, press the ON/OFF button (located on Robosapien™'s back) twice.

17 DANCE DEMO
• Robosapien™ shows off his dance prowess..... and he's got the moves!

Robosapien™ has three programmable sensors and a Master Program, that allows you to take control of the following unique programming environments:

1 Right Sensor Program (<img_ref>) #16

2 Left Sensor Program (<img_ref>) #18

3 Sonic Sensor Program (<img_ref>) #17

4 Master Program (<img_ref>) #19
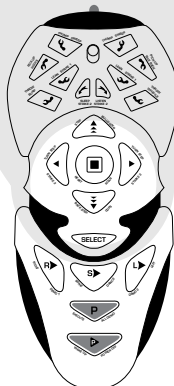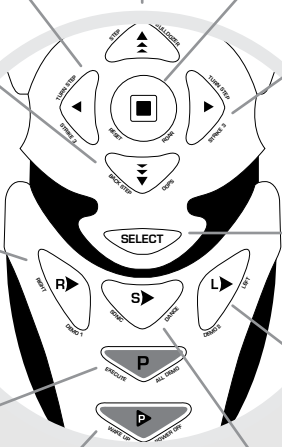
Touch Sensors
The sensors on Robosapien™'s Fingers, Toes and Heels can all be programmed to respond when touched. They also trigger whenever he walks into an obstacles.

Right & Left Sensor Programs
a Ensure the Controller is in NORMAL MODE (indicator light on Controller is DARK).

b Press the **Right** or **Left Sensor Program** button once (Robosapien™ beeps - you are now in PROGRAM MODE).

c Program up to six steps (the **SELECT** button does not count as step). For example:
WALK FORWARD, RIGHT ARM OUT, LEFT ARM OUT, (**SELECT** , **SELECT** , **ROAR**), **TILT BODY RIGHT, TILT BODY LEFT.**

d Robosapien™ will now automatically repeat your programmed sequence.

e If you wish to program less than six steps, you need to 'close' the program by pressing **PROGRAM PLAY** (<img_ref>) once, after you've completed your selection - for example:
WALK FORWARD, TURN RIGHT, (**SELECT** , **SELECT** , **HIGH 5), PROGRAM PLAY (<img_ref>).**

f To trigger the sensor, touch a long finger, or a toe/heel sensor (on the side corresponding to the Sensor Program you set). Alternatively press **SELECT** once (GREEN command mode), followed by **R>** or **L> Sensor Program Execute** (depending on which side has been programmed) and he'll also run through the routine.

Clearing the Program/Holding the Program
a To clear the program and return to the Default Program, press the **Right**, or **Left Sensor Program** button once, followed by the **PROGRAM PLAY** button and the program will clear.

b Turning Robosapien™ off will also clear any previously set programs.

c Use the Sleep function to hold the program in Robosapien™'s memory for up to two hours.
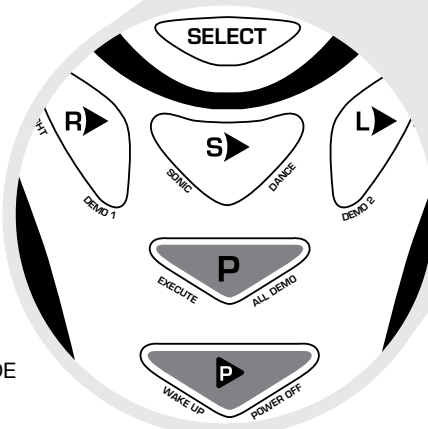
Robosapien™ can be set up as a "Room Guard" or can even start dancing to your favorite music using the built-in Sonic Sensor Program function.

Sonic Sensor Programs

a Ensure the Controller is in the NORMAL COMMAND MODE (indicator light on the Controller is DARK).

b Press the **Sonic Sensor Program** button ( ) once; Robosapien™ says "BEEP!". You are now in PROGRAM ENTRY MODE.

c Program up to SIX steps (the **SELECT** button does not count as a step). For example:
WALK FORWARD, RIGHT ARM OUT, STOP, (SELECT , SELECT , ROAR), TILT BODY RIGHT, TILT BODY LEFT.
After six steps, Robosapien™ will automatically repeat your programmed sequence so you can check what it will do.

d If you wish to program less than six steps, you need to 'close' the program by pressing **PROGRAM PLAY** ( ) after you've completed your selection - for example:
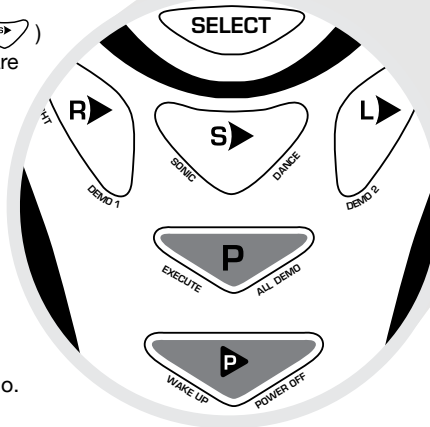**WALK FORWARD, (SELECT , SELECT , HIGH 5), WALK BACKWARDS, PROGRAM PLAY.**

e To review your program again, press **SELECT** once (Controller indicator light goes GREEN), followed by **Sonic Sensor** button. Robosapien™ will run through your routine.

f To put Robosapien™ into SONIC RESPONSE mode, press **SELECT** followed by **LISTEN**. He'll now wait for a sharp sound or tap on his body, then run through your programmed routine.

Clearing the Program/Holding the Program

a To clear the Sonic Program and return to the Default Program, press the **Sonic Program** button once, then **PROGRAM PLAY**.

b Turning Robosapien™ off will also clear any previously set programs.

c Use the Sleep function (**SELECT**, **SLEEP**) to hold the program in Robosapien™'s memory for up to two hours.

A main feature of the Robosapien™ is that he can be programmed in segments. The fourteen step Master Program can "link in" any six-step Sensor Program for long play routines.

Master Programs

a Ensure the Controller is in the Red Command Mode (indicator light on the Controller is DARK).

b Press the **MASTER PROGRAM** (P) button once; Robosapien™ says "Beep". You are now in PROGRAM ENTRY MODE.

c Program up to fourteen steps (the **SELECT** button does not count as a step - see Touch Sensors page 13 for example).

d After fourteen steps, the Robosapien™ will automatically execute your Master Program sequence.

e If you wish to program less than fourteen steps, you need to 'close' the program by pressing **PROGRAM PLAY** (P). - for example:
WALK FORWARD, TURN RIGHT, WALK FORWARD, TURN LEFT, WALK BACKWARD, (SELECT , SELECT , **HIGH 5**)**, PROGRAM PLAY**.

f To execute your program at any time, press **PROGRAM PLAY**.

g To execute your program without linking in the Sensor Programs (so you can quickly review your Master Program sequence), press **SELECT**, then **MASTER PROGRAM**.

Clearing the Program/Holding the Program

a To clear the Master Program, press the **MASTER PROGRAM** button once, then press the **PROGRAM PLAY** button. The robot goes "OUAH!" to confirm the program is cleared.

b Turning Robosapien™ off will also erase any Master Programs.

c If you wish to keep your program, use the Sleep function (**SELECT**, **SLEEP**) to hold the program in Robosapien™'s memory for up to two hours.
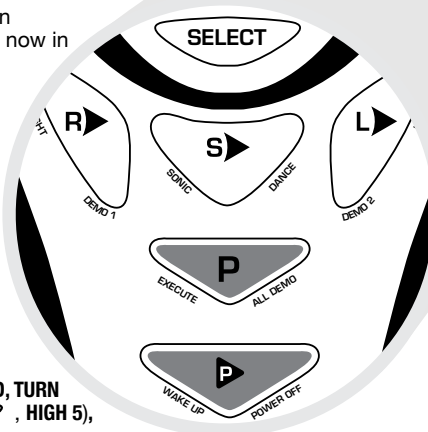
Extending the Program

a You can extend the length of the Master Command Program beyond fourteen steps by "linking in" any of the three Sensor Programs. Sensor Programs can be mixed and matched in any pattern.

b First pre-program any Sensor Program with a routine (see previous pages 13 & 14).

c Press **MASTER PROGRAM** to enter your program as normal. Press **SELECT** then press any **R>**, **S>**, or **L>** buttons. This sensor routine will be stored as ONE STEP in your Master Program. Repeat to add additional sensor routines. On playback, those routines will play with no pause between execution.

d To enter a Master Program so that the robot waits for each sensor input, enter your program as normal then just press either **R>**, **S>**, or **L>** as one step. On playback, the robot will STOP at the beginning of each sensor routine waiting for either a sensor touch or sound. For example:
WALK FORWARD, WALK BACKWARD, (SELECT , **R>**), **R>**, (SELECT , SELECT , **STOP**), (SELECT , **L>**), **L>, STOP,** (SELECT , **S>**), **LEFT ARM UP,** (SELECT , **S>**), **S>, S>, PROGRAM PLAY.**

If you are experiencing difficulties with Robosapien™, use this troubleshooting guide.

Problem	Solution
1. Robosapien™ is not responding to the Controller.	**a.** Stand robot upright, clear all obstacles from the feet and hand sensors, then push Robosapien™'s **ON/OFF** button until you hear the yawning power up sequence.
	b. For best results keep a clear line of sight between the remote and the infra-red receiver in the Robosapien™'s head. Always point the controller directly at the head and stay within 12 feet (3 meters) distance.
	c. Check that batteries are inserted correctly and that nothing comes between the batteries and battery contacts.
	d. Robosapien™ might be in PROGRAM MODE ("Beep, beep, beep"). Press the **PROGRAM PLAY** button at the very bottom of the remote, then **STOP** to restore regular operation.
	e. Certain types of electronic lighting or bright sunlight can jam infra-red signals from reaching your robot. Lower the robot's sun visor or, if the problem persists, move the robot into shadow or away from the interference.
	f. The robot will ignore remote control signals during his wakeup routine. Wait until the wakeup routine finishes, then he will respond as normal.
2. Robosapien™ has trouble walking.	**a.** The hand or feet sensors detect objects in front or back. Use the BULLDOZER WALKING MODE (press **SELECT** twice, then **BULLDOZER**) or (**SELECT**, **STEP**) or (**SELECT**, **BACKSTEP**) to move the robot away from the obstruction.
	b. Robosapien™ may have difficulty walking on thick carpets or slippery surfaces. For best results only use your Robosapien™ on flat, level surfaces (low pile carpets or hard floors).
	c. Something is stuck on the robot's feet. Check that nothing is caught or preventing his footpads, legs, or hands from moving freely.
	d. Press < ⚐ > again (or press < ⚐ > twice if stopped) to enter SLOW WALK MODE, which is much more stable.
3. Robosapien™ does not detect sounds in LISTEN MODE.	**a.** Wait two seconds after LISTEN MODE activates before making sounds or tapping the robot's body.
	b. Robosapien™ does not hear sounds that are soft or low-pitched. Make a sharp sound (eg. clapping your hands), or tap Robosapien™'s body.
4. Robosapien™'s limbs are not moving the way I want.	**a.** Robosapien™'s arms and legs move to multiple positions. When a limb is fully extended, use several button presses to find new positions.
	b. Reset the Robosapien™ to the default position. Press **SELECT** then the **RESET** (**STOP**) button.
5. Robosapien™ is behaving erratically.	**a.** Press the **STOP** button twice, or turn Robosapien™ off and back on again.
	b. Batteries are very low. Replace all batteries in the feet with fresh "D" batteries.
	c. Something is interfering with the infra-red signals. Move the Controller closer to the robot, or move the robot to another location under different lighting.

Notes
use this page to write down your favourite program combos!

R ▶ Right Sensor

1
2
3
4
5
6

S ▶ Sonic Sensor

1
2
3
4
5
6

L ▶ Left Sensor

1
2
3
4
5
6

P Master Program

1
2
3
4
5
6
7
8
9
10
11
12
13
14

WowWee® 90-Day Limited Warranty

WowWee's warranty obligations for Robosapien™ (this "Product") are limited to the terms set forth below.

WowWee Group Limited ("WowWee") warrants to the original end-user purchaser that this Product will be free from defects in materials and workmanship under normal use for a period of 90 days from the date of retail purchase (the "Warranty Period"). This warranty is extended only to the original end-user purchaser of a new product that was not sold "as is".
If a defect arises:

(1) you may within 30 days from the date of retail purchase (or such other period specified by the return policies of the place of purchase) return this Product to the place of purchase, together with the original proof of purchase and either the original box or the UPC code label from the box, and this Product will be replaced or, in the event that a replacement for this Product is not available at the place of purchase, either a refund of the purchase price for this Product or a store credit of equivalent retail value will be provided; or

(2) you may after the day that is 30 days from the date of retail purchase (or such other period specified by the return policies of the place of purchase) and within the Warranty Period contact WowWee Customer Support to arrange for the replacement of this Product. In the event that a replacement for this Product is not available this Product will be replaced by WowWee with a product of equivalent or greater retail value.

Notwithstanding the foregoing terms of this warranty, WowWee reserves the right at all times, at its sole option and discretion, to refund to you the purchase price paid by you for this Product in full and final settlement of WowWee's obligations under this warranty.

A purchase receipt or other proof of the date of retail purchase and purchase price is required in order to claim the benefit of this warranty.

If this Product is replaced, the replacement product becomes your property and the replaced Product becomes WowWee's property. If the place of purchase refunds the purchase price of this Product or issues a store credit of equivalent retail value, this Product must be returned to the place of purchase and becomes WowWee's property. If WowWee refunds the purchase price of this Product, this Product must be returned to WowWee and becomes WowWee's property.

EXCLUSIONS AND LIMITATIONS
This warranty covers the normal and intended use of this Product. This warranty does not apply: (a) to damage caused by accident, abuse, unreasonable use, improper handling and care or other external causes not arising out of defects in materials or workmanship; (b) to damage caused by service performed by anyone who is not an authorized representative of WowWee; (c) to any hardware, software or other add-on components installed by the end-user; (d) if this Product has been disassembled or modified in any way; (e) to cosmetic damage, including but not limited to scratches, dents or broken plastic, or normal wear and tear.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MIGHT ALSO HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE. WOWWEE'S RESPONSIBITLITY FOR PRODUCT DEFECTS IS LIMITED TO THE REPLACEMENT OF THIS PRODUCT OR THE REFUND OF THE PURCHASE PRICE FOR THIS PRODUCT. ALL EXPRESS AND IMPLIED WARRANTIES, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES AND CONDITIONS OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN TIME TO THE TERM OF THIS LIMITED WARRANTY. NO WARRANTIES, WHETHER EXPRESS OR IMPLIED, WILL APPLY AFTER THE EXPIRATION OF THE LIMITED WARRANTY PERIOD. If any term of this warranty is held to be illegal or unenforceable, the legality or enforceability of the remaining terms shall not be affected or impaired.

EXCEPT AS PROVIDED IN THIS WARRANTY AND TO THE EXTENT PERMITTED BY LAW, WOWWEE IS NOT RESPONSIBLE FOR DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES HOWSOEVER CAUSED RESULTING FROM BREACH OF WARRANTY OR CONDITION OR UNDER ANY OTHER LEGAL THEORY, INCLUDING BUT NOT LIMITED TO LOSS OF USE. THE FOREGOING LIMITATION SHALL NOT APPLY TO DEATH OR PERSONAL INJURY CLAIMS, OR ANY STATUTORY LIABILITY FOR INTENTIONAL AND GROSS NEGLIGENT ACTS AND/OR OMISSIONS.

SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, OR LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THESE LIMITATIONS MIGHT NOT APPLY TO YOU.

Valid only in U.S.A.

ROBOSAPIEN™

A Fusion of Technology and Personality

WARNING! This product is not suitable for children under 3 years because of small parts - choking hazard.

MADE IN CHINA

CE

CAUTION
Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE
This equipment has been tested and found to comply with the limits for a class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular Installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and 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 experienced radio/ TV technician for help

This Device complies with Part 15 pf 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.

For these purposes, the party responsible is:
WowWee USA Inc.
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La Jolla, CA 92037, USA
1-800-310-3033