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Steg The Fighting Tekno Dinosaur

Operating Manual

Steg the Fighting Tekno Dinosaur is the latest in a software and hardware technology from the laboratories of the Institute of Robotic Technology. Steg's computer brain is programmed to simulate the action and reactions of a real Dinosaur. Better still, Steg can be trained and conditioned to get stronger to fight!

Thanks to his artificial intelligence program. Steg will let you know how he is feeling and provide feedback on the care you provide. Steg knows how long it's been since he's been fed and is quick to remind you when he is need of some attention.

Steg has state-of-the-art sensors that allow him to "see" and "hear" and even "feel" your touch. With these sensors and Steg's powerful computer brain, Steg can determine if it is getting dark, if the lights in the house suddenly turn on, if someone's talking to him, if there is a loud noise (*like a knock at the door*) - and even if you're touching him on his back!

Steg comes with his robotic "fern" for feeding. He really likes to be trained an fed by a caring owner. The better that

you care for and train your Steg, the stronger he will be. You can actually see Steg's strength change in real time by how many LED's light on his tail!

You can battle Steg against other Stegs or his arch rival, Rex. The better you take care of him, the more stamina he will have and longer he will fight in the battle. You can even replace the batteries in your Steg and not loose his stamina level!

Understanding Steg

By the following instructions in this manual (*or using the web site <http://www.tekno-robot.com/>*) you will be able to provide the best life possible for Steg... and lead to greater enjoyment in your new role as Cool Pet Owner.

1. Removing Steg From The Package

Steg is held in place by two plastic columns under his belly. They are attached to the base by two pull tabs (*Fig 1*). Press the thumbscrews and carefully remove Steg from

the base and the two plastic stands. Discard the thumbscrews latches and plastic stand as they are no longer needed. Pull the two plastic latches out from each of the columns. Make sure you save Steg's Fern (*Fig 2*).

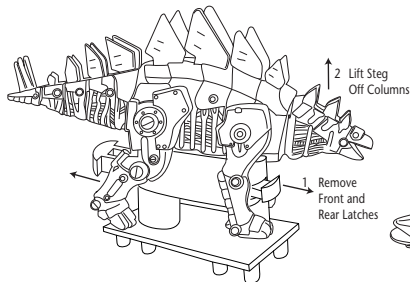


Fig 1

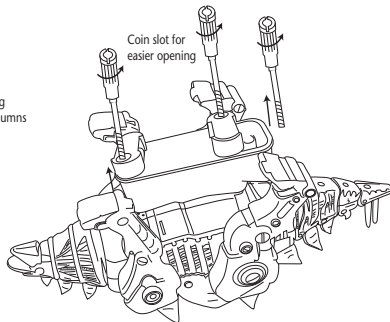


Fig 2

2. Initial Set Up

After Steg is free from the package, pull the Tab out of his bottom (*Fig 3*) to begin his program set up. Turn the On/Off switch off and then on again. When you hear a "beep" it means Steg has come to life!

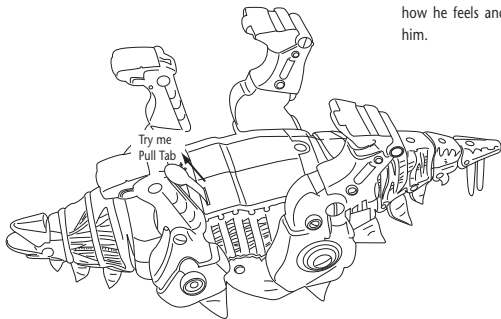


Fig 3

3. Understanding Steg's Programming

Steg uses the latest in artificial intelligence software. Dinosaurs weren't perfect (*maybe that's why they are now extinct!*) and, from time to time, he may have a mind of his own. Sometimes Steg will respond to your commands, and other times he will do what he wants to do. It all depends on how he feels and how you are trying to communicate with him.

Like a real Dinosaur, Steg needs your attention. Yell out his name and clap your hands to let him know you're there. Pet him on the back when he is lonely. Feed him regularly with his Fern. Change his batteries when he stops working. Just think of him as a real Dinosaur and he will be your friend for life!

4. Steg's Inputs, Sensors And Outputs

To understand how Steg works you must know about his input devices. (Fig 4)

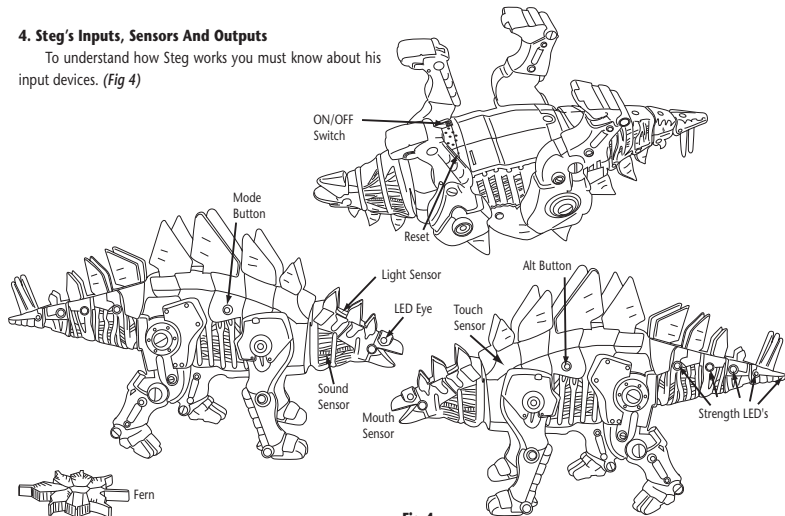


Fig 4

Located on top of Steg's neck you will see his **LIGHT SENSOR**. This measures to changes in light levels.

The **SOUND SENSOR** in Steg's body allow him to respond to voices and other noises.

The **TOUCH SENSOR** in Steg's back let's his computer know you're touching him.

When Steg's **FERN** is placed near his mouth, the **MOUTH SENSOR** lets Steg know he is being fed. You'll know he is enjoying his meal when you hear crunching sounds.

The **MODE BUTTON** is used to program Steg and teaching him tricks.

The **ALT BUTTON** is used to help to set Steg's functions.

LED EYES will light when Steg is awake and alert.

LED STRENGTH INDICATOR LIGHTS will light up to show Steg's power level

Steg powers up or shuts down when you move the **ON/OFF SWITCH**.

The **RESET BUTTON** refreshes Steg's brain back to the beginning of his programming.

5. Steg's Basic Functions

Turn the On/Off switch to the ON position. You will hear a "beep". Steg is alive!

Steg will begin to sense what is going on around him automatically. If you yell his name or clap, he may start to walk, roar, move his tail, or any number of other things.

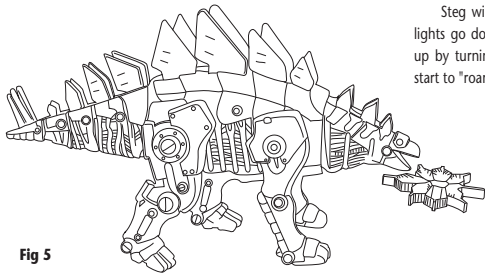


Fig 5

Keeping Steg Happy

Steg needs attention and stimulation to be happy. Just like a real Dinosaur, it is important to play with him and not forget to take care of him. Gently stroking his back, talking to him, or clapping your hands will meet with many different reactions from him. If he is in a great mood or feeling strong, more LED Strength indicator lights on his tail will light up.

Steg loves to work out. The more you play and exercise Steg, the more stamina he will have when you want him to fight.

Steg will get tired at the end of a hard day. When the lights go down low, Steg will fall asleep. You can wake him up by turning on the lights or making some noise. He will start to "roar", wag his tail, and walk again!

Steg loves to eat! Remember to feed him once a day (*or more if you prefer*). Steg always likes a mid-day snack during the day. You can take care of his needs by placing the tip of his Fern near his MOUTH SENSOR (*fig 5*) directly under his lower jaw. You'll hear the crunching noises.

How You Can Tell Steg Is Unhappy

Steg's voice will let you know by the lights on his tail. If he has only one LED lit up, you can bet he is not very happy. He has all five LED's lit up, you know he's in top form.

Steg does not like to be left alone. If you haven't played with him as often as he'd like, his "strength" will be drained.

When Steg Gets Sleepy

Steg likes to sleep if things quite down or his **LIGHT SENSOR** tells him it's night time. If he is left alone for a few minutes, he will start to Snore and go to sleep. You can easily tell if he is asleep as his **EYES** will be not be lit. After about one minute, Steg will be completely silent until he is woken up.

Steg will wake up again when the light level increases, the lights are turned on in the room, or he hears a loud noise.

6. Teaching Steg His Everyday Tricks

Steg is amazingly smart - but he needs **YOUR** know- how to program him so he can perform his tricks. Follow these steps **EXACTLY** and you will be able to make Steg astound

your friends and family with your combined talents. Here are the tricks he can do:

Trick name	What Steg will do	How to program him	How to make him do the trick	How to make him stop doing the trick
Laugh	Laugh anytime his SOUND SENSOR picks up a noise.	Press MODE BUTTON for 3 seconds. Hear one "Beep". Press ALT BUTTON. Hear "2 Beeps". Press ALT BUTTON. Hear "3 Beeps". Press ALT BUTTON again. Hear "4 Beeps". Press MODE BUTTON to confirm. "Laugh" is heard.	Make any noise or call his name.	Press and hold MODE BUTTON and ALT BUTTON for 3 seconds. Hear High, Low and High beep.
Rude Noises	Make occasional rude noises.	Press MODE BUTTON for 3 seconds. Hear one "Beep". Press MODE BUTTON again to confirm. "Rude Noises" are heard.	Steg will make these noises all by himself for about 10 minutes.	Wait 10 minutes and Steg will stop all by himself. or Press and hold MODE BUTTON and ALT BUTTON for 3 seconds. Hear High, Low and High beep.

7. Advanced Programming Tricks

Now it's time to really concentrate. Steg's advanced tricks are a bit more difficult to program but well worth the effort.

Trick Name: Alarm Clock

Steg will wake up at exactly the time you want him to and start to get you to wake up too.

To program Steg, you must teach him to tell time.

Press the **ALT BUTTON** for 3 seconds until you hear a "Beep". Press **MODE BUTTON** to confirm. You will hear High, Low and High "beeps". You are now in CLOCK SET MODE.

Next, you need to set the hours of the day. To do that, you press the **ALT BUTTON**. Check your clock to see the current time of the day and press the **ALT BUTTON** the correct number of times to match the hour. If you see that both of Steg's eyes are ON and you hear a low pitched "beeps", it means you are in **A.M.** (*midnight to noon*). If his eyes are Off and the beeps are a high pitch, it means **P.M.** (*noon to midnight*).

Press the **MODE BUTTON** when you have finished and you will hear the number of beeps that equal the number you pressed. If you set the wrong time, you must press **turn him**

off and on again and start over. If the number of beeps is correct, press the **MODE BUTTON** again. You have just set the Hours of the day.

To set the minutes, look at the current time and divide the minutes into 5-minute segments. Each five-minute segment will be equal to 1 "beep". For example, 15 minutes equals 3 "beeps", 20 minutes equals 4 "beeps", etc. Press the **ALT BUTTON** (*listen for the beep*) once for each 5 minute interval of time. Press the **MODE BUTTON** when you have entered the correct minutes and you will hear the number of beeps you have entered. Press the **MODE BUTTON** one more time. Steg will return to his normal programming.

To Set The Alarm:

In setting Steg's alarm, press the **ALT BUTTON** for 3 seconds. And you will hear "beep". Press **ALT BUTTON** to confirm. You'll hear a high, low, and high beep. You're now in Alarm Mode.

To select a wake-up time, repeat the same process for setting the clock. Rex will wake you up and ask you to play with him by roaring and swinging its tail for about 20 seconds.

You do not need to press any of his buttons to make him stop.

NOTE: *If the batteries are removed or the **RESET** button is pressed or the **ON/OFF SWITCH** is moved to the OFF position, you must reset both the Clock and the Alarm by repeating the procedures.*

8. Training Steg To Compete In A Fight

1) Press MODE Button for 3 seconds and you will hear one "Beep".

2) Next, press ALT Button and you will hear "2 Beeps"

3) Then, press MODE Button again to confirm your entry. You will hear one high, one low and one high "Beep" Your are now programmed to train!

4) Yell "GO!" to Steg, clap your hands, or stroke his back to begin the workout routine. Steg will start to play some "exercise" music and begin to move. You will see Steg go through a series of exercises to strengthen his "muscles". Steg's workout routine will last a minute or two. When the workout is finished, Steg will stop moving and playing music. He also says "COOL!" and his tail will show his new strength level.

Steg's strength will change over time. If you do not play with him often or do not feed him regularly, you will see he is strength level diminish.

TRAINING TIP: *Try not to make him do his TRAINING excercises to close to one another. It is possible to Over-train your Steg and he will not get any stronger after the session. Try to find experiment with your Steg to see what seems to work best for*

him to get him to the maximum strength level and keep him there.

NOTE: *If you turn the On/Off switch off or press the RESET BUTTON, Steg will return to the beginning of his programming and you must play with him again to get his race stamina back.*

9. Putting Steg In A Battle: Fighting Mode

Now is where all the training pays off! It's a battle of the strongest. Your Steg can do battle against anything but he loves to battle other Stegs or his enemy, Rex the Fighting Tekno Dinosaur!

First, you have to put your Steg into the battle mode. Here are the steps to follow:

- 1) Press and HOLD the MODE BUTTON for 3 secs. You will hear a "Beep".
- 2) Press the ALT BUTTON. You will hear "two Beeps".
- 3) Press the ALT BUTTON. You will hear "three Beeps".
- 4) Press the MODE BUTTON to confirm. A High, Low, and High "Beep" will be heard.

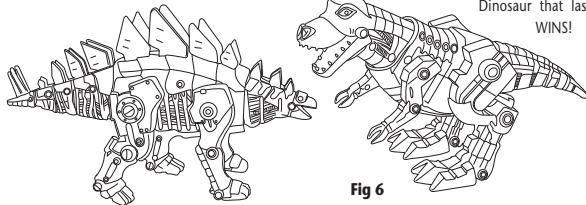


Fig 6

NOTE: If two dinosaurs (or more) are fighting in battle, make sure they all press the MODE BUTTON at the same time. This way, they will all be in the correct sequence for the next step of actually doing battle.

Quickly and quietly, put your Steg facing it's opponent (Fig 6), who has been also been programmed into fighting mode. Then yell "GO!" when they are ready. Your Steg will then begin to move, walk and roar. Make the dinosaurs run into each other! If they fall over, you can pick them up and put them into the action.

When one dinosaur is too tired to continue, it will stop walking and the LED's on his tail will stop flashing. You will hear it breath heavily for a short period. The LED, the Dinosaur that lasts the longest in the battle **WINS!**

After the battle, your Steg will be completely exhausted. You will need to feed him and exercise him back to his fighting strength.

10. Replacing Steg's Batteries (Fig 7)

Steg runs by battery power. When his batteries are low, he will not respond to any of your commands. To replace the batteries, unscrew the small screw on the **BATTERY DOOR** on Steg's belly. Pull the Battery door out. Replace the batteries in the orientation shown. **USE ONLY ALKALINE BATTERIES.** Never use Rechargeable Batteries or these will damage Steg's electronic circuits.

BATTERY CAUTIONS:

IMPORTANT: Only parents should replace batteries.

- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Insert batteries as marked and always follow the toy and battery manufacturer's instructions.
- Use only the same or equivalent type of battery as recommended.
- Do not short-circuit the supply terminals.
- Do not mix old and new batteries. Do not mix different types of batteries, such as alkaline, standard (carbon-zinc), rechargeable (nickel-cadmium).
- Always remove exhausted or dead batteries from the product.
- Remove batteries from the product before extended storage.

SPECIAL NOTE: You can keep your Dinosaur's race stamina level if you work quickly to replace his batteries. First, do not move the ON/OFF SWITCH to the OFF position. Next, after you have removed the battery door, try to replace the batteries within a minute or two. Your Steg should have kept his previous stamina level from before you changed of the batteries.

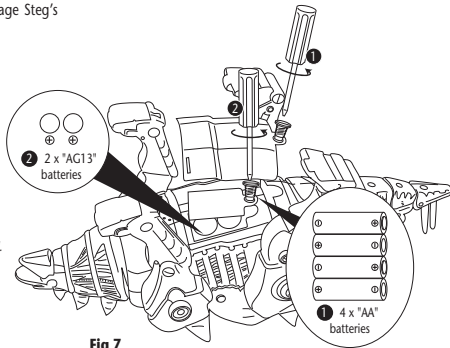


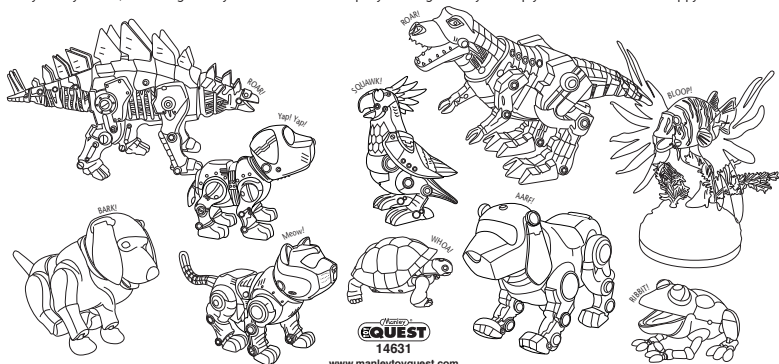
Fig 7

11. Trouble Shooting Tips

Difficulty	Solution
Steg keeps falling asleep.	He is in a place that is too dark. His computer thinks it is night time. Place him in a brighter area and he will return to normal.
Steg does not respond to me when I call him.	You may be speaking too quietly. Try to get closer to him, speak louder, clap your hands, or tap his back. He is always listening.
Steg fell and his tail or legs popped off.	This is normal under extreme conditions. Simply pop the pieces back on. Try to avoid this from happening as it may cause permanent damage
I've lost Steg's Fern and now I can't feed him.	You can use any small magnet to feed him with, such as those that attach small objects or notes to refrigerator doors.

12. Interacting With Other Robotic Pets

Steg's programming is designed to hear and respond with other Robotic Pets from the Institute of Robotic Technology. These include Tekno the Robotic Puppy, the Tekno New Born, Kitty the Tekno Kitten, or Polly the Tekno Parrot -- as well as other Tekno 2.0 robots such as Boomer the Robotic Puppy, Flash the Robotic Turtle, Mack the Robotic Fish and Roscoe the Robotic Frog. If you have a friend with another Tekno pet, place them near one another. You'll see they begin to react to each other and all sorts of fun ways! They'll walk, talk and generally like each other's company. It's a great way to keep your robotic Dinosaur happy!



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