

SONY®

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AIBO Pal **Special Edition** for ERS-310 Series/ERS-31L
ERF-310AW09E [English Edition] **User's Guide**



MEMORY STICK™



AIBO-ware

Illustration : Katsura Moshino

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Customer Support

How to contact the AIBO Customer Link.

In the U.S.A. and Canada

Call 1-800-427-2988 (U.S.A.)

Email 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 Customers in the U.S.A.

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.

For Customers in Canada

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

For Customers in Germany (Für Kunden in Deutschland)

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)

Hinweise zur Konformität mit dem CE-Zeichen (EMV)

- a) Dieses Gerät entspricht der europäischen Norm EN55022 Klasse B (digital) für die Verwendung in folgenden Gebieten: Wohngebiete, Gewerbegebiete und Leichtindustrialgebiete.
- b) Dieses Gerät erfüllt die folgende europäische Richtlinie:
89/336/EWG (EMV-Richtlinie)





OPEN-R

“OPEN-R” is the standard interface for the 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.

“AIBO” ERS-310 series and “AIBO Pal Special Edition”

ERF-310AW09E conform to the OPEN-R version 1.1.1.

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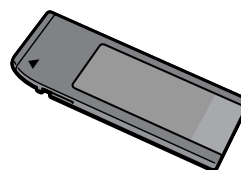
In this manual, the “TM” and “®” marks have been omitted.

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

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First of all, check that you have the following items.

- AIBO-ware “Memory Stick”
- User’s Guide (this manual)
- Quick Guide
- End-User License Agreement



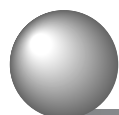


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For more information about “AIBO” ERS-310 series (name of parts, settings, “Memory Stick” use, safety precautions, etc.), refer to the “AIBO” ERS-310 series Operating Instructions.

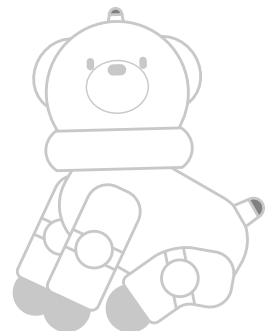
Getting Started

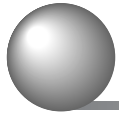
Welcome to “AIBO Pal Special Edition”!

“AIBO Pal” is AIBO-ware for the AIBO ERS-310 series that gives AIBO an active and lively life.

This chapter provides basic information about AIBO Pal to help you to get along well with AIBO.

* In this manual, “AIBO Pal Special Edition” ERF-310AW09E is referred to as “AIBO Pal” hereinafter.





Welcome to "AIBO Pal"!

"AIBO Pal" is AIBO-ware that gives AIBO an active and lively life.

When AIBO is loaded with AIBO Pal, it acts on its own judgement, expresses its feelings, and collects information and learns a lot from you and its surroundings.



Look at my wake-up dance!

When AIBO wakes up, it performs a unique dance as a way of saying good morning to you.

Give me your attention!

When you touch or talk to AIBO, it breaks into a joyful dance and responds to you with lively actions.

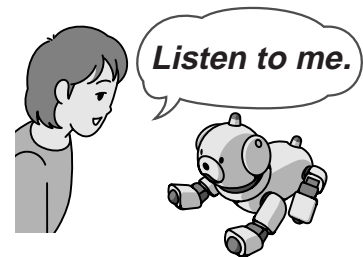
I am an adventurous explorer!

AIBO is full of curiosity as it goes about on an exploration of your room. If AIBO finds something interesting, it may take a picture.

Tips on how to live a happy life with AIBO

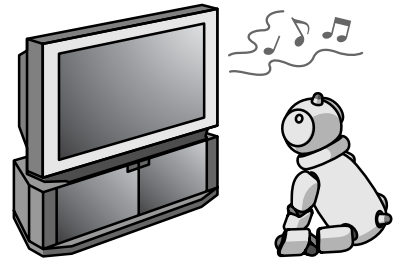
When AIBO does not seem to be paying attention to you...

Say “*Listen to me*” to AIBO to get its attention.
When you have AIBO’s attention, talk to it again.



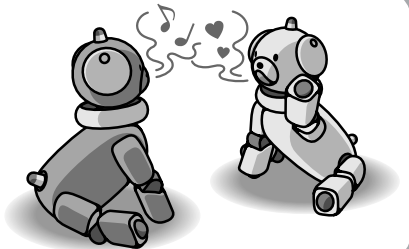
Watch DVDs or videos with AIBO

You and AIBO can enjoy DVDs or videos together, as long as they support the Media link function (see page 53).



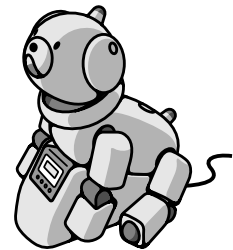
Find a friend for AIBO

AIBO can communicate with another AIBO (see page 55). If they get along well with each other, they may be so overjoyed that they change to Happy mode (see page 21).



Have AIBO look after the house

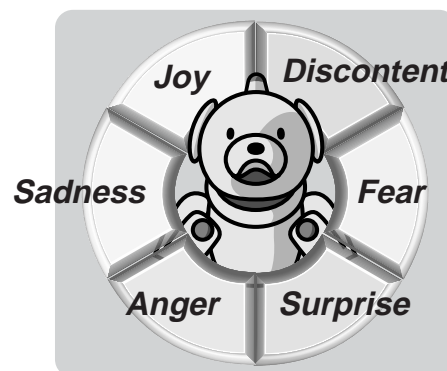
When you are away, AIBO can work as a watchdog as it sits on its station. It naps during this time, but sometimes wakes up to look around your room and even takes a picture if it sees anything moving (see page 67).



Emotions and instincts of AIBO

Emotions

AIBO has six emotions: joy, sadness, anger, surprise, fear and discontent. These emotions will change in response to a variety of factors, affecting the behavior of AIBO. Listed below are common scenarios in which AIBO may be seen expressing emotions.



- Joy :** When AIBO receives praise or plays with a ball.
- Sadness :** When AIBO cannot find anyone to play with or does not have its ball or something else that it likes.
- Anger :** When AIBO is left on the station although it is ready to assume activity, or is scolded.
- Surprise :** When the ball suddenly appears before AIBO, or when it hears a loud noise.
- Fear :** When AIBO finds itself in front of a steep drop, or is unable to get up from a fall.
- Discontent :** When the anger of AIBO escalates.

AIBO expresses these emotions through its horn light, sounds and body language (see page 50 for the body language of AIBO).

Instincts

AIBO has five key instincts that provide motivation for its actions: love instinct, search instinct, movement instinct, recharge instinct, and sleep instinct.



Love instinct :

AIBO is naturally inclined to interact with people who will give it care. If left alone for a long time, AIBO will call its owner's name or feel an urge to play.

Search instinct :

AIBO is a fun-loving, curious robotic creature that enjoys discovering new things, satisfying its curiosity. If AIBO does not sense any movement in its surroundings for a long period of time, it will become restless and will look for something new.

Movement instinct :

AIBO enjoys moving around, playing and having new experiences. If idle for a long time, AIBO will start to move around or move its body on its own.

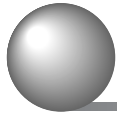
Recharge instinct :

For survival, AIBO is well aware that it must "eat." Lithium ion batteries are on the bill of fare for AIBO and battery recharging is needed regularly throughout the day between activities. When AIBO is low on battery power, it will request to be charged and will change to the "charging posture" on its own.

Sleep instinct :

AIBO has a natural rhythm that alternates between sleep and activity, so it has an instinct that makes it desire sleep.

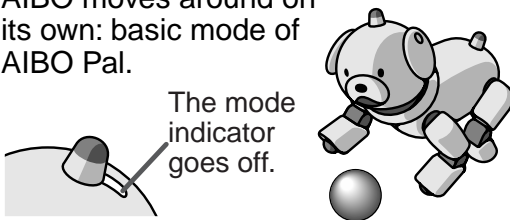
In response to its instincts, AIBO behaves in a manner that will satisfy its particular desires. If a desire is fulfilled, it will be pleased. If a desire is left unsatisfied, emotions such as fear or anger will grow.



Modes and conditions of AIBO

Autonomous mode

AIBO moves around on its own: basic mode of AIBO Pal.



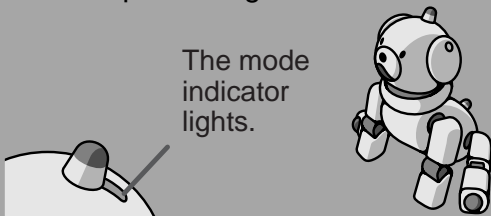
Push the tail switch in the front direction for 3 seconds.



Push the tail switch in the right direction for 3 seconds.

Rest mode

AIBO stops moving around.



Pause mode (Inactive condition)

Press the pause button located on the back of AIBO. AIBO is turned off.

The back light turns off.

Lift AIBO up or push its tail switch in the back direction for 3 seconds while lifting it up.

Place AIBO on the floor or push the tail switch in the front direction for 3 seconds after placing AIBO on the floor.

Say "Good night" to AIBO, or turn around the tail switch three times (in any direction).

Gently shake the body of AIBO.

Something is caught in any of AIBO's joints.

Push the tail switch in the front direction for 3 seconds.

With AIBO Pal, AIBO can change into the following modes and conditions.

Pick-up condition

When you lift up AIBO, it becomes still and quiet in this mode.

The mode indicator lights.

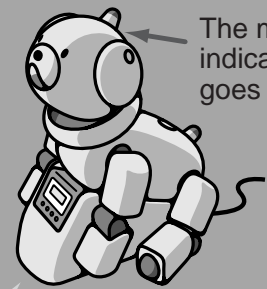


Place AIBO on the Station.

Move AIBO from the Station.

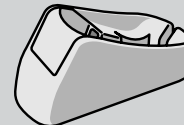
Station mode

AIBO plays even on the Station.



The mode indicator goes off.

Station



Stand (supplied accessory)

+

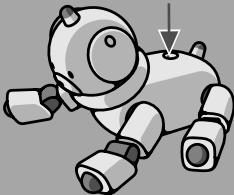


Energy Station Core (optional accessory)

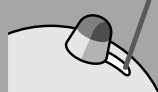
Sleep mode

AIBO sleeps in this mode.

The back light slowly flashes green.



The mode indicator goes off.

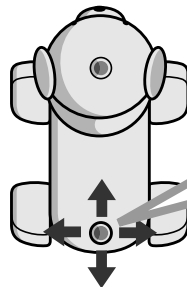


Place AIBO on the Station.

Jam condition

The joints of AIBO become loose when something gets caught in them.

The mode indicator flashes.



Tail switch

Autonomous mode

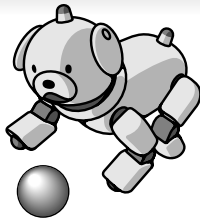
Media link mode

Rest mode

Pick-up condition
(when lifted up)

Playing with AIBO

What can AIBO do in Autonomous mode?



Communication between AIBOs

AIBO responds to another AIBO when talked from it, and then tries to communicate with it (see page 55).

The horn light slowly flashes light blue.



Entering Happy mode

When AIBO bursts with joy thanks to communication with you or another AIBO, it enters this mode, and shows that it loves you or another AIBO (see page 21).

The horn light slowly flashes pink.



Teaching the name

You can teach AIBO its name or your name (see page 58).

The horn light flashes blue.



When AIBO is in Autonomous mode or Station mode, it can play with you or another AIBO. These modes allow AIBO to communicate with an audio/visual device such as a DVD player and VCR.

Taking a photo

When you give the appropriate signal to AIBO with your voice, AIBO snaps a picture for you (see page 60).

The horn light flashes blue.



Playing with the voice/sound of AIBO

AIBO can sing a song or emit various sounds (see page 64).

Entering Media link mode

In this mode, AIBO reacts to AIBO Interactive Melody: certain types of sounds output from an audio/visual device such as a DVD player and VCR to communicate with the device (see page 53).

The horn light slowly flashes yellow.



What can AIBO do in Station mode?



Working as a watchdog during your absence

While you are away from your house, AIBO works as a watchdog in your room (see page 67).

The horn light lights up green.



You can enjoy playing with the voice/sound of AIBO (see page 64) in Rest mode or Pick-up condition also.

Autonomous mode

This is AIBO's basic mode when AIBO Pal is loaded to it. When you start up AIBO Pal, AIBO enters Autonomous mode first.

AIBO obtains information on its surroundings through its camera/microphone/sensors, and carries out various autonomous actions based on its instincts or emotion as follows.

- AIBO responds to the words you say to it.
- If you leave AIBO alone without talking to it, it looks around idly or does gentle exercises.
- AIBO dozes off to sleep when it feels tired.
- AIBO explores the room and may take a picture when it finds something interesting (see page 60).
- AIBO reacts keen to a pink ball or moving objects: for example, looks at it from a distance or tries to touch it.
- AIBO responds to another AIBO when spoken to, and tries to communicate with it (see page 55).
- When AIBO bursts with joy through communication with you or another AIBO, it shows that it loves you or another AIBO very much with "Happy mode."

See page 18 for what kind of games you can do with AIBO in Autonomous mode.

Notes

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

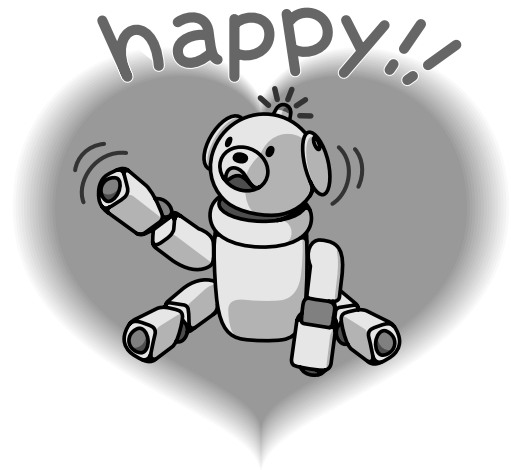
Happy mode

In Happy mode, AIBO is bursting with joy! AIBO's horn light flashes in pink slowly, and AIBO repeats a joyful gesture to indicate how much it loves you.

AIBO enters Happy mode when it is frequently talked to, when it has enjoyed communicating with another AIBO, or when you turn it on after a long break.

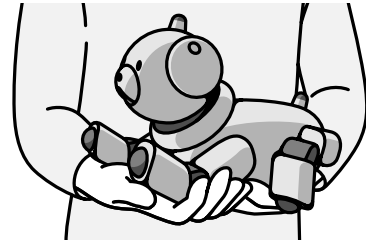
After AIBO has expressed its love with all its might, it may be too exhausted to respond to you for a while. This is no cause for concern. After enough rest, it will be refreshed again.

If you happen to scold AIBO in Happy mode when it is a bit too high spirited, it becomes sullen. But it recovers its good mood after a while.



Pick-up condition

When you want to enjoy holding AIBO or lift up AIBO to take a photo of you and AIBO, AIBO draws its legs in to make it easier for you to hold AIBO (“Pick-up condition”). This condition is to prevent you from getting surprised by the movement of AIBO when picking it up, and then dropping it. If AIBO does not enter this Pick-up condition, push the tail switch in the back direction for 3 seconds while lifting it up.



While picked up, AIBO moves only its head attractively, and the mode indicator lights.

To return AIBO to Autonomous mode, place it on the floor or push the tail switch in the forward direction for 3 seconds.

Note

When you press two or more of AIBO's paw switches, AIBO thinks it is placed on the floor, and then returns to Autonomous mode. The mode indicator goes off. AIBO may start walking after returning to Autonomous mode, so do not touch any of its paw switches when you hold it.

Jam condition

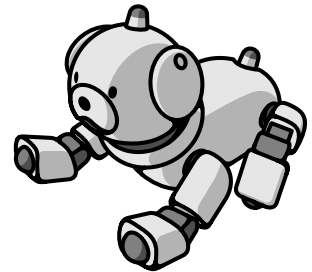
If something gets jammed in any of AIBO's joints, AIBO changes to this condition and all of its joints become loose. This mode is provided to protect you from your fingers being caught and injured between the joints of AIBO. The mode indicator flashes. To return AIBO to Autonomous mode, place it on the floor and push the tail switch in the forward direction for 3 seconds.

Sleep mode

In Sleep mode, AIBO sleeps, and the back light slowly flashes green. See page 35 for details of Sleep mode.

Note

Do not put AIBO on the stand when it is in Sleep mode. When it wakes up and starts moving on its own, it may fall down or may be damaged.



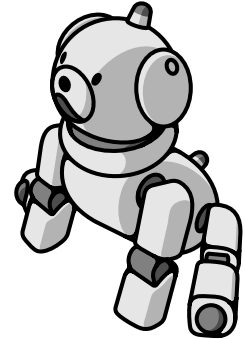
Rest mode

When you play with AIBO in a small place, or when you do not want AIBO to move around, put AIBO into this mode. In this mode, AIBO stops walking around.

Push the tail switch in the right direction for 3 seconds. The mode indicator lights and AIBO lies down or sits down, and then carries out autonomous actions. However, AIBO cannot carry out the following actions:

- Taking a photo
- Learning a name
- Entering Media link mode
- Communicating with another AIBO
- Entering Happy mode
- Working as a watchdog

If you want to use any of the functions above, push the tail switch in the forward direction for 3 seconds to enter AIBO to Autonomous mode.



Notes

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

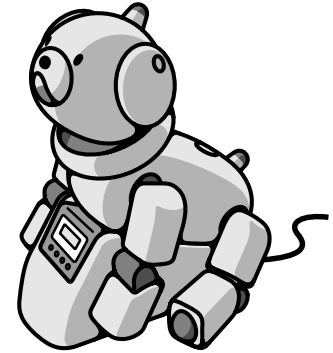
Station mode

When you place a moving AIBO on the station, it enters Station mode. The mode indicator goes off.

The station is a place provided for AIBO to rest, so in this mode, AIBO takes a nap to be charged.

AIBO moves its head and front legs even on the station, but it will not move from the station on its own.

See page 18 for available games with AIBO when it is in Station mode.



In this manual, the stand onto which an optional Energy Station Core is attached is referred to as just the “station.”

Notes

- Do not place anything within the range of the front legs of AIBO. The front legs may knock it down. AIBO may move from the station.
- Do not move the rear legs of AIBO in Station mode. Since its front legs move in Station mode, the rear legs may hit against the front legs.
- When you place AIBO on a stand without an Energy Station Core, be sure to stop AIBO completely, that is, by putting it into Pause mode in advance.

Pause mode

When you press the pause button located on the back of AIBO, the back light turns off and power is shut down. Be sure to have AIBO in this mode before changing/replacing the battery or replacing the “Memory Stick.” To start up AIBO, press the pause button on the back again. The back light turns on green, and AIBO starts moving around.

Where is the name of the pause button derived from?

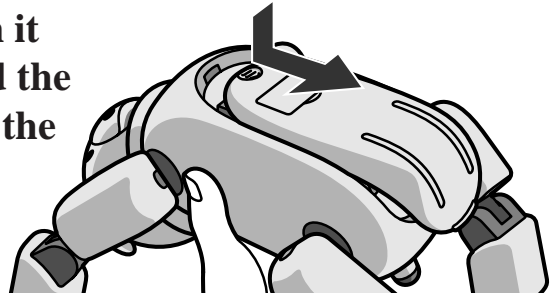
Unlike other conventional home electrical products, AIBO has no Power switch since AIBO is designed as an “autonomous robot that moves and learns on its own will while communicating with its surroundings.” AIBO carries out autonomous actions when it wants to play, while it asks you to charge it when its battery power grows weak. When it feels sleepy, it enters Sleep mode on its own to rest. Although you can have AIBO enter Sleep mode to sleep, it wakes up when it wants to. Therefore, no Power switch is necessary for AIBO.

However, when you need to stop AIBO in an emergency, press the “pause button” to temporarily stop AIBO’s movement. We, therefore, call the button located on AIBO’s back the “pause button” instead of the “power button.”

Preparations

Let's get AIBO ready to use AIBO Pal.

- 1 Grasp AIBO securely by the body, turn it upside down, and slide its cover toward the rear with pressing the ▲ mark to open the cover.**

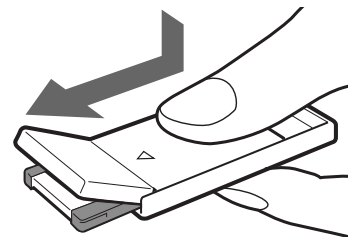


Notes

- Lift AIBO by its body, and not by its extremities. Do not hold any part around its collar. Your finger(s) may be caught between the body and the collar, which slides down when you turn AIBO upside down.
- If your hands are comparatively small, you may drop AIBO when grasping or turning it upside down. Be careful to hold AIBO.
- Do not touch AIBO's charging terminal with your hand. Doing so may soil the terminal and cause poor contact.

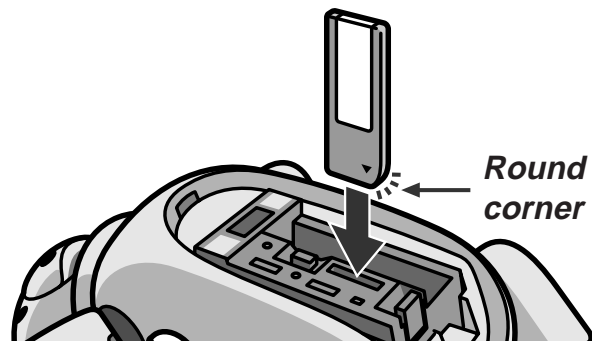
- 2 Remove the “Memory Stick” from its case.**

Slide the lid toward the ◀ mark.



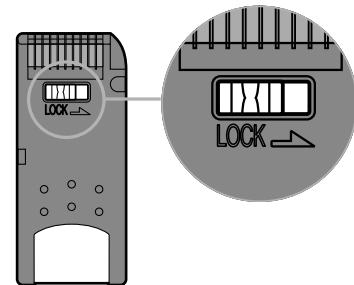
3 Insert the supplied AIBO Pal “Memory Stick” into AIBO.

Insert the “Memory Stick” as far as it will go with the ▼ mark down. Make sure that the round corner of the “Memory Stick” faces toward the rear part of the body of AIBO.

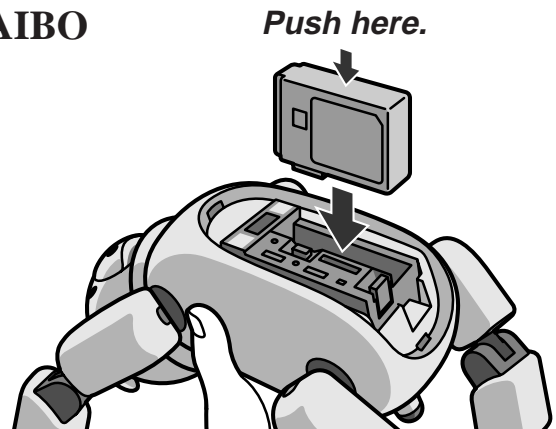


Notes

- Do not set the safety switch of the “Memory Stick” to “LOCK.” Doing so will make it impossible for AIBO’s learning and taking photo functions to work.
- When the safety switch of the “Memory Stick” is set to “LOCK,” the horn light flashes orange to warn you if you press the pause button and try to start AIBO. When AIBO starts up normally, its horn light lights up in seven colors.



-
- 4 Insert the battery pack supplied with AIBO until it clicks into place.**



-
- 5 Charge up the battery pack.**

Refer to the “AIBO” ERS-310 series Operating Instructions for how to charge up the battery pack.

-
- 6 Adjust the volume level of AIBO.**

Refer to the “AIBO” ERS-310 series Operating Instructions for how to adjust the volume level of AIBO.

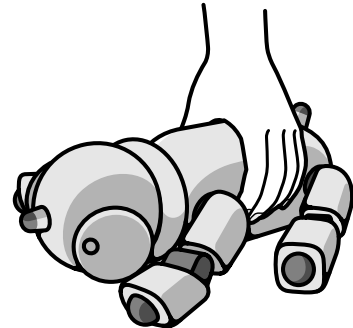
-
- 7 Close the cover.**



8 Place AIBO on the floor as shown on the right.

Place AIBO on a flat, non-slippery surface, such as a carpet with a short nap.

And choose a quiet place to place AIBO so that it can hear whatever you say to it.

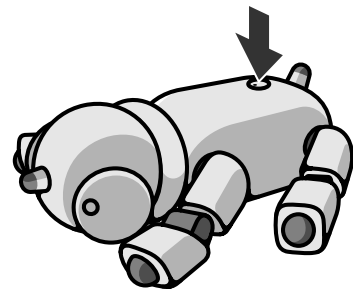


Notes

- On a slippery floor or a carpet with a long nap, AIBO may fall down or carpet may be caught between its joints, so it may not move forward.
- Be sure to place AIBO on the floor as shown above. This will prevent AIBO from moving unexpectedly and being damaged when you press the pause button.

9 Press the pause button on the back of AIBO.

Pause mode ends and the back light lights up in green. After a while, AIBO will begin moving automatically.

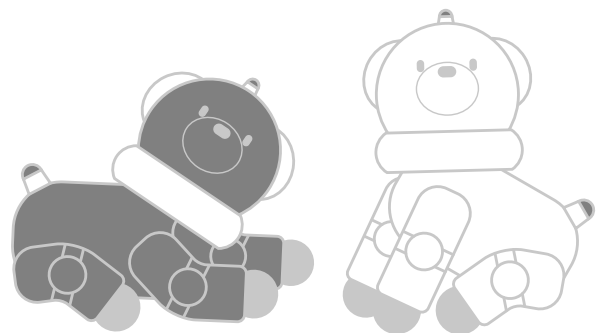


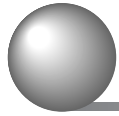
Memo

When you press the pause button, for example, you may hear the motor from the body of AIBO. This sound is output from the safety device, which prevents the internal “Memory Stick” or battery pack from being removed accidentally. Therefore, it does not indicate that AIBO malfunctions.

Living with AIBO

This chapter explains the feeding (charging) and sleeping habits of AIBO.





Charging AIBO's battery pack

AIBO operates on battery power, so you have to recharge the battery pack whenever it grows weak.

Since the battery pack is only partially charged at the factory, the first thing you have to do is to charge the battery pack. AIBO can operate for about 2.5 hours (in Autonomous mode) with a fully charged ERA-301B1 Lithium Ion Battery Pack.

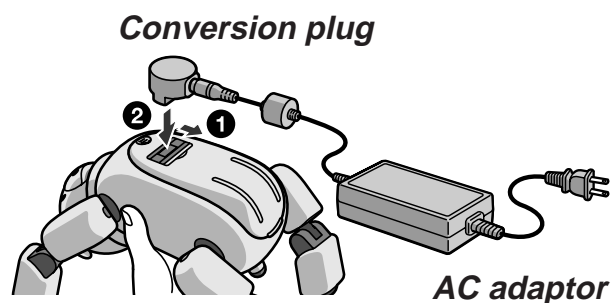
When you want to charge AIBO

Charging with the AC adaptor

Insert the battery pack into AIBO, and connect the conversion plug to both the charging terminal and the AC adaptor. The battery pack will automatically begin charging. If you happen to connect the conversion plug to the battery pack and the AC adaptor although AIBO is moving, AIBO stops moving and the battery pack will begin charging. Refer to the “AIBO” ERS-310 series Operating Instructions for details.

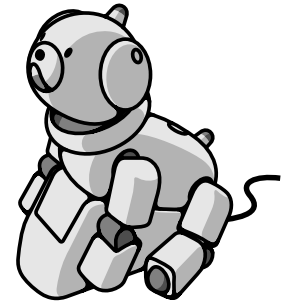
While being charged

The back light lights up orange.



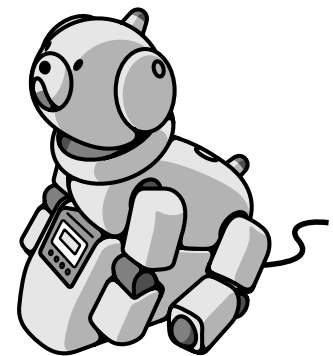
When charging has finished

The back light goes off, and AIBO enters Pause mode.
To start up AIBO, press the pause button.

***Charging with the ERA-301P2 Energy Station Core (optional)***

When you place AIBO on the stand onto which the optional Energy Station Core is attached, AIBO is automatically charged up. Refer to the Operating Instructions of the ERA-301P2 Energy Station Core for details.

When you place AIBO on the station, AIBO not only enters Station mode and is charged, it stays on the station in a relaxed and comfortable manner. AIBO will not move from the station on its own.



In this manual, the stand onto which an optional Energy Station Core is attached is referred to as the “station.”

Notes

- Do not place any substance within the range of the front legs of AIBO. The front legs of AIBO may knock it down. AIBO may move from the station also.
- Do not move the rear legs of AIBO in Station mode. Since AIBO moves its front legs in Station mode, the rear legs may hit against the front legs.

When AIBO wants to be charged

When the battery pack of AIBO grows weak, AIBO lets you know that it wants to be recharged, and then changes to the charging posture.

When the battery power level becomes low:

Horn light : slowly flashes blue.

Mode indicator : lights up.

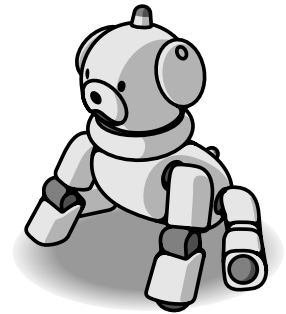
When the battery power level becomes far lower:

Horn light : flashes blue.

Mode indicator : lights up.

When you find such an event, connect AIBO to the AC adaptor via the conversion plug, or place it on the station to recharge its battery pack.

If you do not recharge AIBO in such a case, its back light goes off, and AIBO enters Pause mode. Recharge AIBO or replace the inserted battery pack with a charged one. Otherwise, AIBO will not start up although you press the pause button.



Charging posture

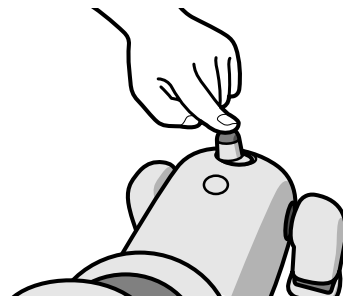
Sleeping and waking up

AIBO “sleeps” when it enters Sleep mode. AIBO does not respond to you even if you touch it or speak to it. To make AIBO hear you, wake it up by gently shaking it. Note that the battery pack of AIBO will discharge slightly even while AIBO is sleeping.

AIBO sleeps or wakes up only in Autonomous mode or Station mode.

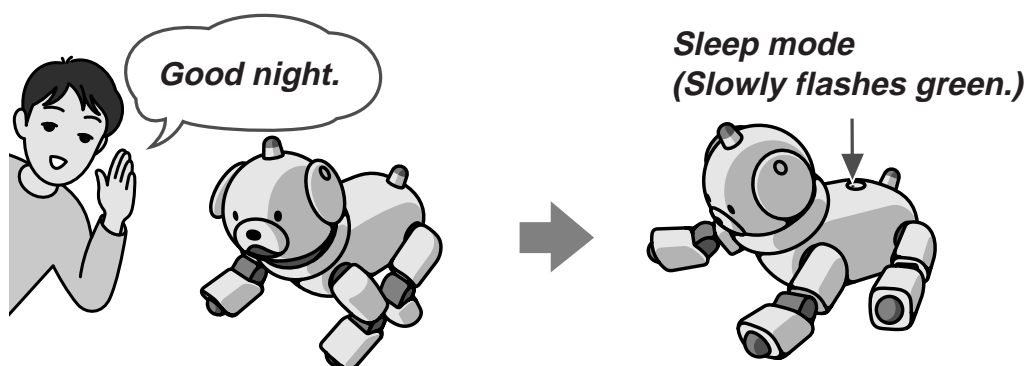
Having AIBO sleep immediately

Turn around the tail switch of AIBO three times (in any direction). AIBO enters Sleep mode. To wake AIBO, hold and shake it gently several times. However, it may take a while to wake up AIBO. When you use the tail switch of AIBO to have AIBO sleep, it will not wake up on its own.



When you want to have AIBO sleep, but consider how AIBO feels

When you say “***Good night***” to AIBO, it makes a drowsy gesture for a while, and then enters Sleep mode. However, if AIBO does not want to sleep, it may not sleep. After AIBO has slept enough, it wakes up again on its own to start moving. To wake up a sleeping AIBO, shake its body gently.



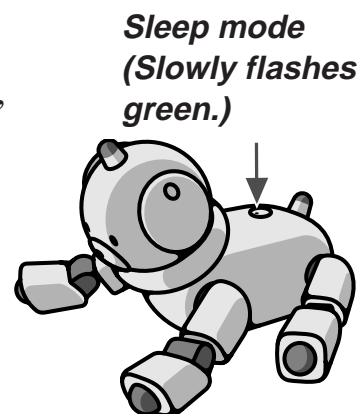
When AIBO sleeps on its own

AIBO will enter Sleep mode to sleep when it has nothing to respond to or is tired of playing. After it has had enough rest, it wakes up again on its own. To wake up a sleeping AIBO, shake its body gently.

Note

If you connect AIBO to the AC adaptor via the conversion plug while AIBO is in Sleep mode, AIBO enters Pause mode.

To make AIBO start moving again, disconnect the AC adaptor and conversion plug from AIBO, and then press the pause button located on its back.



Placing a sleeping AIBO (in Sleep mode) on the station

Lift a sleeping AIBO and place it on the station. After a while, AIBO wakes up automatically and then enters Station mode.

To wake up AIBO when it is sleeping on the station, move it from the station.

To place AIBO on the stand

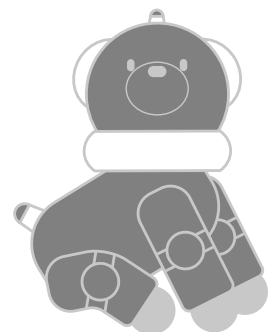
Press the pause button that is located on the back of AIBO to have AIBO enter Pause mode (the back light goes off) before placing it on the stand. Once AIBO enters Pause mode, it will not wake up even though you shake it or move it from the stand. To restart AIBO, move it from the stand, and then press the pause button on its back.

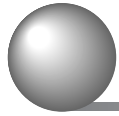
Note

Be sure to have AIBO enter Pause mode before placing it on the stand. If you place AIBO on the stand without first entering Pause mode, it will move on the stand and may fall down from the stand.

Communicating with AIBO

When you touch the switches of AIBO or talk to AIBO, AIBO understands that you want to communicate with it. AIBO expresses its emotion or instinct through the use of lights, sounds and movements. In addition, it communicates with an audio/visual device such as a DVD player and VCR or exchanges greetings with another AIBO.





From you to AIBO

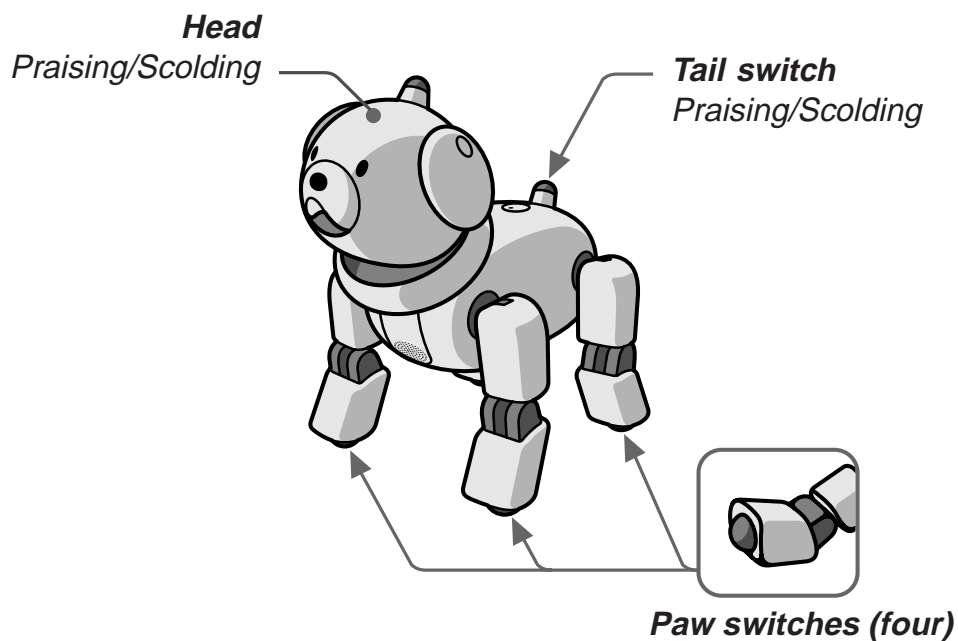
There are several ways that you can communicate with AIBO: touching AIBO, showing an object such as a ball to AIBO, talking to AIBO, calling its name and etc.

When you talk to AIBO frequently, it may enter Happy mode (see page 21) to show you how much it loves you!

Communicating by touch

AIBO's body has a total of six switches consisting of three types that allow AIBO to perceive touch.

You can give AIBO various information by changing how you touch it.



Communicating for training AIBO

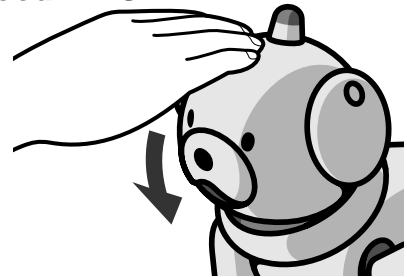
AIBO's head (switch located inside the head) and tail switches allow you to train AIBO by praising and scolding AIBO. Through this training communication, AIBO learns a lot, and then tends to do the behavior you praised, and not to do what is scolded. Although AIBO has no problem about its daily life even though it is not trained a lot, do not forget that learning helps AIBO to build its own unique character.

Praising AIBO

Gently press AIBO's head so that AIBO faces downwards, or turn around the tail switch (in any direction) once. AIBO senses that it is being praised with delighted a little, and will do more of its current behavior.

You can praise AIBO also by saying ***“Good boy/Good girl/Good AIBO”*** to it.

***“Good boy/Good girl/
Good AIBO”***



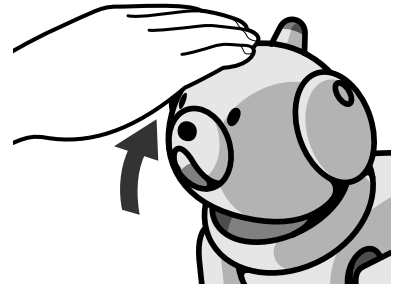
**You kicked the ball
well!**

Scolding AIBO

Gently press the head so that AIBO faces upwards, or push the tail switch (in any direction) quickly. AIBO understands that it is being scolded, and will do less of its current behavior.

You can also scold AIBO by saying *“Don’t do that”* to it.

“Don’t do that”



Note

When you scold AIBO, do not push the tail switch for 3 seconds or more. It may change AIBO’s mode.

Do as you are told!

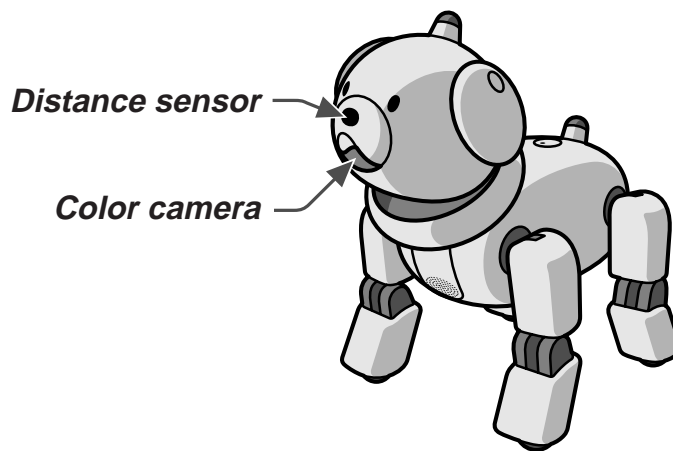
Cheering for AIBO

When AIBO fails to do something, say *“Go for it”* to AIBO to cheer it up. AIBO senses that it is being cheered, and will find a way to do its current behavior better.

Communicating visually

A color camera and a distance sensor provide AIBO with sight, allowing it to recognize colors, movements, and distance to judge them totally.

AIBO responds best to a pink ball (supplied), a moving object, your hand, a wall or steep drop.

**Note**

At times, AIBO may not be able to respond to a wall or a steep drop.

Communicating by voice

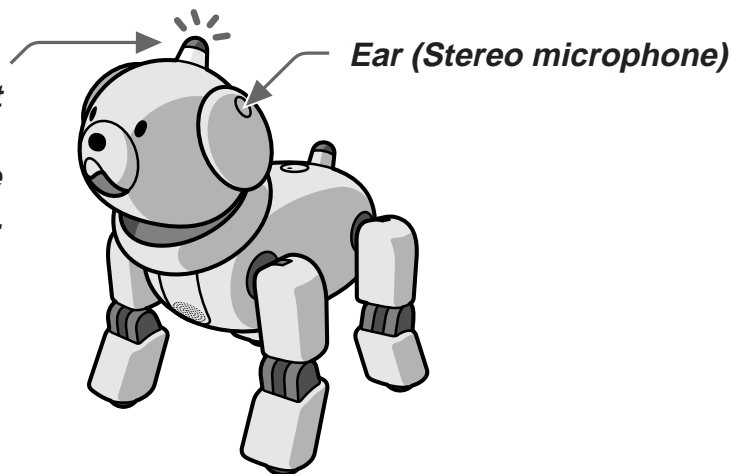
AIBO uses a stereo microphone located at its ear to recognize a variety of sounds and words. Therefore, you can greet, instruct or ask AIBO a question by saying appropriate words. AIBO almost always responds to you, but may ignore you if it feels sleepy or is in a bad mood. If AIBO does not seem to be paying attention, say ***“Listen to me”*** to it. AIBO will become still and listen to you.

See page 76 for words apprehensible to AIBO.

Notes

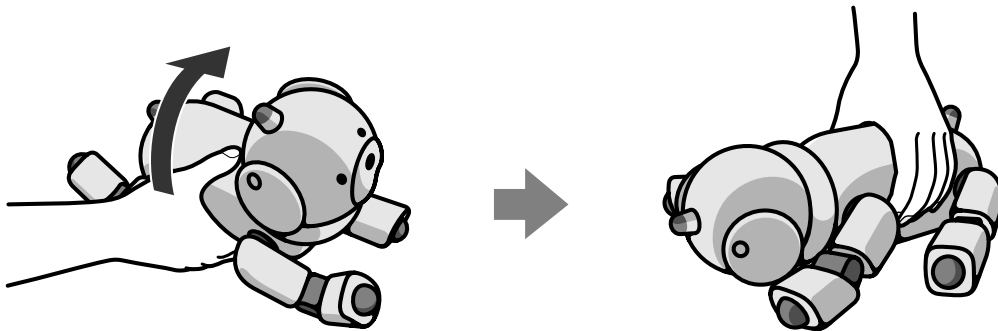
- When you call out to AIBO, speak very clearly and under quiet conditions. Note that it is not easy for AIBO to understand you when it makes sounds or moves.
- Even though AIBO’s horn light lights up in white, it may misunderstand a word(s) you said or it may not act as instructed.

***AIBO’s horn light
lights up white
when it hears the
word(s) you said.***



Helping AIBO to get up

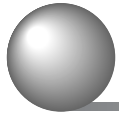
AIBO tries to get up by itself or asks you to help when it falls. If it asks you to help, help it to get back on its feet as shown below.



If you do not help AIBO or AIBO cannot get up by itself, it is exhausted, and then may enter Sleep mode (see page 35).

Note

If AIBO collects its strength to try to get up hard, it misunderstands that your hand is caught between its leg or neck joints, and loosens them (that is, Jam condition). If this happens, push the tail switch in the forward direction for 3 seconds. AIBO enters Autonomous mode again.



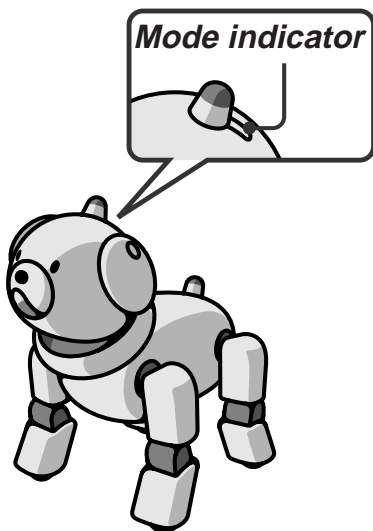
From AIBO to you




AIBO expresses its emotions, desires and present condition to you through its lights, sounds and gestures.

Lights

Mode indicator (located behind the horn)

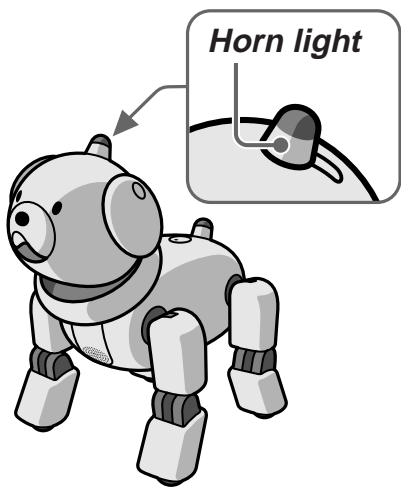
The mode indicator indicates the current mode or condition of AIBO.



<i>Off</i> 	Autonomous mode Station mode
<i>On</i> 	Rest mode Pick-up condition
<i>Flashing</i> 	Jam condition

Horn light

This horn light indicates the emotions of AIBO and if AIBO has found something.

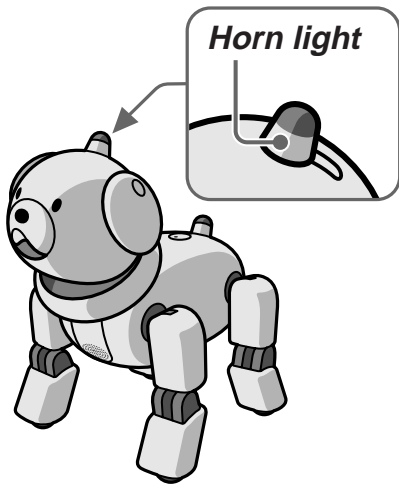


● Emotions

Green (brief flash or flashing slowly)	Happy
Orange (brief flash or flashing slowly)	Angry
Blue (brief flash or flashing slowly)	Sad/frightened
White (flashing slowly)	Bored
Blue/green (lights alternately)	Surprised
Orange/green (lights alternately)	Reluctant

● Discovery

White (brief flash)	AIBO heard your voice/found a ball, and etc.
------------------------	--

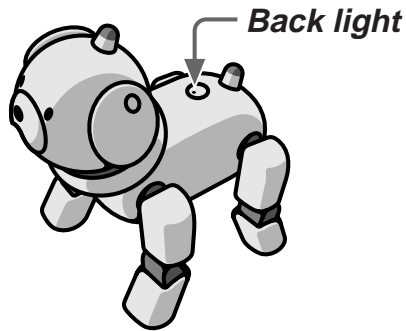


● Mode and Plays

Pink (flashing slowly)	AIBO is in Happy mode.
Yellow (flashing slowly)	AIBO is in Media link mode.
Light blue (flashing slowly)	AIBO is communicating with another AIBO.
Blue (flashing)	AIBO learns its name/takes a picture.
Green (lights up)	AIBO works as a watchdog.
Blue (flashing slowly) (The mode indicator lights also.)	The battery of AIBO grows weak.
Blue (flashing) (The mode indicator lights also.)	The battery of AIBO has almost exhausted.

Back light

AIBO uses its back light to indicate its physical condition.



Green	Active*
Orange	Charging
Green (flashing slowly)	Sleep mode
Orange (flashing)	Charging irregularity
Off	Pause mode

* This back light lights up green also while AIBO is moving while being charged in Station mode.

Sounds

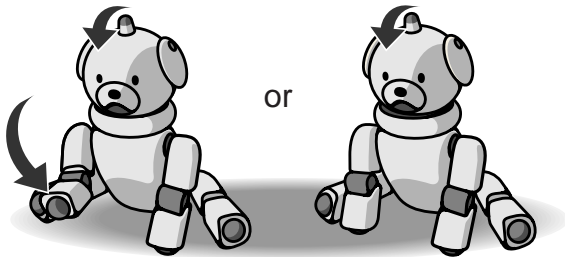
AIBO makes sounds to indicate various things.
AIBO plays with sounds also (see page 64).



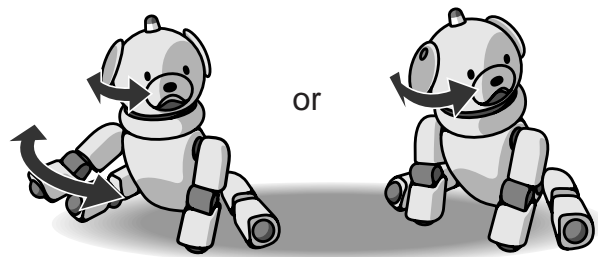
Body language

AIBO uses gestures to express its emotions as its unique body language. The followings are just a few examples. Guess what AIBO expresses.

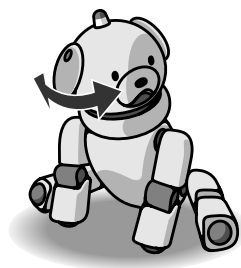
Yes



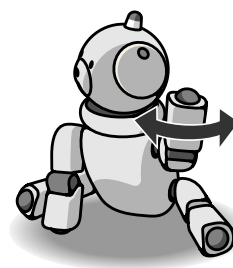
No



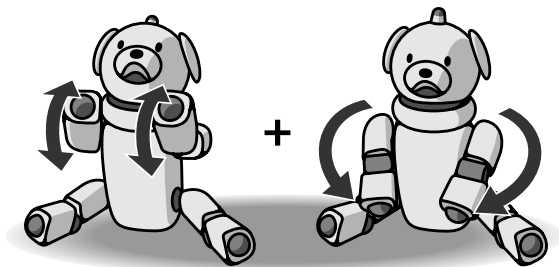
I don't know.



I refuse it!



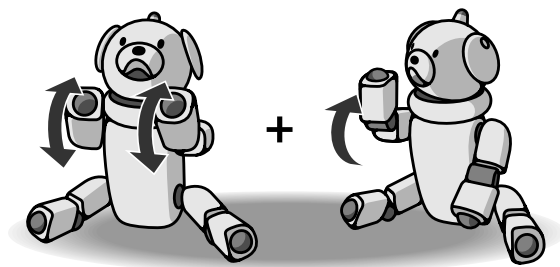
I want my ball!



"I want"

"Ball"

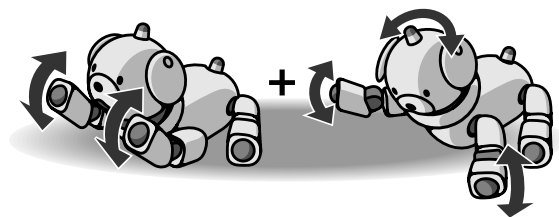
Name me!



"I want"

"Name"

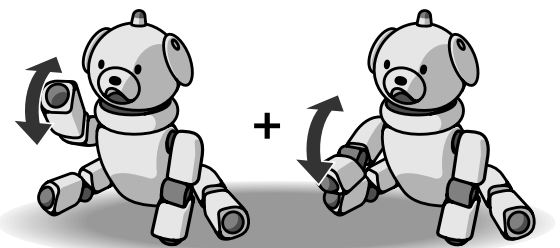
Put me back on the station!



"I want"

"Back"

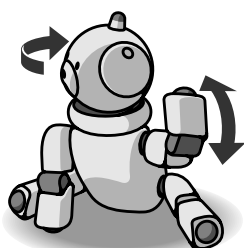
Shake hands with me!



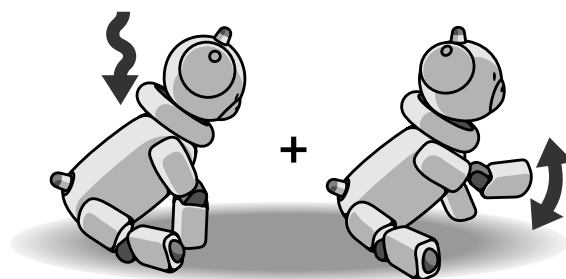
"Listen"

"Shake hands!"

Leave me alone!



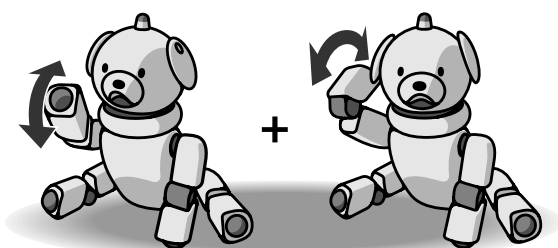
I am hungry!



“Empty stomach”

“I am hungry!”

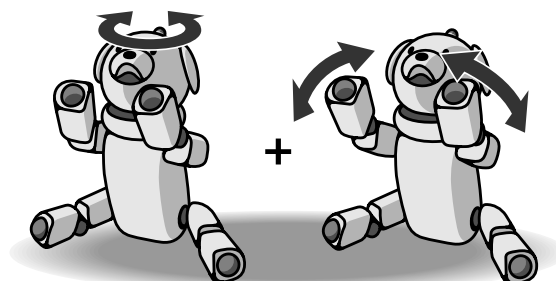
Pet me!



“Listen”

“Pet me”

Give me more attention!

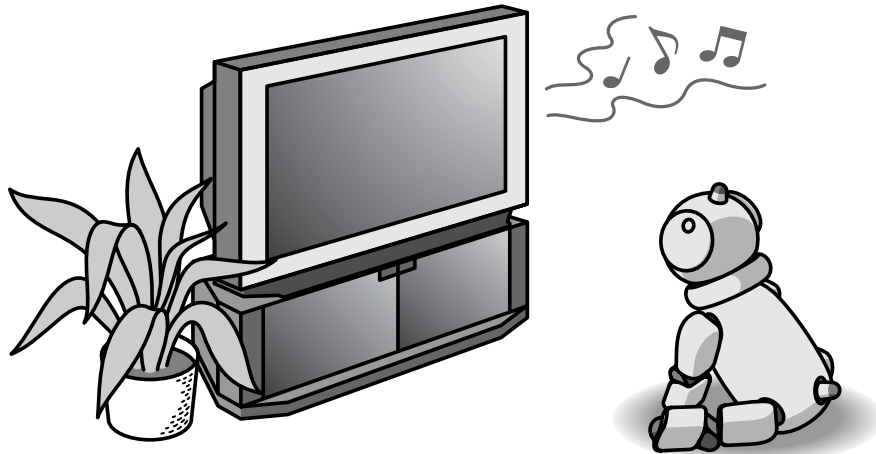


“Please”

“Give me attention”

From an audio/visual device to AIBO (Media link mode)

Media link mode allows AIBO to react to a certain sound, AIBO Interactive Melody, which is output from an audio/visual (A/V) device such as a DVD player and VCR. You can enjoy communication between AIBO and such a device. When AIBO hears the AIBO Interactive Melody from an A/V device, it reacts depending on its tone: feels pleased, sad, or surprised. It may be pleased to hear a happy story, or feel sad to hear an unhappy story.



AIBO can enter Media link mode only from Autonomous mode or Station mode.

Notes

- Since AIBO focuses its attention on AIBO Interactive Melody in Media link mode, it hardly responds to you even though you talk to it.
- AIBO reacts to a DVD or video on which the AIBO Interactive Melody is recorded only.

Having AIBO enter Media link mode

1 Have AIBO enter “Autonomous mode/Station mode” first (see page 16).

2 Say “Media link mode” to AIBO, or push its tail switch in the left direction for 3 seconds.

AIBO automatically enters Media link mode when it hears the AIBO Interactive Melody indicating start of Media link mode from an A/V device.

Its horn light flashes in yellow slowly.

Having fun with “Media motion”!

While AIBO is listening to the AIBO Interactive Melody, it is learning unique and funny motions called “Media motion.”

Say “**Media link action**” to AIBO when it is in Autonomous mode. It will entertain you by showing you all the motions it has learned one after another.

To restore AIBO to Autonomous mode or Station mode

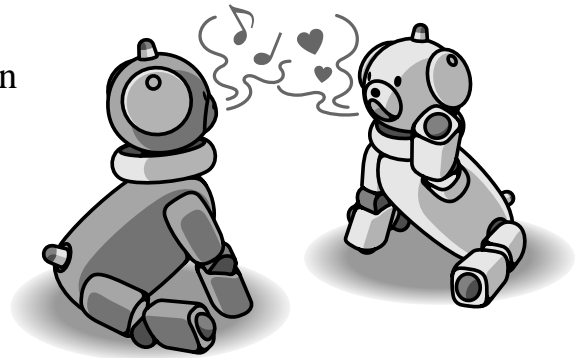
Push AIBO’s tail switch in the forward direction for 3 seconds or say “**That’s it**” to AIBO.

Note that AIBO automatically reenters Autonomous mode or Station mode when it hears the AIBO Interactive Melody indicating end of Media link mode.

From AIBO to AIBO

When AIBO meets another AIBO, they exchange greetings with one another, and then introduce themselves to one another to check their congeniality.

If their congeniality is good, they enjoy communicating with one another, and then may enter Happy mode and make a gesture: they love one another (see page 21).



Notes

- Only AIBOs with “AIBO Life” (designed for ERS-310 series), “AIBO Pal (ERF-310AW07E)” (designed for ERS-310 series), or “AIBO Pal Special Edition (ERF-310AW09E)” (designed for ERS-310 series) software can communicate with one another.
- Only AIBOs with “AIBO Pal (ERF-310AW07E)” (designed for ERS-310 series) or “AIBO Pal Special Edition (ERF-310AW09E)” (designed for ERS-310 series) software can enter Happy mode.
- Place AIBOs within the area they can hear each other’s sounds if you want to have them communicate with one another.

1 Change AIBO to Autonomous mode (see page 16).

2 Say “*Talk to your friend*” to AIBO.

AIBO gets ready for communicating with the other AIBO.
The horn light flashes in light blue slowly.

3 Push the tail switch of AIBO that is to start talking first (in any direction).

AIBO, instructed with its tail switch, talks to its friend AIBO. Another AIBO responds to it.
When they finish talking, they enter Autonomous mode again respectively.

Hint

To interrupt communication between AIBOs

Say “*AIBO/That’s it/All done*” to your AIBO that is talking to another AIBO. It stops communication with another AIBO, and then tries to listen to you. Its horn light flashes in light blue slowly. When you say “*AIBO/That’s it/All done*” again or do not say anything, its horn light goes off, and AIBO finishes communicating with another AIBO.

If you accidentally stop communication between AIBOs

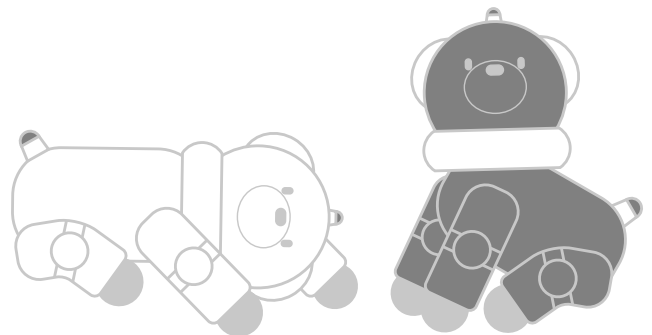
Say “*Continue*” to AIBO, who tries to hear you after stopping talking with another AIBO. AIBO will then resume communication with the other AIBO.

Playing with AIBO

AIBO learns your name as well as its name.

If you ask AIBO, it plays with music, takes a photo, or works as a watchdog during your absence.

This chapter explains its various functions that allow you to enjoy life with AIBO.



Teaching its name

You can name AIBO, or teach your name to it. After you teach AIBO its name and your name, it calls out your name when it wants to play with you or responds to you whenever it hears its own name or your name. If you teach AIBO a new name, it forgets the old one.

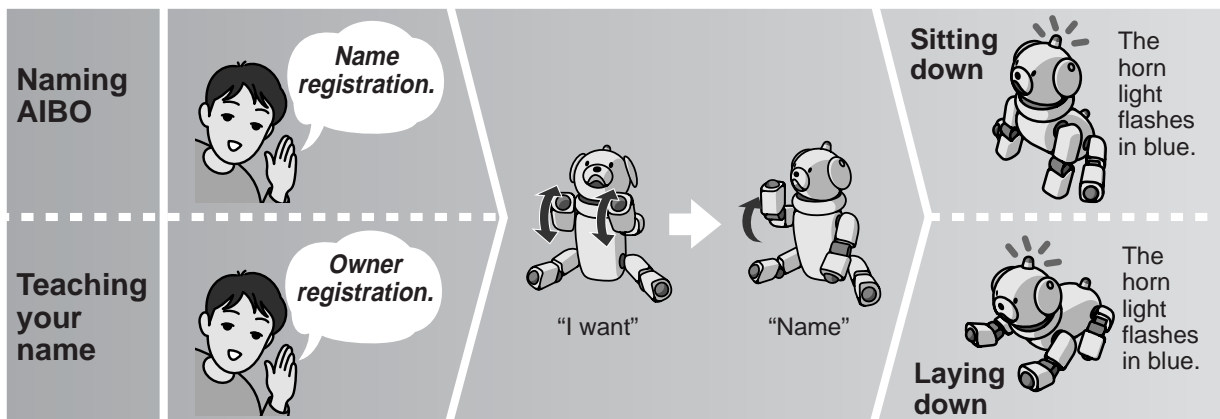
However, even after AIBO learns its own name, it reacts to you when you call it **“AIBO.”**

You can teach AIBO its name only when it is in Autonomous mode.

Note

AIBO recognizes a name registered with AIBO Pal only when it is being operated with the AIBO Pal software. It will not recognize the name when it is being operated with other AIBO-ware “Memory Stick.”

1 While AIBO is in Autonomous mode, talk to AIBO as shown below:



Hint

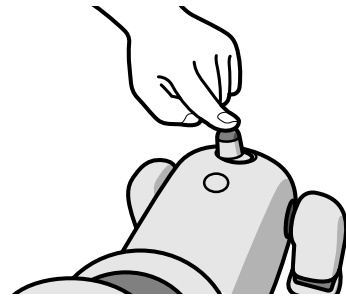
If AIBO is not paying attention when you say “*Name registration*” or “*Owner registration*,” say “*Listen to me*” to AIBO and try again.

2 Push the tail switch (in any direction).

AIBO waits for you to teach the name. The horn light flashes in orange and blue alternately.

Hint

If you do not say anything for 10 seconds or more, the horn light of AIBO goes off and AIBO stops learning the name.



3 Tell AIBO the name (in 2 seconds or less).

About 10 seconds later, AIBO repeats its name or your name in its own special voice, and then the horn light of AIBO goes off.

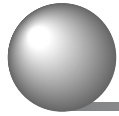
If the name you gave to AIBO or your name resembles with another word AIBO knows, or if AIBO does not hear you clearly due to noise, AIBO makes a gesture that means “Registration is not possible,” and its horn light goes off.



To confirm the registered name

Ask AIBO “*What’s your name?*” AIBO teaches you the name in its own special voice.

To confirm your name, ask AIBO “*What’s your owner’s name?*”



Having AIBO take a photo

When you say “**Take a picture**” to AIBO, while in Autonomous mode or Station mode, AIBO starts a countdown, then snaps a picture for you.

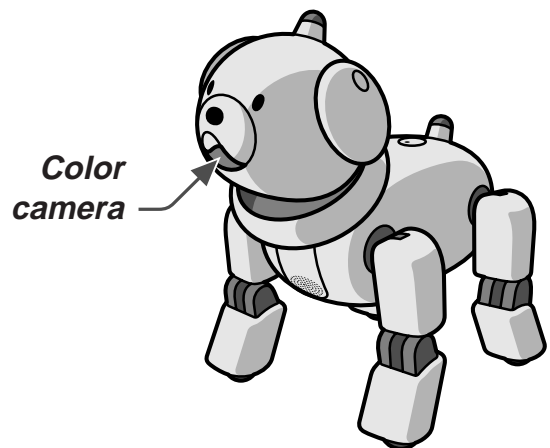
Even if you do not say “**Take a picture**” to AIBO, it may take a picture while it is exploring the room or working as a watchdog (see page 67). AIBO can memorize up to seven pictures, including the ones it takes during these times.

Notes

- AIBO may take up to three pictures each time it explores the room or works as a watchdog.
- If AIBO takes more than seven pictures, each new picture will replace the oldest one in the memory of AIBO.
- Note that using AIBO to take pictures may infringe the image right of third parties. Sony can assume no responsibility in such cases. We request that you avoid taking pictures that cause inconvenience to other people or infringe their rights.

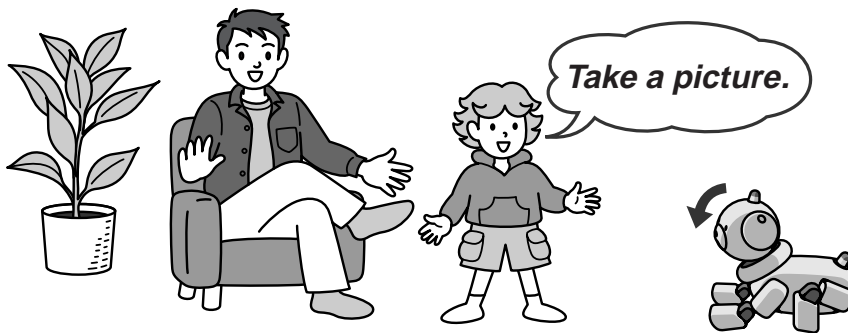
About the pictures

- Pictures are stored into the “Memory Stick” in the JPEG format.
- The picture resolution is approximately 180×140 pixels.
- Flicker (horizontal stripes) or reddish or bluish bands may appear in the pictures due to the illumination at the time.
- Fast movements may appear distorted in the picture.



1 When AIBO is in Autonomous or Station mode, tell AIBO “Take a picture.”

AIBO nods to your request, and its horn light flashes blue.



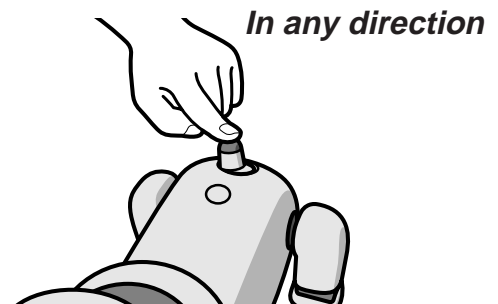
Hint

If AIBO is not paying attention when you say “Take a picture,” say “Listen to me” to AIBO and try again.

2 Push the tail switch of AIBO in any direction.

The horn light of AIBO flashes orange, and AIBO starts a countdown.

AIBO takes a picture with clicking the shutter.



Notes

- If you do not push the tail switch of AIBO within 10 seconds after AIBO nods, AIBO cancels taking a picture with gesturing sadly.
- When you set the safety switch of the “Memory Stick” to “LOCK,” AIBO cannot store any picture.

Viewing pictures taken by AIBO

Pictures taken by AIBO are stored in the “Memory Stick” of AIBO. To see them, one of the following devices is required as the system that copies data stored in the “Memory Stick” to your personal computer (PC):

- PC equipped with a slot for a “Memory Stick.”
 - PC equipped with an external “Memory Stick” adaptor drive.
 - PC equipped with a PC card adaptor for a “Memory Stick” and a PC card slot or PC card adaptor drive.
-

1 Remove the “Memory Stick” from AIBO.

Refer to the “AIBO” ERS-310 series Operating Instructions for how to remove a “Memory Stick.”

2 Insert the removed “Memory Stick” into your PC.

Refer to the Operating Instructions supplied with each product required to see pictures for details.

3 Copy or move photo files stored in the “Memory Stick” to your PC.

Copy or move the JPEG files stored under “\OPEN-R\APP\PC\PHOTO” of the “Memory Stick” to your PC.

Five-digit numbers are sequentially assigned to pictures AIBO shot: the smallest number is assigned to the oldest file. Each file is named as “IMGxxxxx.JPG,” where xxxxx indicates a sequential number, and stored in the “Memory Stick.”

See the Operating Instructions supplied with each product required to see pictures for how to copy pictures.

Memo

If there is no photo file in the “PHOTO” folder, photo files are numbered from “00000” sequentially.

Otherwise, photo files are numbered based on the number of the photo file stored the last time in this folder.

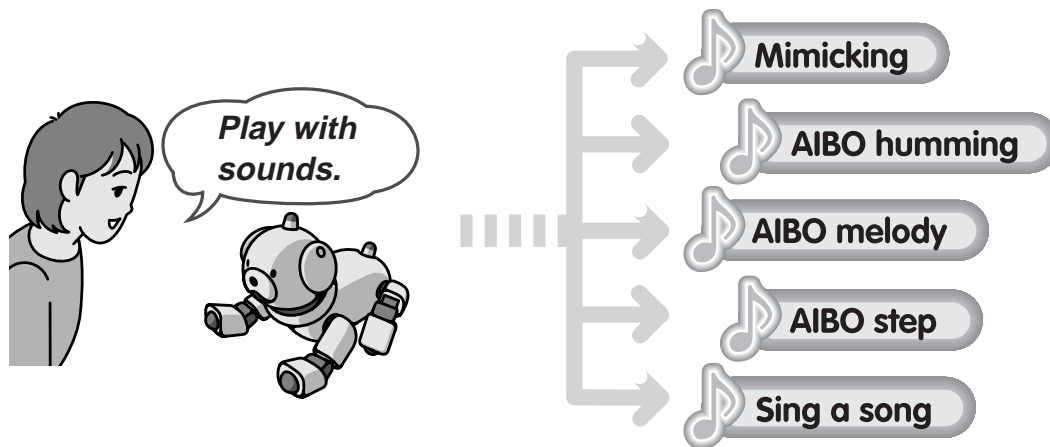
4 Remove the “Memory Stick” from your PC.

Refer to the Operating Instructions supplied with each product for details on how to remove the “Memory Stick.”

Playing with sounds

AIBO uses sounds to perform many types of play with you.

To begin any of the following play activities, first say ***“Play with sounds”*** to AIBO. After getting AIBO’s attention, start playing with AIBO.



Mimicking

When you say, ***“Let’s play”*** to AIBO, it starts mimicking your voice in its own voice.

When you call out ***“Change your sound”*** to AIBO, AIBO changes its voice.

To stop AIBO from mimicking your voice, say, ***“That’s it”*** to AIBO.

AIBO may start mimicking or stop mimicking on its own.

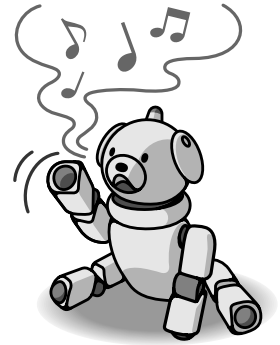
Note

When AIBO emits a sound or moves, it cannot hear you easily.

Have AIBO hum a melody

When you sing “***Lalala***” (three notes), AIBO hears your melody and repeats it.

Be sure to clearly sing “***Lalala***” so that AIBO can hear you correctly.



Have AIBO emit a melody

Tell AIBO “***AIBO melody***,” and then bring your hand close to the distance sensor located on the nose of AIBO or move your hand away from it. AIBO emits a sound. When you change the distance from your hand to the distance sensor of AIBO, it makes AIBO to emit a piece of music.

When you tell AIBO “***Change your sound***,” AIBO emits a different sound. See page 81 for a list of sounds that AIBO can emit.

To stop playing with this function, say “***That’s it***” to AIBO.

Note

When AIBO emits a sound or moves, it cannot hear you easily.

Turn on AIBO step

Tell AIBO “***AIBO step.***” AIBO makes joyful sounds as it walks a little as instructed if you call out to AIBO one of the following words

“Go forward,” “Go back,” “Go right/Turn right,” “Go left/Turn left,” “Kick the ball.”

When you tell AIBO “***Change your sound,***” AIBO emits a different sound. To stop AIBO from stepping in this way, say, “***That’s it***” to AIBO.

Note

When AIBO emits a sound or moves, it cannot hear you easily.

Have AIBO sing a song

Tell AIBO “***Sing a song.***” AIBO sings a merry song or sad song according to its mood.

AIBO knows several kinds of songs. Every time you say, “***Sing a song,***” it sings a different song.

Asking AIBO to work as a watchdog

It is convenient if you ask AIBO, while in Station mode, to work as a watchdog when you leave. AIBO sleeps on the station, but sometimes wakes up on its own, and then looks around your room. If it finds anything moving in your room, it will take a picture.

Note

This function is not designed to prevent any fire or crime.

1 Have AIBO enter Station mode (see page 16).

2 Say “*Guard the house*” to AIBO.

AIBO nods to you, and makes a farewell gesture, and then sleeps.

The horn light lights up green.

AIBO wakes up every about 30 minutes to look around the room. If AIBO finds anything moving in the room, AIBO will take its picture. AIBO can take up to three pictures until you say, “*I’m here*” at Step 3 (see below).

Hint

If AIBO is not paying attention when you say “*Guard the house*,” say “*Listen to me*” to AIBO and try again.

Note

The maximum number of pictures AIBO can memorize is 7 including ones taken with the usual photo-taking function (see page 60). If you ask AIBO to take eight pictures or more, a new picture replaces the oldest one.

3 When you come back home, tell AIBO “*I’m here.*”

AIBO is pleased making a gesture that indicates, “Welcome home,” and finishes working as a watchdog and returns to Station mode.

Note

Even though you tell AIBO “*I’m here,*” while AIBO is sleeping, it will not wake up. First, gently shake AIBO’s body to wake up AIBO, and then tell it “*I’m here.*”

4 To check to see if AIBO took any pictures during your absence, say, “*What happened?*” to AIBO.

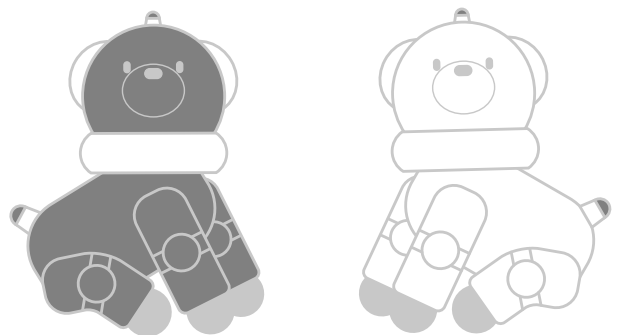
- If AIBO took a picture, AIBO will nod to you.
- Otherwise, AIBO will shake its head “No.”

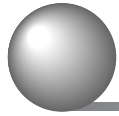
Hints

- See page 62 for how to see a picture.
 - AIBO remembers it took a picture(s) until you ask it to work as a watchdog the next time. Therefore, even though you ask it “*What happened?*” after a while, it will nod to you if it took a picture(s).
-

Additional Information

This chapter provides notes on usage, a troubleshooting guide, and other information concerning AIBO.

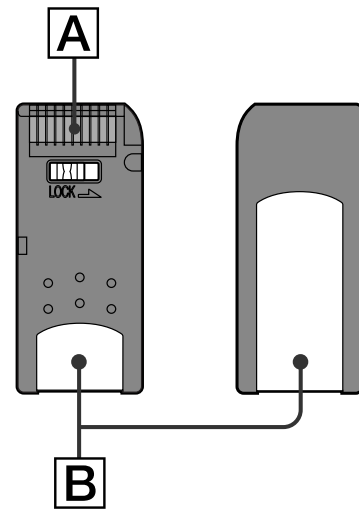




Notes on use

To protect the saved data on the “Memory Stick,” note the following:

- The supplied AIBO-ware “Memory Stick” is an accessory of “AIBO Pal” ERF-310AW09E. Using it also to save data from PCs or camcorders, or for anything other than AIBO, may damage AIBO.
- Do not touch the terminal **A** with your hand or metal objects.
- The saved data may be erased or broken if the “Memory Stick” is used in a place subject to static electricity or electric noise.
- Do not stick anything other than a dedicated “Memory Stick” sticker in the area indicated by **B**. A sticker has already been attached to the AIBO-ware “Memory Stick” supplied with AIBO Pal at the factory.
- Do not bend, drop or apply a strong physical shock to the “Memory Stick.”
- Do not disassemble or modify the “Memory Stick.”
- To remove the “Memory Stick” from AIBO while it is still operating, first press the pause button to stop AIBO’s movements and wait until the “Memory Stick” access indicator goes off.
- Keep the “Memory Stick” away from water and other liquids.



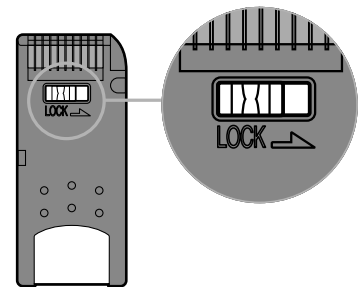
- Do not use or store the “Memory Stick” in places subject to:
 - Excessively high temperatures, such as a car parked in the sun,
 - Direct sunlight, or
 - High humidity or corrosive gas.
- When carrying or storing the “Memory Stick,” keep it in the supplied case.
- AIBO Pal is designed for use with “AIBO” ERS-310 series. It cannot be used with “AIBO” ERS-110/111/210/220.
- AIBO Pal cannot be used except through the AIBO-ware “Memory Stick” on which it is supplied.
- Sony assumes no responsibility for any malfunctions that may occur as a result of using AIBO Pal in a way not specified in this manual.
- The specifications of this software are subject to change without notice.

What is an AIBO-ware “Memory Stick”?

It is a “Memory Stick” produced for exclusive AIBO use, and on which is stored application software that can be executed on an AIBO.

Notes

- Do not set the safety switch of the “Memory Stick” to “LOCK.” Doing so will make it impossible for AIBO’s learning and taking photo functions to work.
- If this safety switch of the “Memory Stick” is set to “LOCK,” the horn light of AIBO flashes orange to warn you when you start it up.
AIBO’s horn light lights in seven colors when you start it up normally.





Troubleshooting

If you experience any of the following difficulties, use this troubleshooting guide to correct the problem before contacting AIBO Customer Link. Refer to the “AIBO” ERS-310 series Operating Instructions to check AIBO entirely and its sensor condition in Clinic mode. Should the problem persist, contact the AIBO Customer Link. (See page 3 for details on the AIBO Customer Support.)

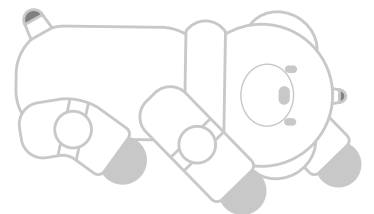
Symptom	• Remedy
AIBO does not move even when you press the pause button.	<ul style="list-style-type: none">• The battery pack is not installed to AIBO. → Insert the battery pack to AIBO (see page 29). After inserting the battery pack into AIBO, press the pause button again to cancel Pause mode.• The battery power is low. → Recharge the battery pack or replace the battery pack with a charged one.
When you press the pause button, the back light flashes in green and orange alternately, and a warning sound is output.	<ul style="list-style-type: none">• The temperature of the battery pack is abnormally high. → Wait until the battery cools down.

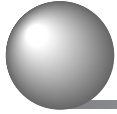
Symptom	• Remedy
AIBO emits a sad melody and does not move when you press the pause button.	<ul style="list-style-type: none"> • The “Memory Stick” with AIBO-ware is not inserted into AIBO. • A “Memory Stick” other than one designed exclusive for AIBO (unusable with AIBO ERS-310 series) is inserted into AIBO. • The AC adaptor and conversion plug are connected to AIBO’s charging terminal. → Disconnect the AC adaptor and conversion plug from AIBO, and then restart AIBO.
The “Memory Stick” eject button (▲) or BATT ▲ latch does not work, and you cannot remove the “Memory Stick” or battery pack.	<ul style="list-style-type: none"> • The program is still running. Press the pause button to stop the program. After checking to see if the “Memory Stick” access indicator goes off, remove the “Memory Stick” or battery pack.
It takes a long time for AIBO to start moving.	<ul style="list-style-type: none"> • AIBO is loading data from the “Memory Stick.” Wait a while.
AIBO tries to walk but it does not move forward.	<ul style="list-style-type: none"> • The floor may be too slippery. → Place AIBO on a surface that is not too slippery, such as a carpet with a short nap.
AIBO falls often.	<ul style="list-style-type: none"> • The floor may be too slippery, inclined or unstable. → Place AIBO on a flat surface that is not too slippery.

Symptom	• Remedy
After you pick AIBO up, it moves only slowly without moving its hands and legs.	<ul style="list-style-type: none"> AIBO stops moving whenever it is picked up from the floor. <ul style="list-style-type: none"> → Check to see if the mode indicator lights or not. If it does, place AIBO on the floor. If it does not move after a while, push its tail switch in the front direction for 3 seconds. AIBO enters Autonomous mode again.
The mode indicator is flashing, and AIBO does not move and its joints are limp.	<ul style="list-style-type: none"> AIBO's joint is jammed. <ul style="list-style-type: none"> → Place AIBO on the floor and press its tail switch in the front direction for 3 seconds.
AIBO's back light flashes in orange.	<ul style="list-style-type: none"> There may be a problem with the battery pack. <ul style="list-style-type: none"> → Check to see if the battery pack is inserted into AIBO's main body correctly. If the back light flashes although the battery pack is inserted correctly, contact the AIBO Customer Link.
AIBO asks to be charged even with a fully charged battery pack.	<ul style="list-style-type: none"> With a fully charged battery pack, AIBO Pal can normally operate for about 2.5 hours (in Autonomous mode). If the operating period continues to be much shorter, the battery pack may be reaching the end of its service life. Replace it with a new battery pack.
AIBO emits no sound.	<ul style="list-style-type: none"> The volume setting may be set to "0." <ul style="list-style-type: none"> → Adjust the volume higher (refer to the "AIBO" ERS-310 series Operating Instructions).

Reference Materials

- Words apprehensible to AIBO
- Styles of AIBO melodies





Words apprehensible to AIBO

This section lists words AIBO can understand. Call out words listed later in this section to praise, scold, teach or play with AIBO.

AIBO does not understand what you say when:

- AIBO may not recognize several words depending on its mode or condition.
- Even though AIBO understands you, it may choose not to respond or do as you say.
- AIBO cannot hear you if its surroundings are noisy. Call out to AIBO under quiet conditions.
- If you say a word whose pronunciation is unclear, AIBO cannot recognize it. Speak very clearly.
- While AIBO is emitting sounds or moving, it cannot hear you easily.
- When AIBO recognizes a sound, its horn light lights in white. However, AIBO may hear your word incorrectly or may not act as instructed.



Hint

If AIBO does not seem to be paying attention, say “***Listen to me***” to it. AIBO will become still and listen to you.

● Calling AIBO's name or giving a name to AIBO

AIBO.

AIBO greets you when you call to it. Even after you give AIBO a different name, AIBO responds when you call "***AIBO.***"

Registered name (name you gave to AIBO).

When you call out the name you gave to AIBO, it responds to the name.

Registered owner's name (your name).

AIBO is delighted when it hears the registered owner's name.

Name registration.

Give a name to AIBO (see page 58).

What's your name?

AIBO answers the name you gave to it in its own voice.

Owner registration.

Teach the owner's name (your name) to AIBO (see page 58).

What's your owner's name?

AIBO answers its owner's name (your name) in its own voice.

● Praising, scolding or encouraging AIBO

Good boy./Good girl./Good AIBO.

These words are for praising AIBO. They have the same effect as when you praise AIBO by gently pushing its head downwards or turning around its tail switch.

Don't do it./Don't do that.

These words are for scolding AIBO. They have the same effect as when you scold AIBO by pushing its head upwards or pushing its tail switch quickly.

Go for it.

Say these words to encourage AIBO when it fails something. AIBO tries to do the failed activity in a better way.

Be quiet.

AIBO becomes quiet.

How cute.

AIBO is pleased but a little shy when it hears these words.

● Thanking/ Apologizing

Thank you./Thanks.

Tell these words to AIBO when it acts as instructed properly.

I'm sorry./I'm so sorry.

● Greeting from you to AIBO

Good morning.

When you say this to AIBO, it greets you cheerfully if it slept well, but will greet you sleepily if it did not sleep enough.

*When AIBO is in Sleep mode, shake its body gently to wake it up before talking to it.

Hello./Hi.

Good night.

Say this to AIBO to have it sleep (that is, have it enter Sleep mode). AIBO may not sleep when it does not feel sleepy. When it sleeps well, it may wake up on its own.

Bye bye./Good bye.

AIBO may make a cheerful gesture indicating “good bye,” or turn its back if it feels lonely.

See you later.

If you say this when you are to leave, AIBO waves its hand to see you off, and then starts sleeping until you come back.

I’m here.

AIBO welcomes you.

● Greeting from AIBO to you

Say hello.

AIBO bows politely, and introduces itself to you.

Shake./Shake hands.

If you press AIBO’s paw switch when you shake hands with AIBO, it is delighted. Otherwise, it feels sad.

● Asking AIBO a question

Are you bored?

AIBO answers how its love instinct is now. If AIBO wants to play with you, it makes a gesture indicating, “Play with me.” If it wants you to leave it, it turns its back.

Are you alright?

AIBO answers how its movement instinct is now. When AIBO is fine, it makes a gesture indicating, “Play with me.” If it is tired, it sleeps.

Sleepy?

AIBO answers how its sleep instinct is now. When AIBO is sleepy, it yawns and sleeps. When it is not sleepy at all, it shows you how fine it is.

Are you hungry?

AIBO shows you how hungry it is (how much it has to be recharged) with its front leg (higher it raises the front leg, more power it has to be recharged).

● Taking a picture

Take a picture.

AIBO takes a picture of the landscape it is seeing (see page 60).

● Working as a watchdog

Guard the house./Watch dog mode./Watch the house.

AIBO starts working as a watchdog (see page 67).

I’m here./That’s it./All done.

AIBO finishes working as a watchdog. If AIBO is sleeping, wake it up and then say these words (see page 68).

What happened?

AIBO answers whether it took a picture during your absence (see page 68).

● Moving

Come here./Over here.

AIBO comes to you. However, it may not recognize the correct direction depending on its surroundings or its current conditions.

Stop.

Sit down.

Stand up.

Lay down.

When AIBO is tired, it may not move as instructed. When AIBO moves as instructed, tell AIBO “Thank you.”

Walk around.

AIBO starts exploring your room.

Get up.

If you tell AIBO these words when it feels sleepy, it looks around restlessly.

*When AIBO is in Sleep mode, shake AIBO to wake it up, and then say these words.

Go away.

AIBO steps aside reluctantly. Tell AIBO “Thank you.”

Where’s the ball?

AIBO looks for the supplied pink ball. When AIBO finds the ball, it may run after the ball.

Go forward.

Go back.

Go right./Turn right.

Go left./Turn left.

Kick the ball.

● Special actions

Let’s dance.

AIBO shows you its joyful dance.

Pose for me./Take a pose.

Say these words to AIBO when you want to take a picture of you and AIBO. Click the shutter while AIBO pauses for about 3 seconds.

Karate chop.

Show me something.

AIBO does a variety of dances, but sometimes it may not...

● Communicating with another AIBO

Talk to your friend./Talk to your buddy.

Tell these words to AIBO when you want to have AIBO communicate with another AIBO (see page 55).

AIBO./That’s it./All done.

When you say this, AIBO stops communicating with another AIBO.

Continue./Keep going.

When you happen to interrupt communication between AIBOs, say these words to restart their communication.

● Playing with sounds

Play with sounds./Play sounds.

AIBO prepares for play activity using sounds.

Let’s play./Let’s talk.

AIBO starts mimicking in its own voice (see page 64).

AIBO melody.

Tell AIBO these words when you want to have AIBO emit a melody (see page 65).

Change your sound.

AIBO changes the current voice/sound/melody to another one while it is mimicking, emitting a melody, or making sounds while walking.

AIBO step./Walk with sound.

AIBO makes merry sounds as it walks (see page 66).

Lalala.

Tell AIBO this word when you want AIBO to hum this sound (see page 65).

Sing a song./Sing for me.

AIBO sings a joyful song when it is pleased, and a sad song when it feels sad (see page 66).

That's it./All done.

AIBO stops mimicking, emitting a melody, or making sounds while walking.

● Media link mode

Media link mode.

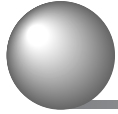
AIBO enters Media link mode (see page 53).

That's it./All done.

AIBO quits Media link mode.

Media link action.

AIBO shows you the Media motions it has learned one after another.



Styles of AIBO melodies

Major scale

Continuous

Japanese

Okinawan (melody unique to a Japanese island, “Okinawa”)

Chinese

Harmonic minor scale

Rock-‘n’-roll

Boogie-woogie



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VOC (Volatile Organic Compound)-
free vegetable oil based ink.

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