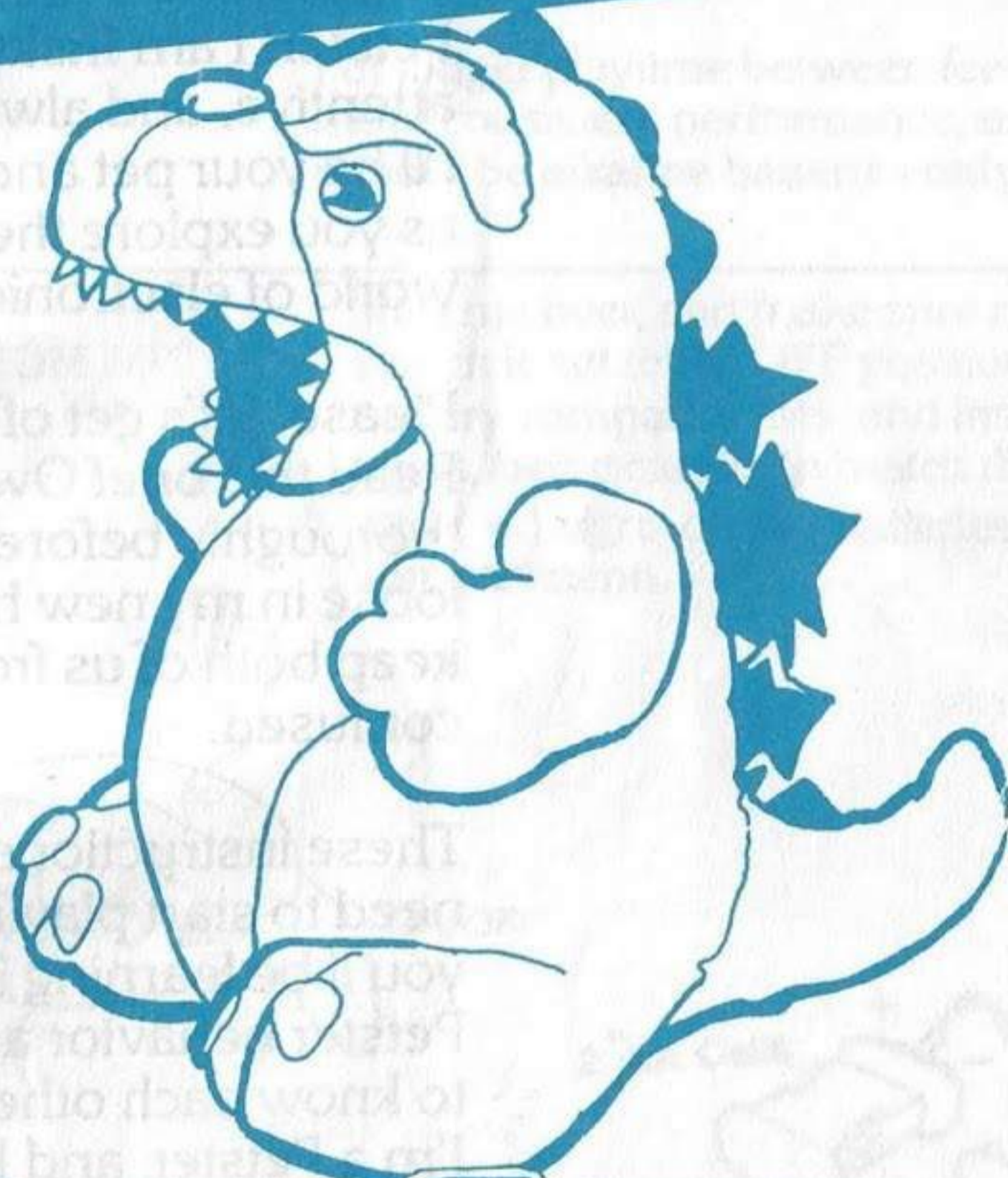


Owner's Manual *and* Training Guide



PETSTER™

THE SMART NEW BREED FROM AXLON



Congratulations!

You are now the proud new owner of the world's first electronic pet—Petster! I am frisky, obedient, attentive, and always ready to play. I'll be your pet and your companion as you explore the exciting new world of electronic pets.

Please, let's get off to a good start. Read this brief Owner's Manual thoroughly before letting me run loose in my new home. This will keep both of us from getting confused.

These instructions are all you will need to start playing with me, but you'll be learning lots more about Petster behavior as the two of us get to know each other better—because I'm a Petster, and I have a mind of my own.



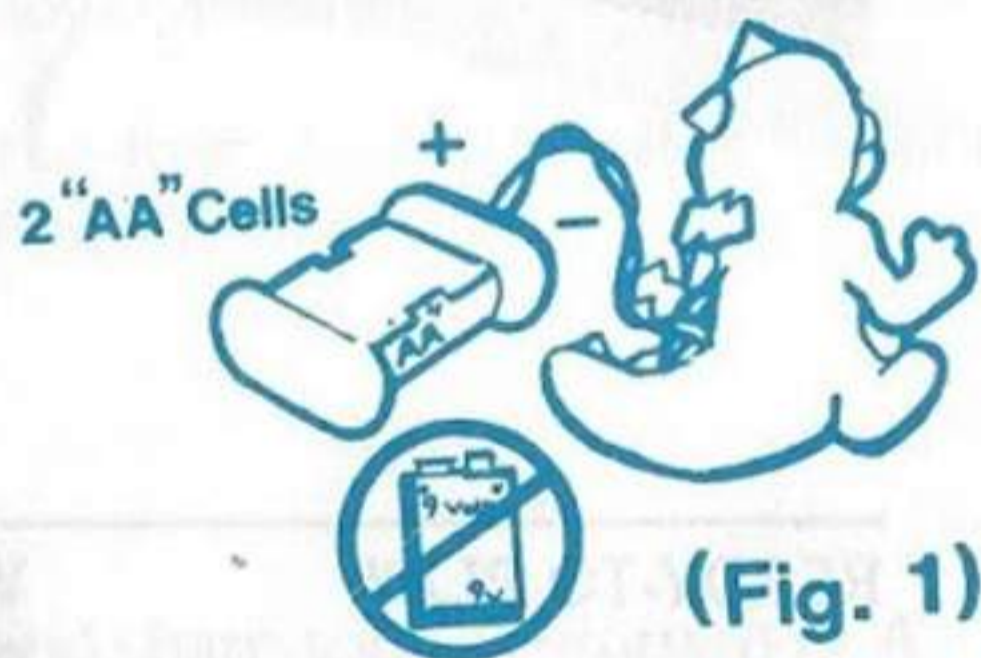
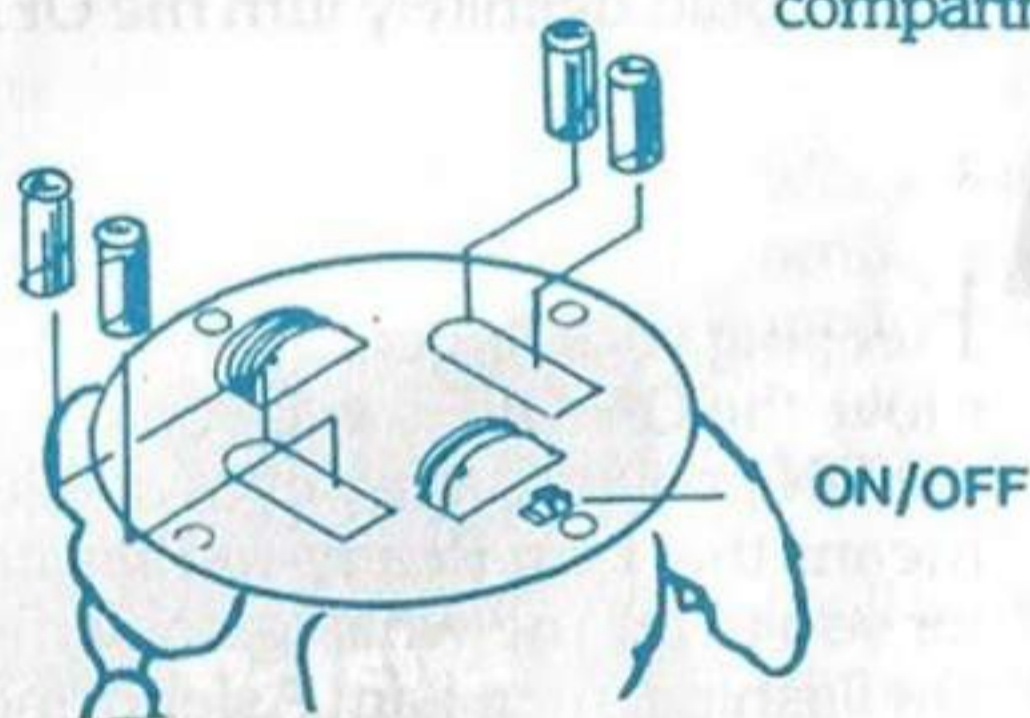
Feeding Your Petster

I'll probably be famished when you first bring me home. To perk me up, feed me **four "C" batteries**, and 2 "AA" batteries to make me roar!

For longer playtime between feedings and for more consistent performance, my diet should be alkaline batteries only.

BATTERY INSTALLATION

Turn me over, and make sure my ON/OFF switch is set to the OFF position. Open the battery compartments, and install the batteries, being careful to match the plus (+) and (-) signs on the batteries and in the compartments.



BATTERY LIFE

My solid state electronics allow long battery life between feedings. If my movements become sluggish, or if I don't properly perform the commands you give me, it's probably time to feed me fresh batteries.

Because I automatically go to sleep when you are not playing with me, you can leave me turned ON all the time. In my **Asleep** mode, I can be left turned ON for over three weeks, always ready to wake up and play

When you consider how inexpensive I am to feed, and that I don't have to be fed once or twice a day, you can see what an improvement I am over the old-fashioned pets of yesteryear.



If you take me on a trip, or put me in a noisy environment and don't want me to wake up, you should definitely turn me OFF.

Playing with Petster

Keeping your fingers away from my wheels, move the ON/OFF switch on my underside to the ON position. If my eyes are flashing, this means that I am **Ready-to-Play** and waiting for you to tell me what to do. If my eyes are not flashing, then I am **Asleep** and will wake up to **Ready-to-Play** if I hear any loud sound.

1 READY-TO-PLAY

When you first turn me on, my eyes flash evenly at a medium rate (about 2 flashes per second). This tells you that I am in my **Ready-to-Play** mode. From this mode I can be given 5 distinct commands:

1. Come Here
2. Go Away
3. Obey



Come Here and **Go Away** produce a single action, then I automatically return to **Ready-to-Play** mode. I will stay in **Obey** mode until you put me into **Ready-to-Play** or **Go Play** mode. (Refer to pages 4 and 5 for **Ready-to-Play** and **Go Play** commands.)

ASLEEP

While in **Ready-to-Play** mode, if I hear no sounds for about 10 seconds, I will circle around a few times, turn off my flashing eyes, and fall into my **Asleep** mode.



While **Asleep**, I am only drawing a tiny amount of electric current, so you can leave me turned ON most of the time. As a matter of fact, I can be awakened to play after being **Asleep** for over 3 weeks.

I will wake up from **Asleep** into **Ready-to-Play** upon hearing any sharp noise.

Giving Petster Commands

I understand sharp sound commands. A handclap is good. But any short, sharp sound will do. Try other sounds and words, such as "Come!" or "Hey!" or hitting two sticks together.

In these instructions the symbol * stands for one clap or sound, so ** means two claps. The symbol / stands for a pause, so **/** means clap, clap, pause, clap.

If I don't hear a command clearly enough to understand, I'll quickly turn left and right, telling you, "No, I don't understand." Just try again.



Certain kinds of rooms create echos that confuse me. If I refuse to play in a tiled bathroom or in a noisy hallway, just move me to another room.

COME HERE



From the **Ready-to-Play** mode:

When I hear one handclap (*), I turn in the direction of the sound and move forward. You can use this command to call me to you.

If you clap from directly behind me, I will sometimes think I heard the sound from in front of me, and mistakenly move forward. Try again.

GO AWAY



From the **Ready-to-Play** mode:

When I hear two handclaps (**), I turn away from the sound and move forward. You can use this command to make me chase something or to go over to a friend.

If you clap from directly in front of me, I will sometimes think I heard the sound from behind me, and mistakenly move forward. Try again.

OBEY



From the **Ready-to-Play** mode:

When I hear three claps (***), I can be guided around the room with additional clap commands. This is my **Obey** mode. My eyes will be flashing at a slow rate (about 1 1/2 flashes per second). The eyes will flash on a long time and off a short time.

In **Obey** mode clap commands will now have different meanings. From this mode you can clap to make me perform the following feats:

- * Move Forward
- ** Turn Left
- *** Turn Right
- **** Back Up
- */** Roar

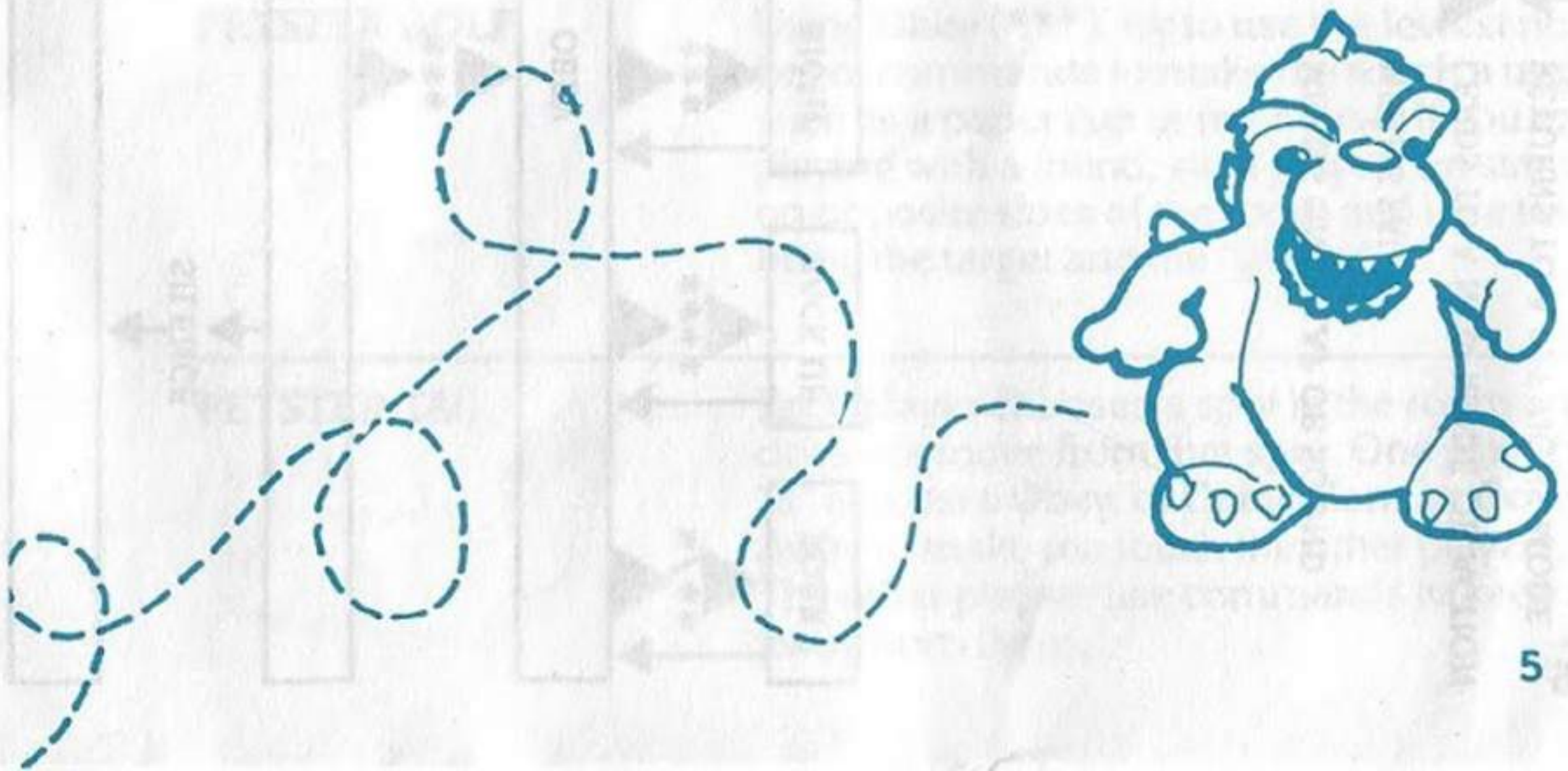
From **Obey** mode, I will return to **Ready-to-Play** mode if you give me this command: two claps, pause, two claps (**/**). Or if I hear no commands for 10 seconds, I'll automatically return to **Ready-to-Play**.

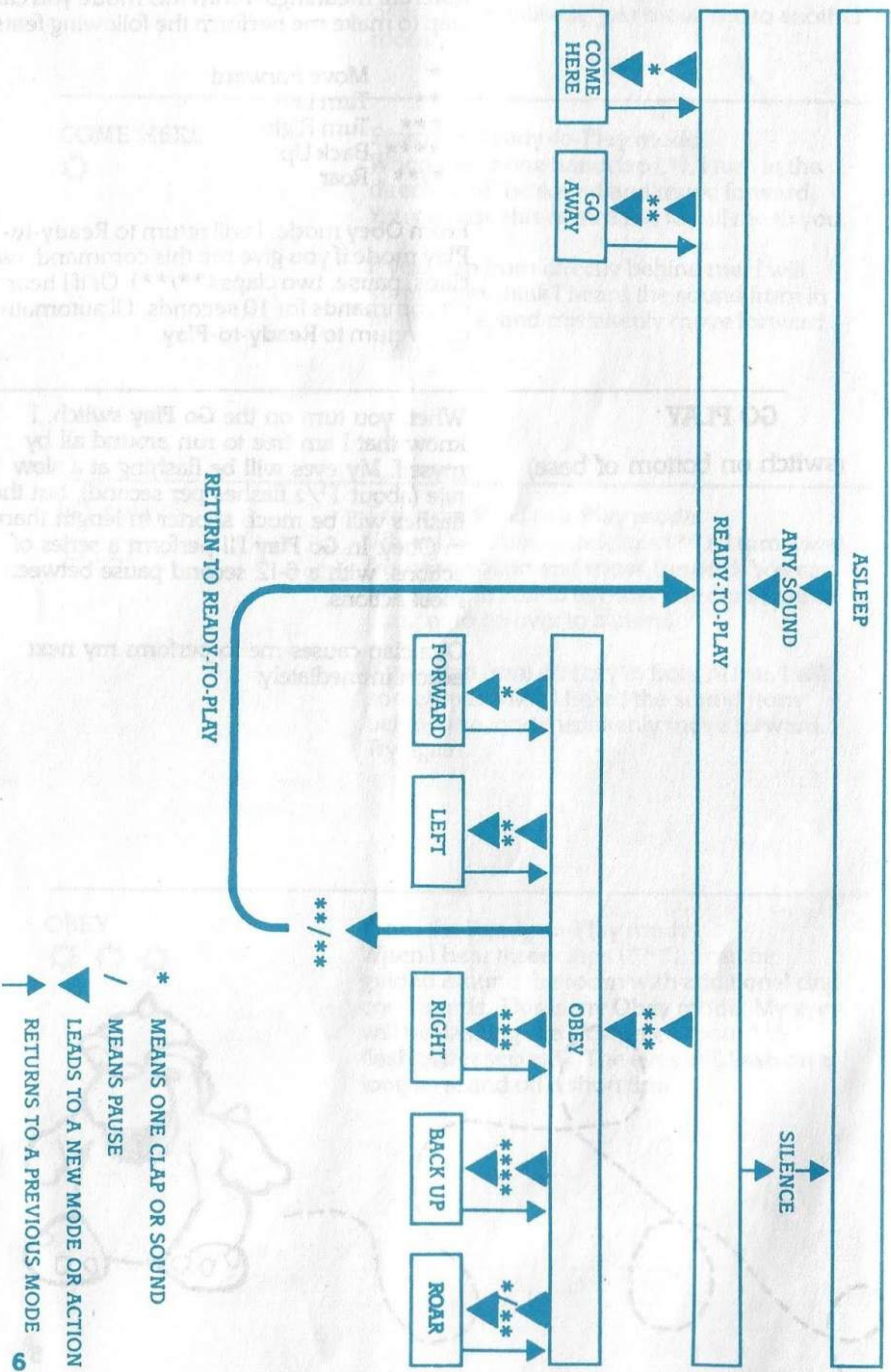
GO PLAY

(switch on bottom of base)

When you turn on the **Go Play** switch, I know that I am free to run around all by myself. My eyes will be flashing at a slow rate (about $1\frac{1}{2}$ flashes per second), but the flashes will be much shorter in length than in **Obey**. In **Go Play** I'll perform a series of actions, with a 6-12 second pause between most actions.

One clap causes me to perform my next action immediately.





* MEANS ONE CLAP OR SOUND

/ MEANS PAUSE

▶ LEADS TO A NEW MODE OR ACTION

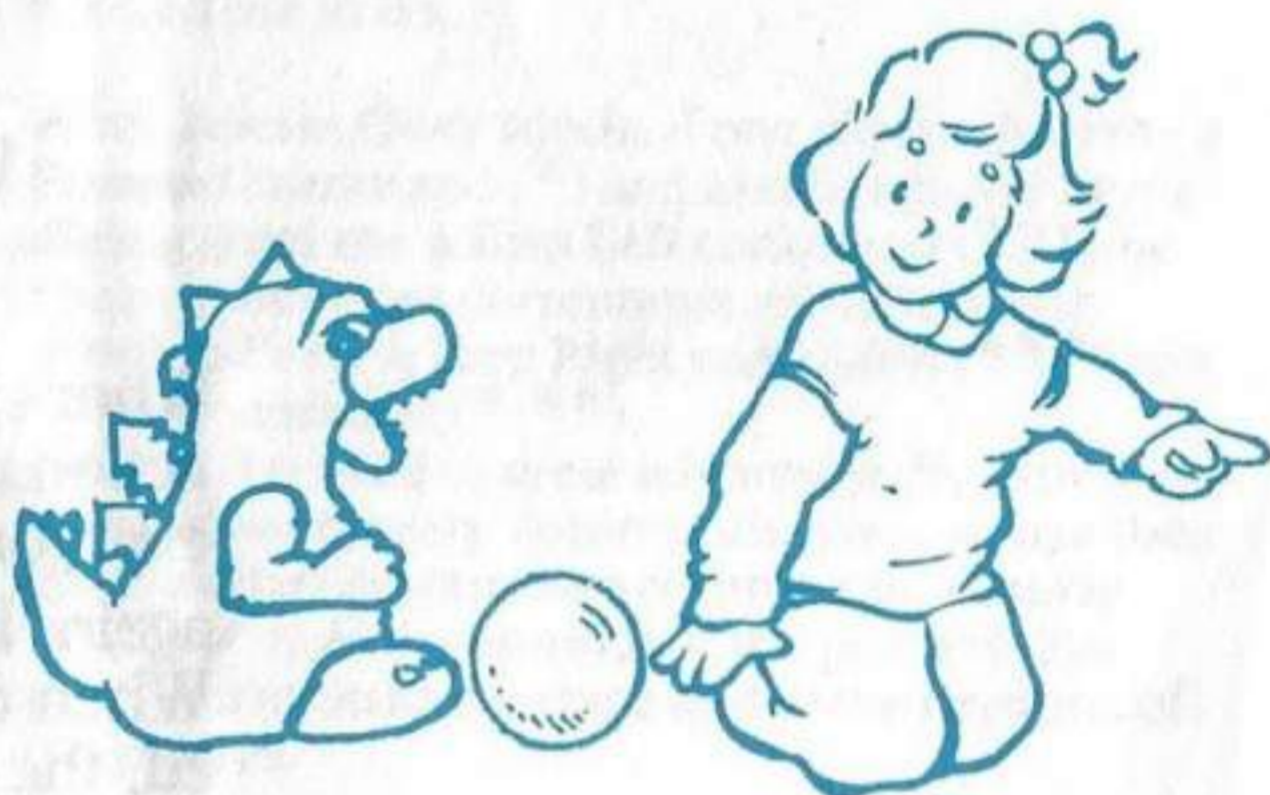
◀ RETURNS TO A PREVIOUS MODE

Games to Play with Petster

There are many kinds of games that I can play with you. Here are some that I like to play, but if you think up some of your own and teach them to me, I'd love to play them with you!

FETCH

Throw a light ball away from me. See how many claps or how many commands it takes to make me go to the ball and roll it back to you.



Instead of a ball, try an empty round oatmeal box, or tennis ball can, or cardboard tube. These are easy for me to control.

PETSTER GOLF

Using **Obey** (***) , try to use the fewest number of commands to make me touch a target such as a paper cup or my house. If you are playing with a friend, each player can stand on opposite sides of the room and take turns being the target and the "golfer."

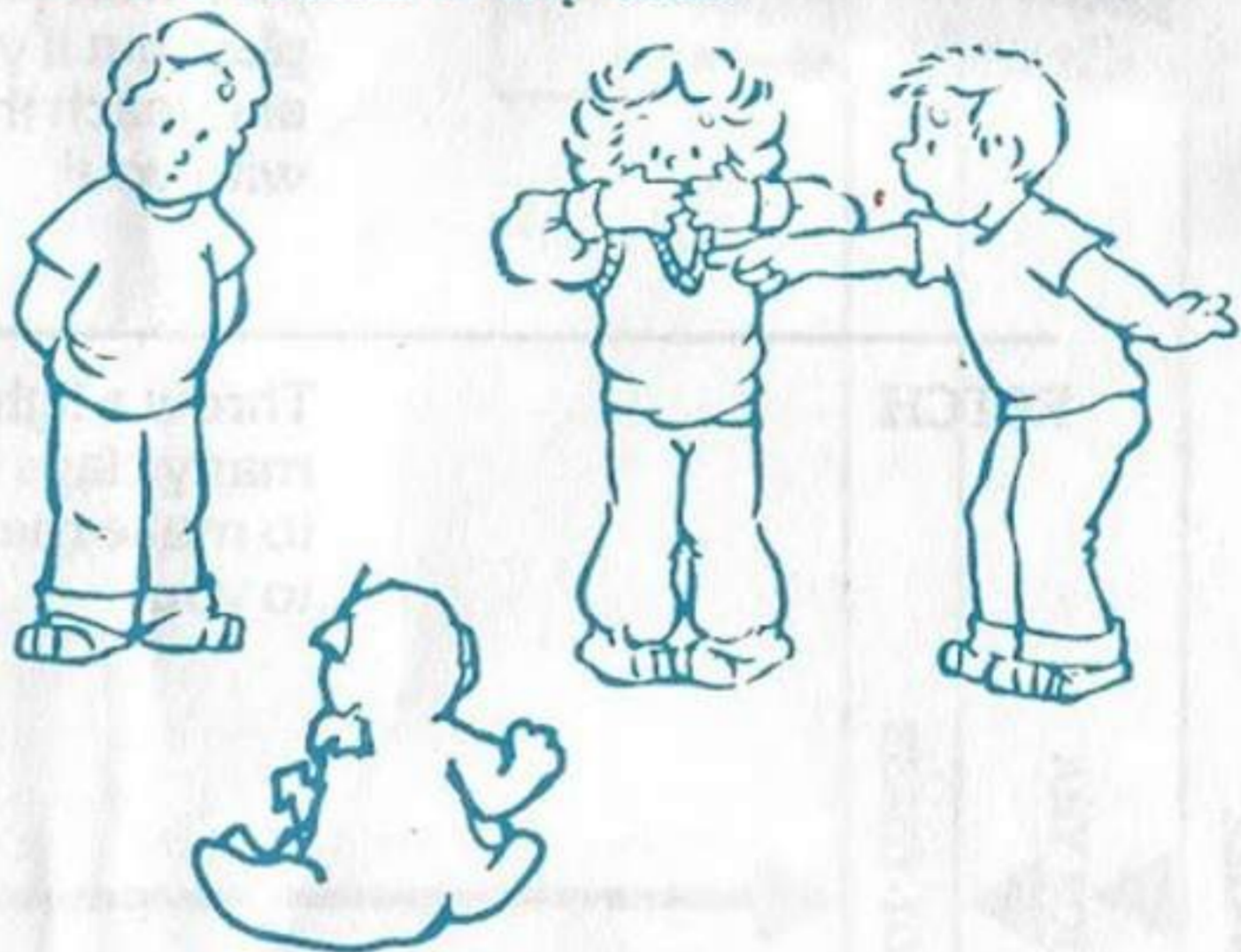
PETSTER TAG

Each player chooses a spot in the room and does not move from that spot. One player is "it" and uses **Obey**, or **Come Here**, or **Go Away** to make me touch the other players. The other players use commands to keep me away from them.

Remember, when I am in **Obey**, you can easily put me back into **Ready-to-Play (**/**)**. If I leave **Obey** and return to **Ready-to-Play**, just give me the **Obey** command again (***)

PETSTER FREEZE TAG

Each player chooses a spot in the room and does not move from that spot. Put me into **Go Play** mode by turning on the **Go Play** switch on the bottom of my base.



Whenever I come to a pause between actions, each player may take one step. But everyone has to freeze when I start to move again. If I touch someone, they get one point. When only one person has not been touched, the game is over, and that person is the winner. Play several rounds, and the person with the fewest number of points is the overall winner.



PETSTER SOCCER

Place paper cups or similar objects on opposite sides of the room. These are the goals. One player stands behind each goal. Put me in the center of the playing field and use claps to make me touch the goal in front of the other person. This can be done with **Come Here**, **Go Away**, or **Obey**.

It's possible to have more than two teams playing at once. Just place the goals around the room in a circle.

STRATEGIES FOR TAG AND SOCCER

When playing **Petster Tag**, **Freeze Tag**, or **Petster Soccer**, the action can obviously get loud at times. This will usually confuse me, because I will be trying to listen to everybody at the same time.

If I hear one player give a **Come Here** command (*) just as another player gives the same command (*), I may hear a **Go Away** command (**) and do just the opposite of what each player wanted me to do.

When I am in **Obey** mode, if one player gives me a **Forward** command (*) and another player immediately gives me a **Turn Left** command (**), the space in between commands will determine whether I hear a **Turn Right** command (***) or a **Roar** command (*/**).

This can be used to great advantage. By listening to the other players' commands, you can use their claps as part of your own commands, actually "stealing" their commands in the process. Pay close attention to the claps and to the rhythms of the pauses.

PIED PETSTER

All players line up behind me. Put me into **Go Play**. Follow me around the room, doing just as I do. Anyone that goofs up is out of the game until only one person is left.

PETSTER SAYS

All players line up across the room from me. Put me into **Go Play**. Whenever I Roar just before an action, everyone repeats that action. But if I perform an action without Roaring no one should move. Anyone that does is out of the game until there's only one person left.



PETSTER PICKUP

Deal a deck of cards all around the room onto the floor. Put me into **Obey**. Players take turns giving me a direction. If I touch a card when a player moves me, that player gets that card. The player collecting the most cards is the winner.

PETSTER OBSTACLE COURSE

Set up an obstacle course around the room using several objects—paper cups, rolled-up socks, or other toys. Choose a starting point and an ending point. See how few claps or commands it takes you to move me around the objects and complete the obstacle course.



DANCING

I love to dance to music. If the music is loud enough and has punchy notes or beats, I'll hear these as commands and perform correspondingly. Take me to a party!



Helpful Hints

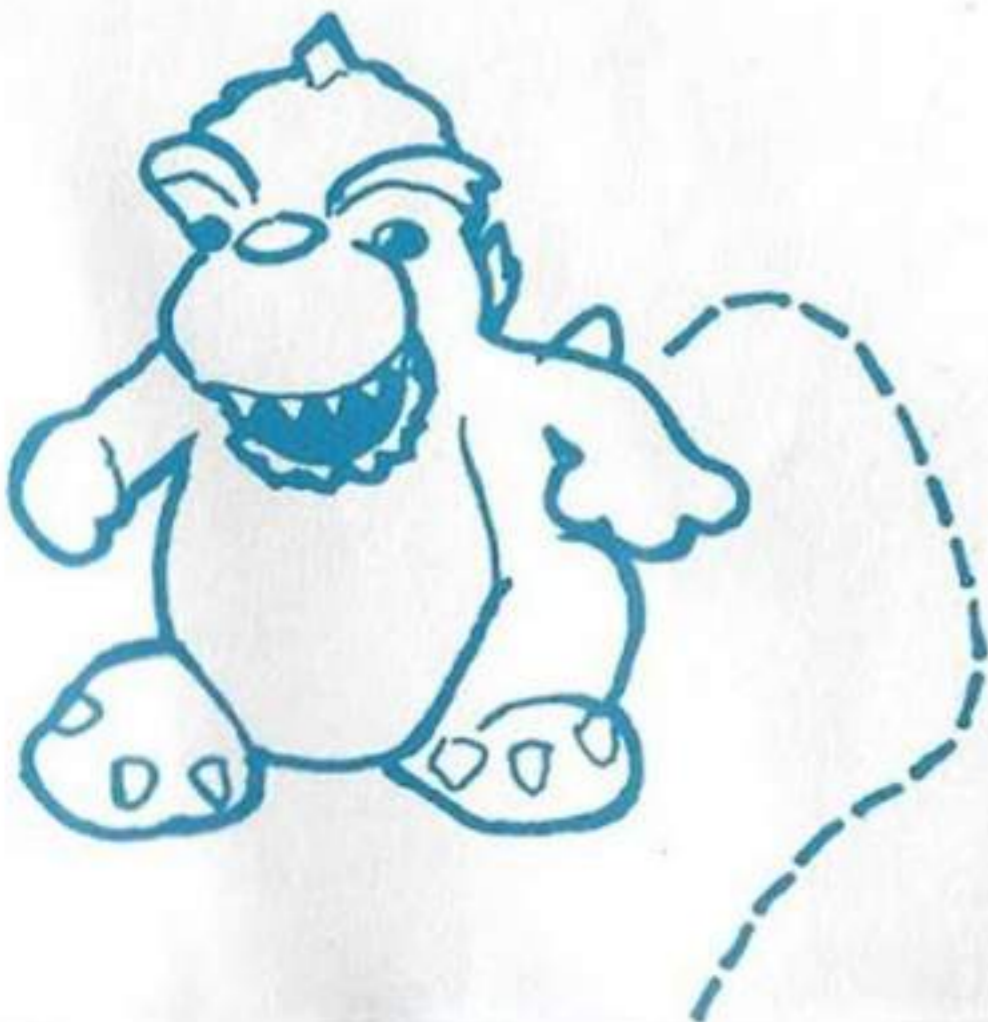
My batteries will last longer on hard surfaces than on carpet, especially thick carpet.

Don't run me in sand or water. And remember, Petsters hate mud!

If you're not going to use me for a few weeks, remove my batteries in case they accidentally leak.

If you take me on a trip, or put me in a noisy environment and don't want me to wake up, you should definitely turn me OFF.

Ultrasonic sounds from some heating and air conditioning systems can confuse my hearing. If I have fresh batteries but still refuse to understand your commands, move me to another room.






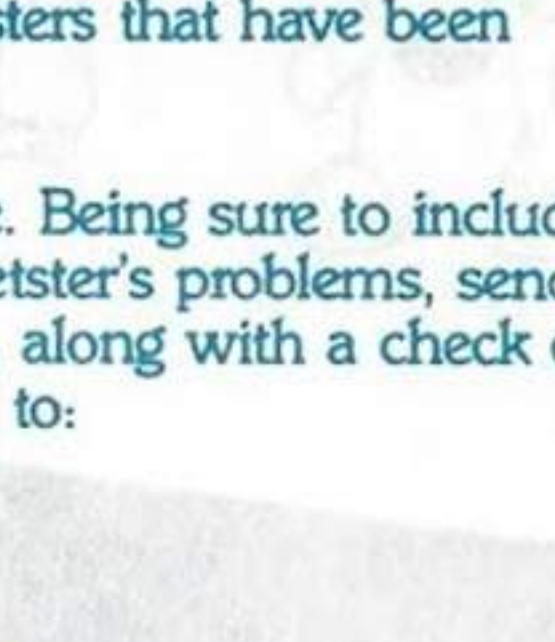
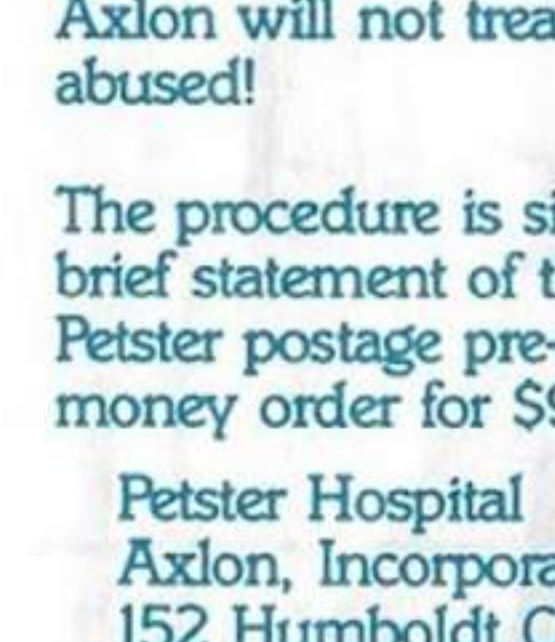
**WHEN PETSTER
GETS SICK
(REPAIRS)**

Axlon, Incorporated offers an inexpensive "hospitalization" service for all Petsters that become damaged, worn, or otherwise ill. For a flat fee of \$9.00, Axlon will fix or replace your Petster, given that its problems result from normal use. Axlon will not treat Petsters that have been abused!

The procedure is simple. Being sure to include a brief statement of the Petster's problems, send your Petster postage pre-paid, along with a check or money order for \$9.00, to:

Petster Hospital
Axlon, Incorporated
152 Humboldt Court
Sunnyvale, CA 94089

Axlon will, at its discretion, repair or replace the Petster and return it to you postage-paid.



WARRANTY

Axlon, Incorporated warrants this toy, given normal and reasonable use, to be free of defects in material and workmanship for 90 days after the original date of purchase.

If the toy becomes defective within the warranty period, mail it postage pre-paid, along with dated proof of purchase, to: Quality Control Dept., Axlon, Incorporated, 252 Humboldt Court, Sunnyvale, CA 94089. We will repair or replace the toy and return it to you postage-paid.

Axlon, Incorporated shall not be liable under this or any implied warranty for incidental or consequential damages. The duration or any implied warranties shall be limited to 90 days after the date of purchase.

Some states do not allow limitations on how long an implied warranty lasts or exclusions or limitation of incidental or consequential damages, so the above exclusions or limitations may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Applicable in U.S.A. only.

**DATED PROOF OF PURCHASE MUST
ACCOMPANY RETURNED TOY.**

If purchased for yourself: M F Age _____
 If purchased as a gift: M F Age _____
 If received as a gift: M F Age _____

Please circle product purchased:
 Party Animals: Darwin Gorilla, Sting Mosquito, Dippity Dolphin, London Frog, Silly Goose, Tetrazini Turkey
 A.G. Bear, A.G. Baby, Grandmaw A.G., Grandpaw A.G., Petster, Petster Deluxe, Petster Puppy, Hamster, Talkabot, Spybot, Other

NAME _____
 ADDRESS _____
 CITY _____
 STATE _____
 ZIP _____
 PRICE _____
 DATE PURCHASED _____
 TELEPHONE _____

To receive special offers on new additions to the exciting line of Axlon products, please complete this postage-paid card and mail it today.

LIMITED WARRANTY

Axlon, Incorporated warrants the electronics in this toy, given normal and reasonable use, to be free of defects in materials and workmanship for 90 days after the original date of purchase.

If the electronics becomes defective within the warranty period, mail the toy (A.G. Bear and A.G. Baby: send sound box only) postage pre-paid, along with dated proof of purchase, to: Quality Control Department, Axlon Inc., 1287 Lawrence Station Road, Sunnyvale, CA 94089. We will repair or replace the electronics and return it to you postage paid.

Axlon, Incorporated shall not be liable under this or any implied warranty for incidental or consequential damages. The duration of any implied warranties shall be limited to 90 days after the original date of purchase.

Some states do not allow limitations on how long an implied warranty lasts or exclusions or limitations of incidental or consequential damages, so the above exclusions or limitations may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Applicable in U.S.A. only.

DATED PROOF OF PURCHASE MUST ACCOMPANY RETURNED TOY.





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NECESSARY
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POSTAGE WILL BE PAID BY ADDRESSEE

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SUNNYVALE, CA. 94089-9897

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DATE OF PURCHASE. IF THE BUYER NOTICES A DEFECT
WITHIN THIS PERIOD, HE OR SHE SHOULD CONTACT
AXLON INCORPORATED IMMEDIATELY BY TELEPHONE OR
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COVER DEFECTS CAUSED BY ACCIDENTS, MISUSE, OR
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WARRANTY MAY BE LIMITED TO 90 DAYS.
THIS WARRANTY DOES NOT ALLOW LIMITATIONS ON THE
REMEDY OR THE EXCLUSION OF INCIDENTAL OR
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