

HOMERSAPIEN™

A FUSION OF TECHNOLOGY AND PERSONALITY

ITEM NO. 8045

AGES: 6+

WWW.ROBOSAPIENONLINE.COM

THE
SIMPSONS™

User Manual

ROBOSAPIEN
HOMER STYLE!



INTRODUCTION

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

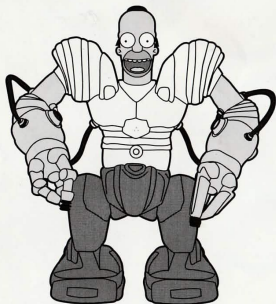
Explore Homersapien's™ vast array of functions and programs. Mold his behavior any way you like.

Be sure to read this manual carefully for a complete understanding of the many features of your new robot buddy.

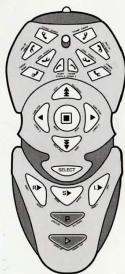
Product Contents:

Check to make sure you have the following:

- (1) Homersapien™
- (1) Infrared Remote Controller
- (1) Pick Up Accessory



Homersapien™



Remote
Controller



Pick Up Accessory

For more information visit: www.robosapienonline.com



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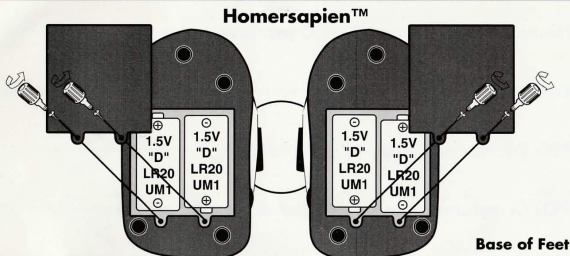
BATTERY DETAILS

BATTERY REQUIREMENTS:

Your robot is powered by 4 x "D" size Alkaline batteries (2 batteries in each foot).
Your remote controller is powered by 3 x "AAA" batteries.

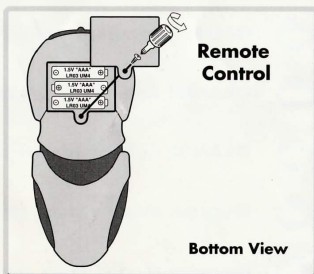
BATTERY INSTALLATION:

- Be sure the robot power button is in the OFF position (OUT) before installing or changing batteries.
- Remove the battery covers with a Phillips/crosshead screwdriver as shown.
- Install recommended batteries as shown, making sure battery polarity is correct.
- Replace battery doors and carefully tighten all screws.



IMPORTANT BATTERY INFORMATION

- Do not dispose of batteries in fire. Batteries may explode or leak.
- Do not mix used and new batteries. Replace all batteries at the same time.
- Do not mix alkaline, standard (Carbon Zinc) or rechargeable (Nickel-Cadmium) batteries. Only use new batteries of the same type.
- Due to small parts, it is recommended that batteries be installed or replaced only by adults.
- Batteries must be inserted with the correct polarity or the robot will not work.
- Dead batteries should be removed so they don't leak and damage the battery contacts.
- Do not short circuit battery terminals or battery contacts.
- Do not try to recharge non-rechargeable batteries.
- Rechargeable batteries are not recommended for use in this robot.



Low Battery Indicators:

When Homersapien's™ batteries grow weak, your Homersapien™ will move and walk very slowly.

- When this occurs, power robot OFF and replace all batteries.

When the remote controller's batteries grow weak, the indicator light will shine very dimly.

- When this occurs, replace all the batteries in the remote controller.

NOTE:

- Robot will just stop when battery power gets VERY low. Power off and replace all batteries.
- Some lighting or sunlight can interfere with Infrared signals. Move the robot into shadow.



HOMERSAPIEN™ BODY OVERVIEW

1. Infrared receiver

Always point the Controller towards Homersapien's™ head.

5. Palm Lights (Both hands)

Light up when you move an arm or when you press STOP.

4. Hand Sensors (Both hands)

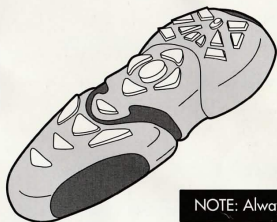
Sense touch at the tips of the longest fingers.

2. Sonic Sensor

Senses sounds when in LISTEN mode.

3. Foot Sensors (Both feet)

Sense any touch to the front or back of the foot.



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

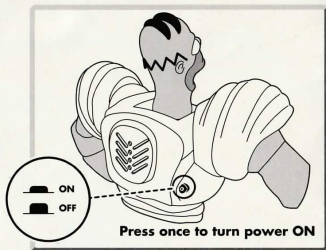


HOMERSAPIEN™ OPERATION OVERVIEW

Homersapien™ has 67 easy to access command functions.

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

Explore the unique multi-level remote control for hours of fun and action!



Where is Homersapien's™ power switch?

- The power switch is located on the robot's back, below the right shoulder blade.
- Press once to turn ON. Homersapien™ will awaken with a loud introduction "I'm awake! I'm awake! I'm a productive member of the team! You can't fire me, I quit." Homersapien™ is now ready for your commands.

How do I access the levels of commands on the Controller?

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

What are the RED command buttons for?

- The red commands on the upper sections of the controller directly control Homersapien's™ movements (arms and legs). For further information see page 7.
- The red commands on the lower section of the controller are used for Programming your Homersapien™ - for detailed information see pages 13 to 15.

What are the GREEN command buttons for?

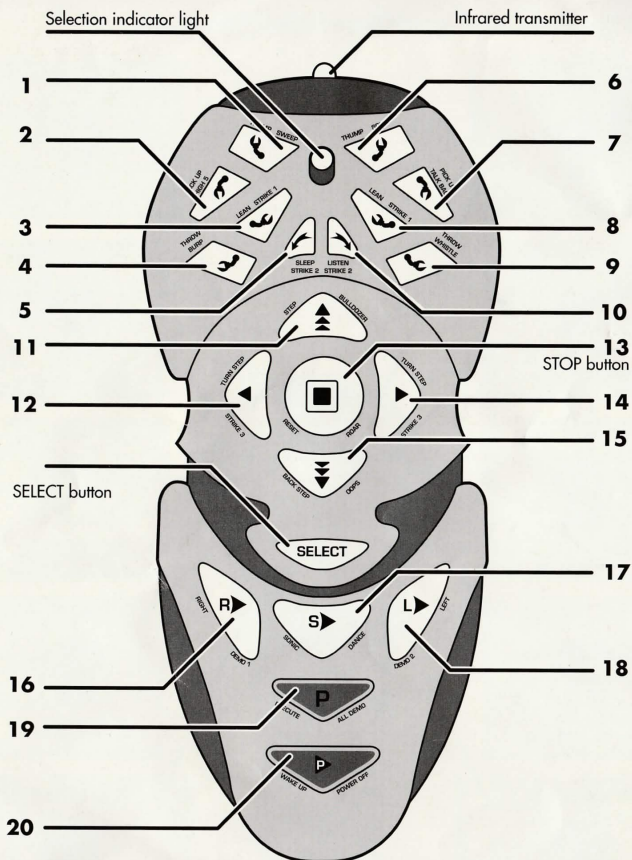
- The green commands on the upper sections of the controller execute combination actions (Pick Up, Throw). For further information see page 9.
- The green commands on the lower section of the controller execute your Programmed sequences - for detailed information see pages 13 to 15.

What are the ORANGE command buttons for?

- The orange commands on the upper sections of the controller access "attitude actions" (ie., "High-5", "Burp"). For further information see page 11.
- The orange commands on the lower section of the controller execute three pre-programmed demo sequences - for detailed information see page 12.



CONTROLLER INDEX



NOTE: The LEFT side of the Controller operates Homersapien's™ RIGHT side, the RIGHT side of the Controller operates Homersapien's™ LEFT side.



RED COMMANDS - UPPER CONTROLLER

Red Commands directly control Homersapien's™ movements.

1 • RIGHT ARM UP



• Press twice to fully raise arm up.

2 • RIGHT ARM DOWN



• Press twice to fully lower arm down.

3 • RIGHT ARM IN



• Press twice to fully turn arm inwards.

4 • RIGHT ARM OUT



• Press twice to fully turn arm outwards.

5 • TILT BODY RIGHT



• Press once to tilt body to the right.

6 • LEFT ARM UP



• Press twice to fully raise arm up.

7 • LEFT ARM DOWN



• Press twice to fully lower arm down.

8 • LEFT ARM IN



• Press twice to fully turn arm inwards.

9 • LEFT ARM OUT

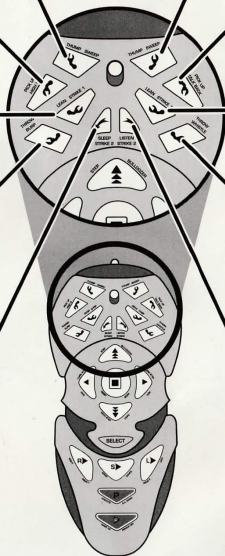


• Press twice to fully turn arm outwards.

10 • TILT BODY LEFT



• Press once to tilt body to the left.



RED COMMANDS - MIDDLE & LOWER BODY

- For best performance, use on flat surfaces or low carpet.

- Shag carpeted surfaces may limit the walking function slightly.



11• WALK FORWARD

- Press once to walk forward.
- Press twice to move forward slowly.

12• TURN RIGHT

- Press once to turn right on the spot.

14• TURN LEFT

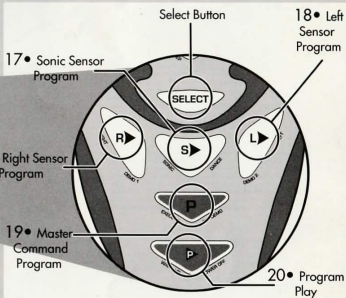
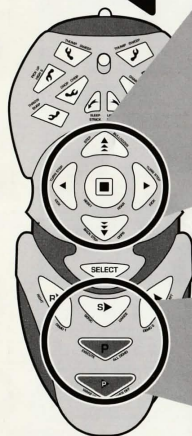
- Press once to turn left on the spot.

15• WALK BACKWARD

- Press once to walk backwards.
- Press twice to move backwards slowly.



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



Programming is covered in detail on page 13-15.



GREEN COMMANDS - UPPER CONTROLLER

Green Commands access combination actions.

To access the Green Commands, first press the SELECT button () once. The GREEN indicator light will LIGHT AND HOLD to confirm the selection.



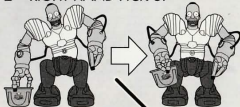
1 • RIGHT HAND THUMP

- Homersapien's™ right arm lifts and presses downward.

6 • LEFT HAND THUMP

- Homersapien's™ left arm lifts and presses downward.

2 • RIGHT HAND PICK UP



- Place Pick Up Accessory next to Homersapien's™ right foot (see diagram) and he'll pick it up and says "Mmm...donuts (drools)"

7 • LEFT HAND PICK UP



- Place Pick Up Accessory next to Homersapien's™ left foot (see diagram) and he'll pick it up and says "Mmm...donuts (drools)"

3 • LEAN BACKWARD

- Homersapien™ leans backward and opens his arms!

8 • LEAN FORWARD

- Homersapien™ leans forward and closes his arms!

4 • RIGHT HAND THROW

- If an object is already in Homersapien's™ right hand, press Throw and he'll toss it!

9 • LEFT HAND THROW

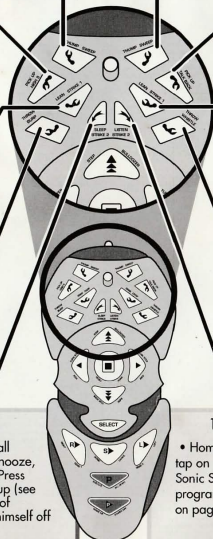
- If an object is already in Homersapien's™ left hand, press Throw and he'll toss it!

5 • SLEEP

- Homersapien™ goes to sleep (all sensors are inactive) and says "Snooze, need more snooze" then snores. Press STOP or WAKE UP to wake him up (see page 10). After approx. 2 hours of uninterrupted sleep, he'll power himself off to save energy.

10 • LISTEN

- Homersapien™ responds to a sound or tap on his body with a default grunt, or a Sonic Sensor Program sequence programmed by you. See Programming on page 14 for further details.



GREEN COMMANDS - MIDDLE & LOWER CONTROLLER

12 • RIGHT TURN STEP

- Rotates Homersapien™ 45 degrees to the right.

11 • FORWARD STEP

- Homersapien™ takes two steps forwards and repeats "Woo hoo!" twice.

13 • RESET

- Resets Homersapien™ to his original Default position.

15 • BACKWARD STEP

- Homersapien™ takes two steps backwards.

14 • LEFT TURN STEP

- Rotates Homersapien™ 45 degrees to the left.

16 • Right Sensor Program Execute

- Plays right sensor routine.
- See Programming Mode - touch sensors, page 13.

SELECT BUTTON

- Press once to access GREEN Commands, press twice to access ORANGE Commands.

19 • Master Command Program Execute

- Plays program routine.
- See Programming Mode - master command, page 15.

18 • Left Sensor Program Execute

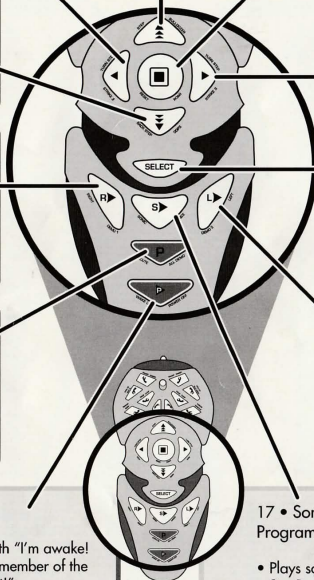
- Plays left sensor routine.
- See Programming Mode touch sensors, page 13.

20 • Wake Up

Homersapien™ wakes up with "I'm awake! I'm awake! I'm a productive member of the team! You can't fire me, I quit!"

17 • Sonic Sensor Program Execute

- Plays sonic routine.
- See Programming Mode sonic sensor, page 14.



ORANGE COMMANDS - UPPER CONTROLLER

Orange Commands access actions with attitude.

To access the ORANGE Commands, press the SELECT button () TWICE. The orange indicator light will LIGHT AND HOLD to confirm the selection.



1 • RIGHT HAND SWEEP

- Waves his right hand up high and says "Feeling stupid? I know I am!"

6 • LEFT HAND SWEEP

- Waves his left hand up high and says "Feeling stupid? I know I am!"

2 • HIGH 5

- Homersapien™ stretches up for a big High 5 and says "If you need me, I'll be at Moe's"

7 • TALK BACK

- Homersapien™ Grunts and gestures.

3 • RIGHT HAND STRIKE 1

- Homersapien™ performs an inside strike.

8 • LEFT HAND STRIKE 1

- Homersapien™ performs an inside strike.

4 • BURP

- High technology doesn't mean better table manners!

9 • WHISTLE

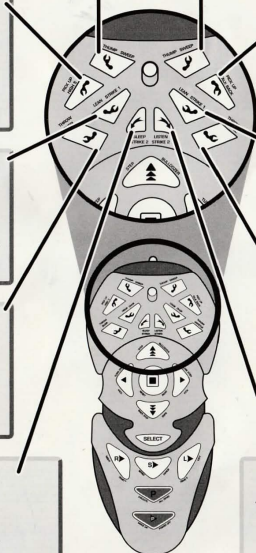
- Listen to that crazy Wolf Whistle! Nice software.

5 • RIGHT HAND STRIKE 2

- An open hand strike.

10 • LEFT HAND STRIKE 2

- An open hand strike.



ORANGE COMMANDS - MIDDLE & LOWER CONTROLLER

12 • RIGHT HAND STRIKE 3

- Homersapien™ performs an outside "pyew" strike.

11 • BULLDOZER

- Pushes forward 8 steps and shouts "Run for your lives everyone! This is not a drill!"

13 • ROAR

- Homersapien™ lifts both arms and roars!

15 • OOPS!

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

14 • LEFT HAND STRIKE 3

- Homersapien™ performs an outside "pyew" strike.

16 • DEMO 1

- Homersapien™ comes out Karate chopping!

SELECT BUTTON

- Press once for GREEN commands. Press twice for ORANGE Commands.

19 • ALL DEMO

- All 3 pre-programmed DEMOs play in a row.

18 • DEMO 2

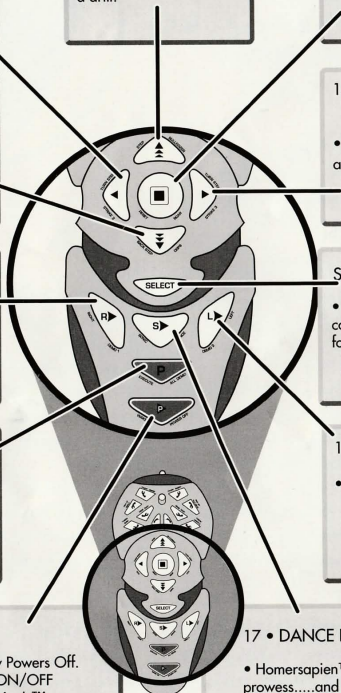
- The ultimate in Attitude!

20 • POWER OFF

- Homersapien™ completely Powers Off. To reactivate him, press the ON/OFF button (located on Homersapien's™ back) twice.

17 • DANCE DEMO

- Homersapien™ shows off his dance prowess.....and he's got the moves!



PROGRAMMING MODE - TOUCH SENSORS

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

- 1) Right Sensor Program ()#16
- 2) Left Sensor Program ()#18
- 3) Sonic Sensor Program ()#17
- 4) Master Program ()#19



• Touch Sensors:

The sensors on Homersapien's™ Fingers, Toes and Heels can all be programmed to respond when touched. They also trigger whenever he walks into an obstacle and will respond by saying "D'oh!"

• Right & Left Sensor Programs:

- a) Ensure the Controller is in normal mode (indicator light on Controller is DARK).
- b) Press the Right or Left Sensor Program button once (Homersapien™ beeps - you are now in program mode).
- c) Program up to six steps (the Select button does not count as step). For example:
Walk Forward, Right Arm Out, Left Arm Out, (SELECT, SELECT, ROAR), Tilt Body Right, Tilt Body Left.
- d) Homersapien™ will now automatically repeat your programmed sequence.
- e) If you wish to program less than six steps, you need to 'close' the program by pressing PROGRAM PLAY () once, after you've completed your selection - for example:
Walk Forward, Turn Right, ( , ) High 5, PROGRAM PLAY ().
- f) To trigger the sensor, touch a long finger, or a toe/heel sensor (on the side corresponding to the sensor program you set). Alternatively press SELECT once (GREEN command mode), followed by R> or L> Sensor Program Execute (depending on which side has been programmed) and he'll also run through the routine.

• Clearing the Program/Holding the Program:

- a) To clear the program and return to the Default program, press the Right, or Left Sensor Program button once, followed by the Program Play button and the program will clear.
- b) Turning Homersapien™ off will also clear any previously set programs.
- c) Use the Sleep function to hold the program in Homersapien's™ memory for up to two hours.



PROGRAMMING MODE - SONIC SENSOR

Homersapien™ can be set up as a "room guard" or can even start dancing to your favorite music using the built-in Sonic Sensor Program function.

• Sonic Sensor Programs:

- a) Ensure the Controller is in the normal Command mode (indicator light on the Controller is DARK).
- b) Press the Sonic Sensor Program button () once; Homersapien™ says "BEEP!". You are now in program entry mode.
- c) Program up to SIX steps (the SELECT button does not count as a step).
 - For example:
WALK FORWARD, RIGHT ARM OUT, STOP,
( ,  - ROAR), TILT BODY RIGHT, TILT BODY LEFT. After six steps, Homersapien™ will automatically repeat your programmed sequence so you can check what it will do.
- d) If you wish to program less than six steps, you need to 'close' the program by pressing PROGRAM PLAY () after you've completed your selection - for example:
WALK FORWARD, ( ,  - HIGH 5), WALK BACKWARDS, PROGRAM PLAY.
- f) To review your program again, press SELECT once (Controller indicator light goes GREEN), followed by Sonic Sensor button. Homersapien™ will run through your routine.
- g) To put Homersapien™ into SONIC RESPONSE mode, press SELECT followed by LISTEN. He'll now wait for a sharp sound or tap on his body, then run through your programmed routine.

• Clearing the Program/Holding the Program:

- a) To clear the sonic program and return to the Default program, press the Sonic Program button once, then PROGRAM PLAY.
- b) Turning Homersapien™ off will also clear any programs.
- c) Use the Sleep function (SELECT, SLEEP) to hold the program in Homersapien's™ memory for a up to two hours.



PROGRAMMING MODE - MASTER COMMAND

A main feature of the Homersapien™ is that he can be programmed in segments. The 14 step Master Program can "link in" any 6-step Sensor Program for long play routines.

• Master Programs:

- Ensure the Controller is in the Red Command mode (indicator light on the Controller is DARK).
- Press the MASTER PROGRAM () button once; Homersapien™ says "Beep". You are now in program entry mode.
- Program up to fourteen steps (the SELECT button does not count as a step - see Touch Sensors page 13 for example).
- After 14 steps, the Homersapien™ will automatically execute your Master Program sequence.
- If you wish to program less than fourteen steps, you need to 'close' the program by pressing PROGRAM PLAY ().
- for example: Walk Forward, Turn Right, Walk Forward, Turn Left, Walk Backward, ( , ) High 5, Program Play.
- To execute your program at any time, press PROGRAM PLAY.
- To execute your program without linking in the sensor programs (so you can quickly review your Master Program sequence), press SELECT, then MASTER PROGRAM.



• Clearing the Program/ Holding the Program:

- To clear the Master Program, press the MASTER PROGRAM button once, then press the PROGRAM PLAY Button. The robot goes "OUAH!" to confirm the program is cleared.
- Turning Homersapien™ off will also erase any Master Programs.
- If you wish to keep your program, use the Sleep function (SELECT-SLEEP) to hold the program in Homersapien's™ memory for up to two hours.

• Extending the Program:

- You can extend the length of the Master Command Program beyond fourteen steps by "linking in" any of the three Sensor Programs. Sensor Programs can be mixed and matched in any pattern.
- First pre-program any Sensor Program with a routine (see previous pages 13 & 14).
- Press Master Program to enter your program as normal. Press SELECT then press any R>, S>, or L> buttons. This sensor routine will be stored as ONE STEP in your master program. Repeat to add additional sensor routines. On playback, those routines will play with no pause between execution.
- To enter a Master Program so that the robot waits for each sensor input, enter your program as normal then just press either R>, S>, or L> as one step. On playback, the robot will STOP at the beginning of each sensor routine waiting for either a sensor touch or sound. For example: WALK FORWARD, WALK BACKWARD, ( - R>), R>, ( ,  - STOP), ( - L>), L>, STOP, ( - S>), LEFT ARM UP, ( - S>), S>, S>, PROGRAM PLAY.



TROUBLESHOOTING GUIDE

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

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



NOTES

(USE THIS PAGE TO WRITE DOWN YOUR FAVORITE PROGRAM COMBOS!)

[illegible]

NOTES

R ▶ Right Sensor

1
2
3
4
5
6

S ▶ Sonic Sensor

1
2
3
4
5
6

L ▶ Left Sensor

1
2
3
4
5
6

P Master Program

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



CAUTION

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

NOTE

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

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or experienced radio/TV technician for help.



8045U501TOP(TOT)

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www.wowwee.com

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address for future reference.
Product and colors may vary.
Packaging printed in China.
This product is not suitable for children
under 3 years because of small parts -
choking hazard.

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