

**Owner's Manual
and
Training Guide**



PETSTER

™

Picture

THE SMART NEW BREED FROM AXLON

Congratulations!

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You are now the proud new owner of the ultimate electronic pet—Petster Deluxe! 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 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.



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Feeding Your Petster

I'll be famished when you first bring me home. To perk me up, feed me six "D" batteries.

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



BATTERY INSTALLATION

Make sure the ON/OFF switch on my collar is set to the OFF position. Open the battery compartment, and install the batteries, being careful to match the plus (+) and minus (-) signs on the batteries and in the compartments. Close the battery compartment door securely.



BATTERY LIFE

My solid state electronics allow long battery life between feedings. If my movements become sluggish, or if I refuse to properly perform the commands you give me, it's probably time to feed me fresh batteries.

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

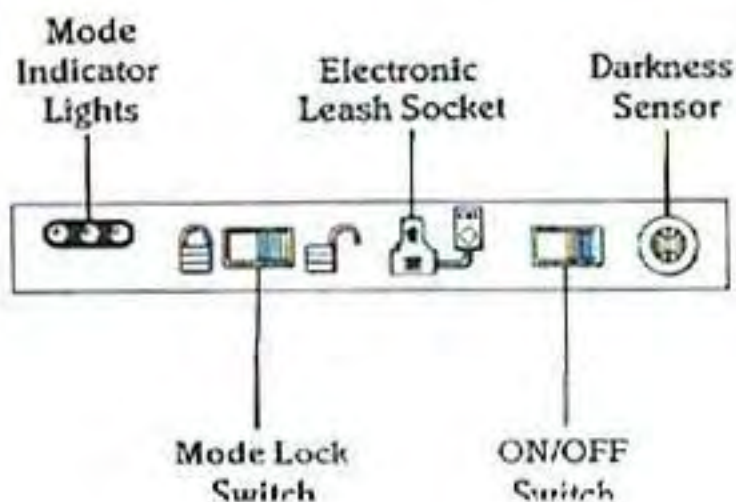
When you consider how inexpensive I am to feed, and that I don't have to be fed once or twice a day, you can see what an improvement I am over the old-fashioned pets of yesteryear.



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.

Collar Control Center

Take a look at my collar. Here you will find my ON/OFF Switch, the Socket for my Electronic Leash, three Mode Indicator Lights, and a Mode Lock Switch.



The **Mode Indicator Lights** glow in different combinations of red, yellow, or green to tell you what mode I'm in.

You can turn on the **Mode Lock Switch** to make me stay in a mode indefinitely. This comes in handy for playing games and for making me my most obedient.

And you can attach my **Electronic Leash** to take me for a walk!



Playing with Petster

Keep your fingers away from my wheels. Move the ON/OFF switch on my collar 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**.



ASLEEP

When you first turn me on, or when you finish playing with me and the room is quiet, I will be **Asleep**. My eyes and my Mode Indicator Lights will not be lit up.



I will wake up from **Asleep** into my **Ready-to-Play** mode if I hear any loud sound, or if you pet me, or if a shadow falls on me.



READY-TO-PLAY

If I am turned on, and if I don't wake up when you make a loud sound near me (try clapping), check to make sure my batteries are installed correctly.

When I wake up from my **Asleep** mode, my eyes will start flashing. This tells you I am now in my **Ready-to-Play** mode. From this mode I can be given 10 distinct commands:

1. Come
2. Go Away
3. Obey
4. Go Play
5. Training
6. Talk
7. Explore
8. Go to Sleep
9. Act . . .
10. Dance



Come and **Go Away** each produce a single action. Then I automatically return to **Ready-to-Play** mode. **Obey**, **Go Play**, **Training**, **Talk**, **Explore**, **Act . . .**, and **Dance** are modes that I will stay in for a while, or until you take me out of them. **Go to Sleep** shuts off almost all my power.

While in **Ready-to-Play** mode, if I hear no sounds for about 10 seconds, or if you don't pet me for about 10 seconds, I will circle round a few times, turn off my flashing eyes, and fall into my **Asleep** mode. I like lots of attention!



PURRING

If you pet me by running your hand over my neck, I will purr. When I am purring, I refuse to accept any commands until I'm through purring. I don't purr when petted when I'm in **Talk** mode or when you attach my **Electronic Leash**.



ELECTRONIC LEASH

If you plug my Electronic Leash into the Leash Socket on my collar, I am very obedient. I will perform all my actions and sounds for you. Take me for a walk!



To connect the Leash, push up on the tab on the Leash Socket Cover on my collar. Hold the Leash Jack with the gold contacts pointing down, and push the Leash Jack into the Socket. The Leash Socket Cover will snap back over the Jack to hold it in place. All three of the Mode Indicator Lights on my collar will light up, and my eyes will light up without flashing.

The leash gives you direct control over moving me forward or backward, left or right, or having me meow in different voices, or purr or talk.

If you guide me into a wall or into an obstacle that I can't get across, I'll stop and meow angrily. Back me up or turn me away, and guide me in another direction.

To remove the Leash, push up on the tab on the Leash Socket Cover and pull the Leash Jack out of my collar. I will automatically return to Ready-to-Play mode.



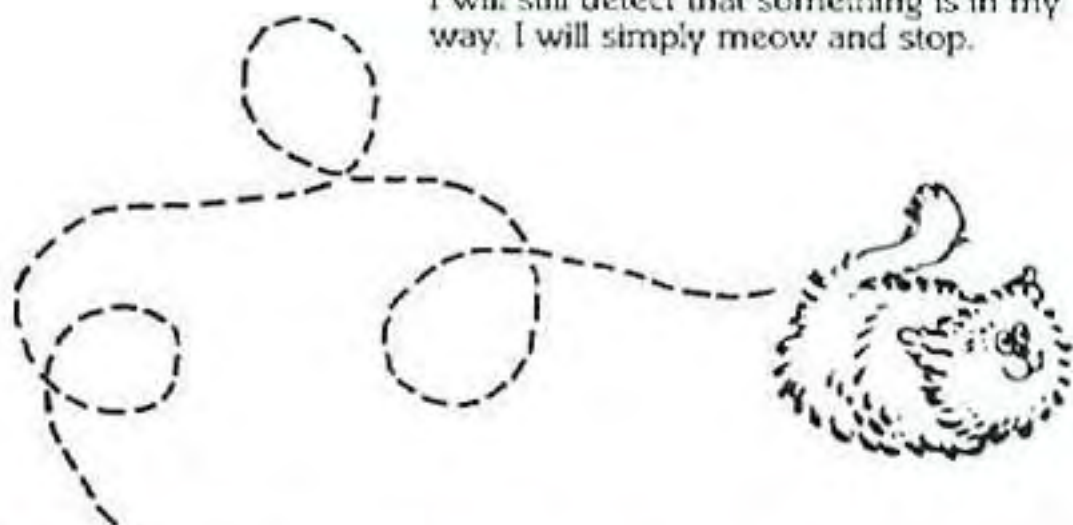
OBSTACLE SENSING

When I am moving forward, I detect obstacles before I run into them. I will stop a few inches before reaching them, turn away from the obstacle, and move on.

If I get caught in a trap and detect obstacles no matter where I turn, I will stop and meow angrily. Come and help me!

I don't use my obstacle sensor when you connect my Electronic Leash, or when I am in **Obey mode** or **Training mode**.

If I do run into something I didn't "see," I will still detect that something is in my way. I will simply meow and stop.



GIVING PETSTER COMMANDS

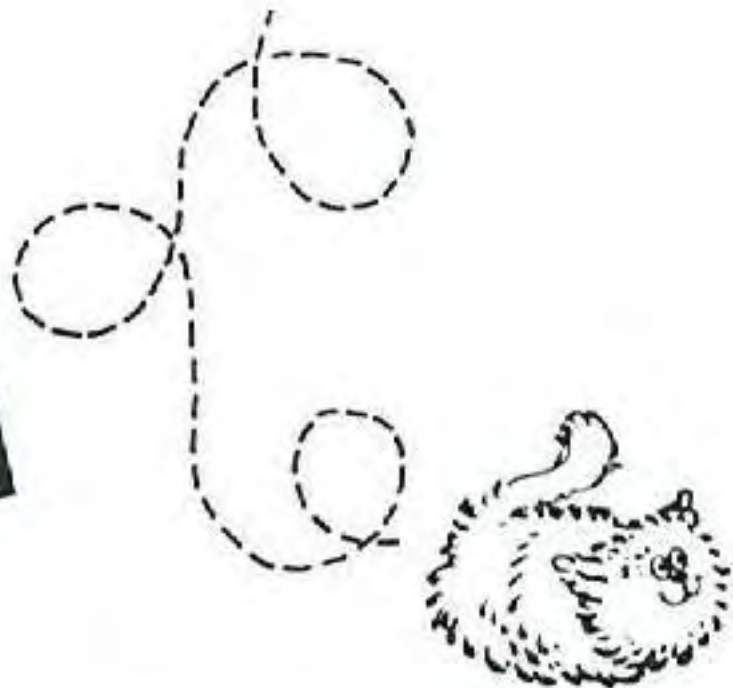
Without my Electronic Leash connected, you can control me with sharp sound commands. A handclap is good. But any short, sharp sound will do. Try other sounds and words, such as, "Come!" or "Hey!" or slapping two sticks together.

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. If I hear three confusing commands in a row, I'll meow with frustration.

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

Petster Command Modes



COME

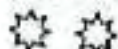


From the Ready-to-Play mode: When I hear one handclap (*), I turn in the direction of the sound and move forward. You can use this command to call me to you.

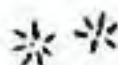
If you clap from directly behind me, I will sometimes think I heard the sound from in front of me, and mistakenly move forward. Try again.



GO AWAY (SIC 'EM!)



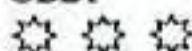
From the Ready-to-Play mode: When I hear two handclaps (**), I turn away from the sound and move forward. You can use this command to make me chase something or to go over to a friend.



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 directional commands. This is my Obey mode. When I am in this mode, my Mode Indicator Light will be red.

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
- */** Meow
- **/* Mew Twice

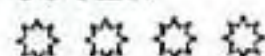
From Obey mode, I will return to Ready-to-Play mode if you give me this command: two claps, pause, two claps (**/**). Or if I hear no commands for 10 seconds, I'll automatically return to Ready-to-Play .

If I hear three commands in a row that don't make sense, I'll meow and return to Ready-to-Play .

Remember, if you run me into an obstacle, I will stop trying to move.



GO PLAY



From the Ready-to-Play mode: When I hear four claps (****), I know that I am free to run around all by myself. When I am in this mode, my Mode Indicator Light will be yellow.

In Go Play I'll perform a series of actions, with a 3-5 second pause between most actions.

When I am pausing between actions, you can tell me to immediately start the next action by clapping once. Other clap commands will change the length of time I pause between actions:

- * Execute next action immediately
- ** Set pause to 3-5 seconds
- *** Set pause to 5-10 seconds
- **** Set pause to 7-25 seconds

When I am through playing (after 10-20 actions), I will automatically return to **Ready-to-Play** mode. Or during one of my pauses you can return me to the **Ready-to-Play** mode with the ****/**** command.

If I hear three commands in a row that don't make sense, I'll meow and return to **Ready-to-Play**.



TRAINING



From the **Ready-to-Play** mode
When I hear five claps (*****), I can be trained to perform a series of up to 20 actions or sounds on cue. When I am in this mode, my Mode Indicator Light will be green.

Use the same commands for forward, left, right, back up, meow, and mew that you use in **Obey** mode. After each command, I will meow back to you the same number of claps you gave me. For example, if you clap twice to tell me to turn left, I will meow twice to tell you that's what I intend to do.

You can give me from one to twenty commands to memorize. When you want me to perform the series of commands, give me this "go" command: ****/****. Or, if you don't give me a new command for 10 seconds, I will start performing the series of commands all by myself!

I will perform the actions in the same order as you gave them to me. I will then automatically return to **Ready-to-Play** mode. If you put me into **Training** mode again and don't give me a new series of commands, the "go" command (****/****) will cause me to perform the previous series again.

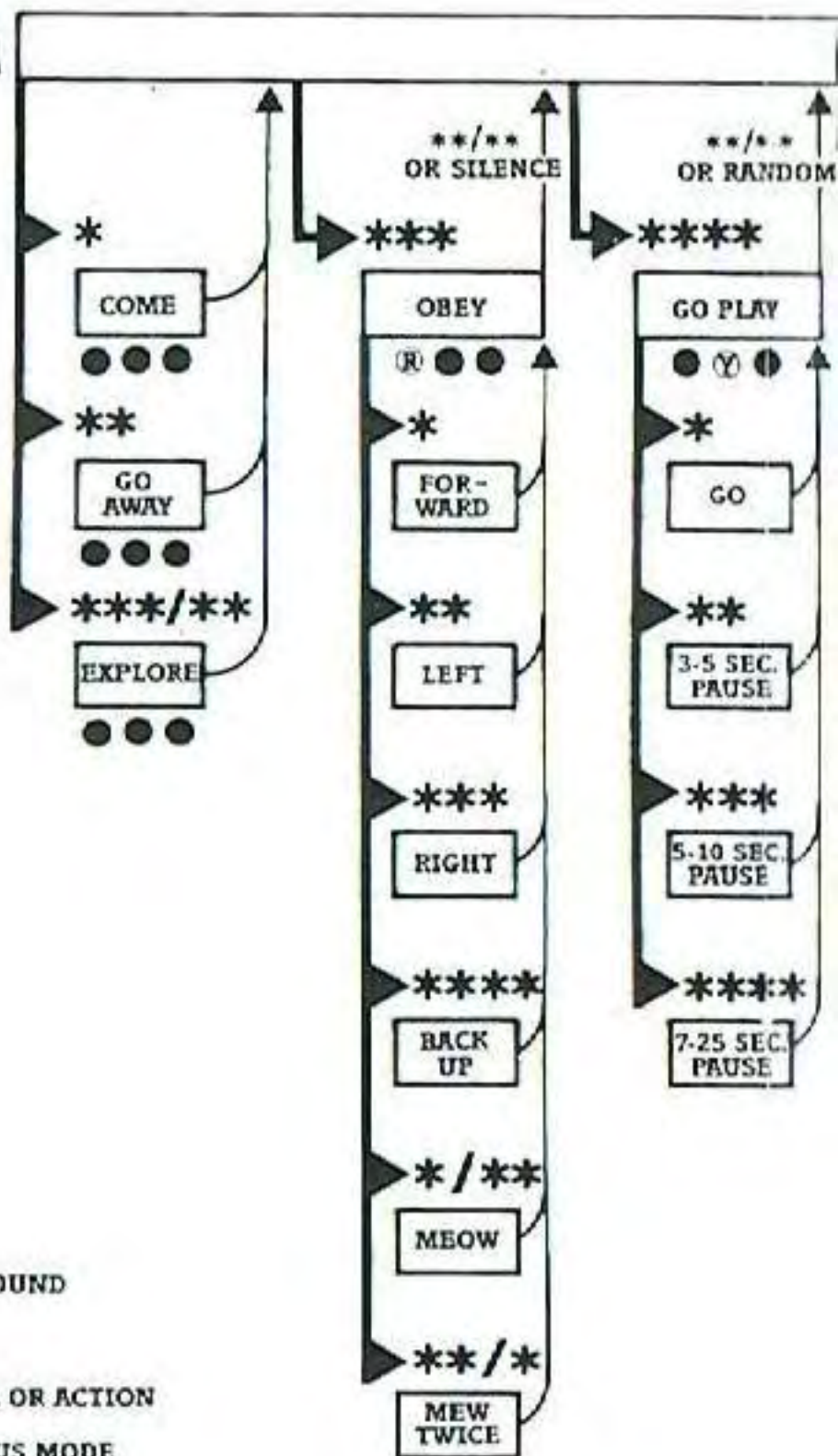
Remember, if you run me into an obstacle, I will stop trying to move.

If I hear three commands in a row that don't make sense, I'll meow and return to **Ready-to-Play**.



PETSTER When

Command Chart



* MEANS ONE CLAP OR SOUND

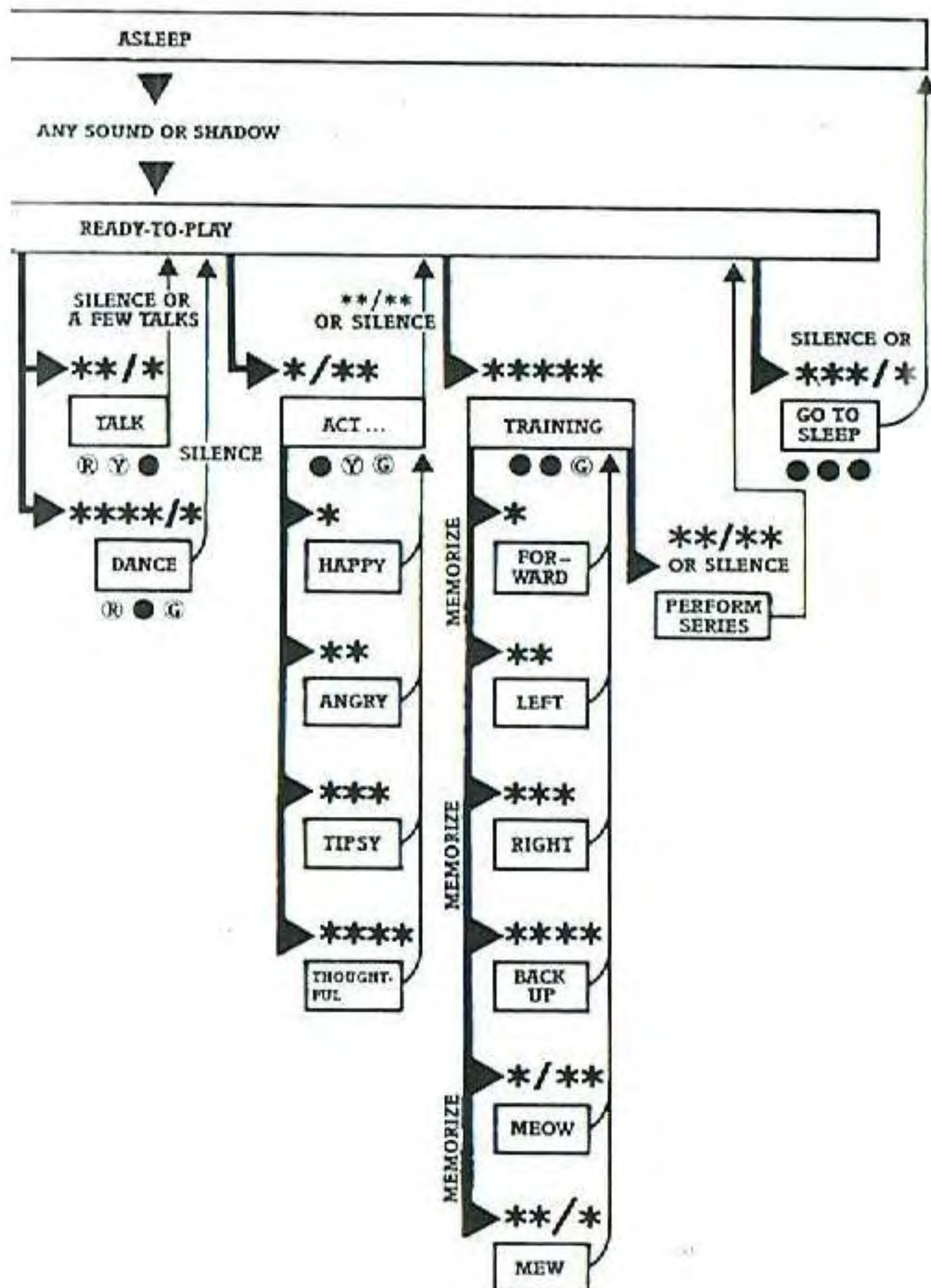
/ MEANS PAUSE

➔ LEADS TO A NEW MODE OR ACTION

⬆ RETURNS TO A PREVIOUS MODE

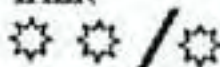
COLLAR LIGHTS

R RED Y YELLOW G GREEN





TALK

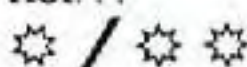


From the Ready-to-Play mode:
When I hear two claps, a pause, and another clap (**/*), I will carry on a conversation with you. When I am in this mode, my Mode Indicator Lights will be red and yellow.

Each time I hear your voice or any other sound, I'll meow a response. After 15 responses or after 5 seconds of not hearing anything, I will return to Ready-to-Play mode.



ACT . .



From the Ready-to-Play mode:
When I hear one clap, a pause, and two more claps (*/**), I am ready to act out some of my special personality traits. When I am in this mode, my Mode Indicator Lights will be yellow and green.

Use these commands to watch me act . .

- Happy
- Angry
- Topsy
- Thoughtful

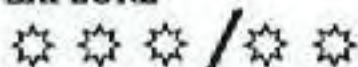


If I hear no commands for 10 seconds, I will return to Ready-to-Play mode, or if you give me this command: **/*.

If I hear three commands in a row that don't make sense, I'll meow and return to Ready-



EXPLORE



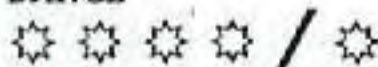
From the Ready-to-Play mode:

When I hear three claps, a pause, and two more claps (***/**), I will adventurously explore my environment. None of my Mode Indicator Lights will be lit.

I will always move forward or turn when I am exploring. After 10-20 movements, I will return to Ready-to-Play. Send me on an expedition!



DANCE



From the Ready-to-Play mode: When I hear four claps, a pause, and another clap (****/*), I feel like dancing!

When I am in this mode, my Mode Indicator Lights will be red and green.

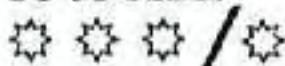


I will respond to the beats of loud music by spinning left, spinning right, moving forward, then backward, and generally just having a great time! Wanna dance?

If I hear no sounds for 5 seconds, I will return to Ready-to-Play.



GO TO SLEEP



From the Ready-to-Play mode: When I hear three claps, a pause, and another clap (***/), I will circle round a few times, turn off my eye lights, and fall into my Asleep mode. I can be awakened by any sharp sound or by being petted.



MODE LOCK SWITCH

In most of my modes I will automatically return to **Ready-to-Play** after performing one or a few actions. It is easier to play some games and activities with me if you lock me into a mode.

If you want me to stay in a particular mode, put me into that mode and turn on my Mode Lock Switch. Or turn on the Mode Lock Switch when I'm in **Ready-to-Play**, then command me into the mode.

I will stay in that mode until you turn off the Switch. I will then return to **Ready-to-Play** after a few seconds of silence or after you give me the command to go from that mode into **Ready-to-Play**. When the Mode Lock Switch is on, the ****/**** command will not return me to **Ready-to-Play**.

You can not lock me into **Explore** 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. Try playing with the Mode Lock Switch turned on in **Obey (***)** or **Training (****)**.



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



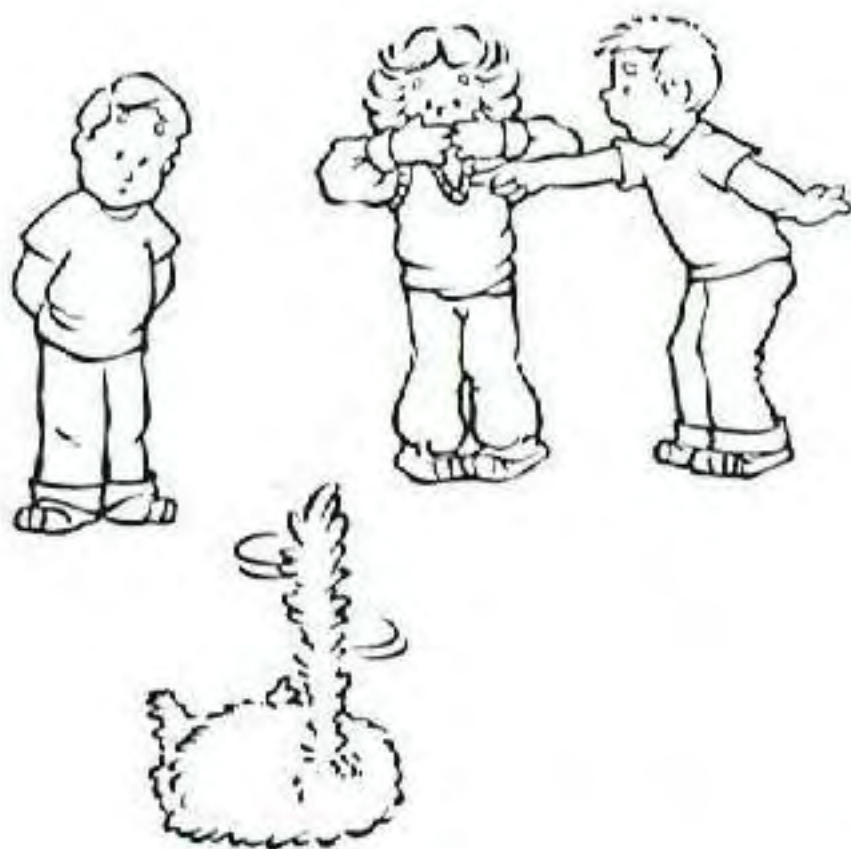
PIED PETSTER

All players line up behind me. Lock 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 FREEZE TAG

Each player chooses a spot in the room and does not move from that spot. Lock me into Go Play mode (****).



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, that person gets one point, and is frozen for the rest of the game.

Each time I touch someone, that person gets 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

Make two goals on opposite sides of the room. These can be made from two paper cups or similar objects placed about 2 feet apart. One player stands behind each goal. Put me in the center of the "playing field."

Lock me into Obey mode (***). Use claps to make me go between the "goalposts" in front of the other person.

It is 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.

When I am in Obey mode, if one player gives me a Forward command (*), and another player immediately gives me another Forward command (*), I will actually hear a Turn Left command (**).

If one player gives me a Forward Command (*) and another player gives me a Turn Left command (**), the space in between commands will determine whether I hear a Turn Right command (***) or a Meow 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.



PETSTER GOLF

Lock me into Obey mode (***). Place a target such as a paper cup or another toy on one side of the room. Put me on the other side of the room. Try to use the fewest number of commands (strokes in golf talk) to make me touch the target.

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."



CHAMPIONSHIP PETSTER GOLF

Lock me into Training mode (*****). In this golf game, count one stroke for each series of commands you give me. Even if you start me in the living room and the target is in the bedroom, you could still get a hole-in-one!



PETSTER TAG

Lock me into Obey mode (***). Each player chooses a spot in the room and does not move from that spot. One player is "it" and uses the different Obey commands to make me touch the other players. The other players use commands to keep me away from them.



PETSTER SAYS

All players line up across the room from me. Lock me into Go Play (****). If I perform an action without meowing, everyone should repeat that action. But if I "meow" just before an action, 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. Lock 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. Beginners should lock me into **Obey** mode.

After some practice, lock me into **Training** mode and try to finish the whole obstacle course in just one "training session."



PETSTER BOWLING

Place some lightweight obstacles at one end of the room, such as paper cups or wood blocks. Arrange them like bowling pins or line them up like at a shooting gallery.



Lock me into **Training** mode. From the other end of the room, train me to perform a series of actions that will knock down as many of the obstacles as possible in one series of moves.

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 several 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.

If I will not go forward—only backward or turn right and left—it is because something is blocking my obstacle sensor. I emit and receive infrared light through the bottom of my collar and through my nose. If anything is covering my collar sensor, I am always "seeing" things in front of me and backing and turning away from them.





Warning

The behavior of all Petsters is the responsibility of the owner! For example, neither the Petster nor the Petster's manufacturer can be liable for the consequences of allowing your Petster to run free near your priceless Ming vase or near an unprotected fireplace. And please keep your Petster from playing too near the top of a flight of stairs.



WARRANTY

Axon, Incorporated warrants this toy, given normal and reasonable use, to be free of defects in material and workmanship for 30 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., Axon, Incorporated, 1287 Lawrence Station Rd., Sunnyvale, CA, 94089. We will repair or replace the toy and return it to you postage paid.

Axon, 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 30 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.



WHEN PETSTER GETS SICK (REPAIRS)

Axon, Incorporated offers an inexpensive "hospitalization" service for all Petsters that become dysfunctional, worn, or otherwise ill. For a flat fee of \$15.00, Axon will fix or replace your Petster, given that its problems result from normal use. Axon 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 \$15.00, to:

Petster Hospital
Axon, Incorporated
1287 Lawrence Station Road
Sunnyvale, CA 94089

Axon will, at its discretion, given that the Petster's problems result from normal use, repair or replace the Petster and return it to you postage-paid.



International Petster Owners and Trainers Association
Membership Application

I own a Petster. It is a:

☐ Petster ☐ Petster Deluxe ☐ Petster Puppy

I am _____ years old.

I bought my Petster at this kind of store:

☐ Toy ☐ Discount

☐ Department ☐ Other _____

Please enroll me in the International Petster Owners and Trainers Association.

Name _____

Address _____

City or Town _____

State _____

Zip Code _____

Mail to: Axlon, Incorporated
1287 Lawrence Station Road
Sunnyvale, CA 94089

**International
Petster Owners
and Trainers
Association**

Ownership of an Axlon Petster, Petster Deluxe, or Petster Puppy entitles you to become a member of the International Petster Owners and Trainers Association. Your \$5.00 membership fee brings you these Association benefits:

- Fancy Ready-to-Frame "Pet-i-gree"
- Large Full-Color Petster Evolution Poster
- Petster Health Insurance (Extended 12 Month Warranty)

Send a \$5.00 check or money order, along with the coupon below to:

Axlon, Incorporated
1287 Lawrence Station Road
Sunnyvale, CA 94089

Allow 4-6 weeks for delivery.

Membership eligibility extends for 30 days after date of purchase. DATED PROOF OF PURCHASE MUST ACCOMPANY APPLICATION.



1207 Lawrence Station Road
Lawrenceville, GA 30043

Lawrenceville Station Road Parkway
Lawrenceville Station Road Parkway
Lawrenceville Station Road Parkway