READ THE WHOLE BOOKLET BEFORE STARTING TO OPERATE. KEEP MANUAL IN A SAFE PLACE FOR REFERENCE AND SAVE THE BOX FOR STORAGE.

Omnibot™

INSTRUCTION MANUAL

CAUTION: ELECTRIC TOY

NOT RECOMMENDED FOR CHILDREN UNDER 9 YEARS OF AGE. AS WITH ALL ELECTRIC PRODUCTS, PRECAUTION SHOULD BE OBSERVED DURING HANDLING AND USE TO PREVENT ELECTRIC SHOCK.

NOTE:

OMNIBOT SHOULD NOT BE OPERATED UNTIL IT HAS BEEN CHARGED. BATTERY SHOULD BE CHARGED BY ADULTS ONLY. CHARGING WILL TAKE 12-16 HOURS. IN SOME CASES, IT IS POSSIBLE THAT OMNIBOT MAY RUN BEFORE CHARGING. IT IS VERY IMPORTANT THAT YOU DO NOT USE OMNIBOT AT THIS TIME—CHARGE IT FIRST (12-16 HOURS). IF YOU DO NOT CHARGE IT A FULL 12-16 HOURS BEFORE USE, YOU WILL SEVERELY SHORTEN BATTERY LIFE. THIS IS VERY IMPORTANT.

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CAUTION: PICK UP OMNIBOT BY THE BASE, NEVER BY THE ARMS.

BEFORE YOU START YOU WILL NEED:

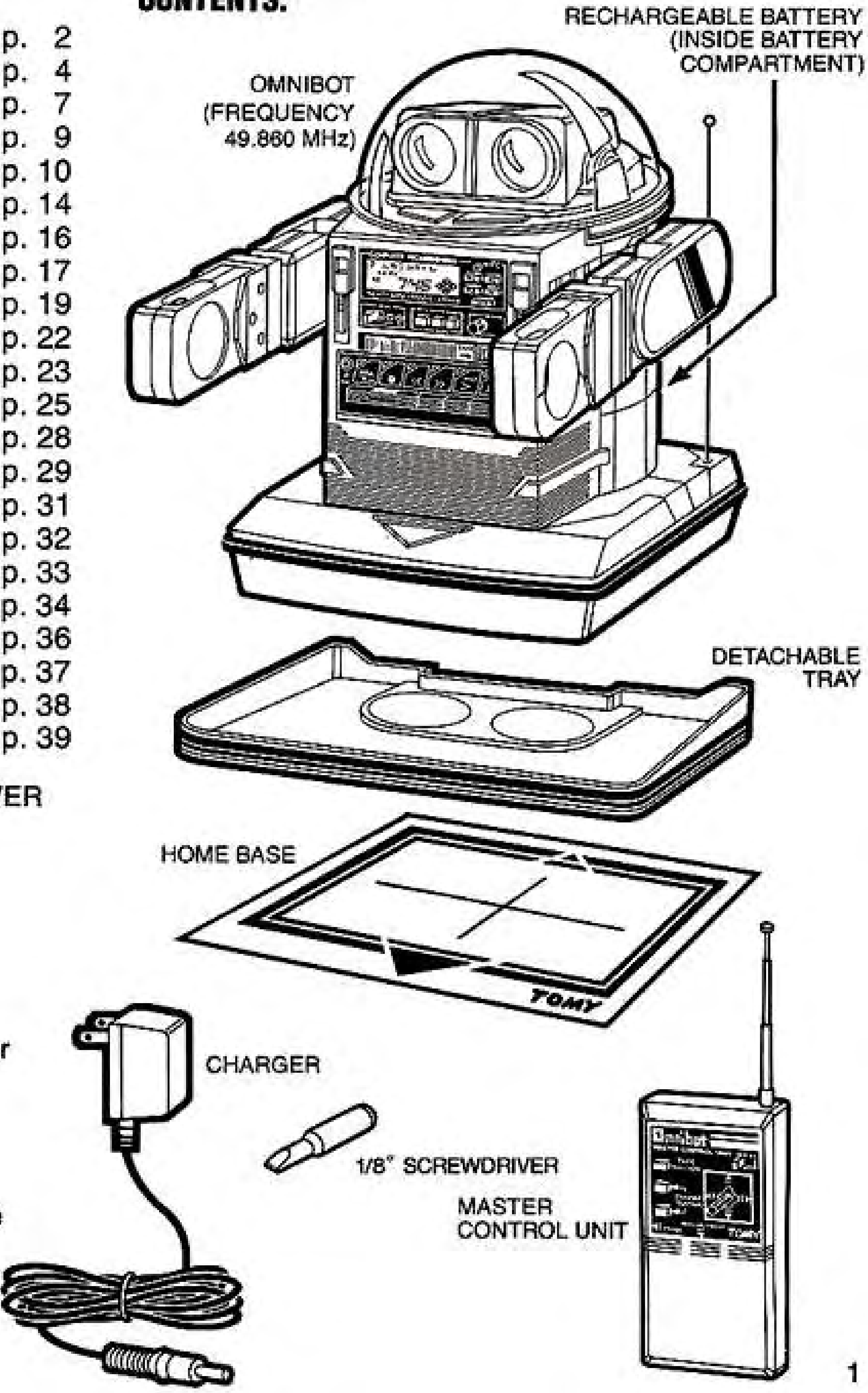
- 6 "AA" Alkaline Batteries
- Small Phillips Screwdriver

IF YOU HAVE ANY QUESTIONS, call toll free number for assistance:
(800) 421-5597 FOR OUTSIDE CALIFORNIA
(800) 421-8496 FOR CALIFORNIA RESIDENTS

To save time, be sure to have Omnibot and your instructions by the phone when you call our service assistant.

TOMY®
NO. 5402

CONTENTS:



RECHARGEABLE BATTERY (INSIDE BATTERY COMPARTMENT)
OMNIBOT (FREQUENCY 49.860 MHz)
DETACHABLE TRAY
HOME BASE
TOMY
CHARGER
1/8" SCREWDRIVER
MASTER CONTROL UNIT
Omnibot

I. INTRODUCTION & FEATURES

IT'S NOT AS DIFFICULT AS IT LOOKS!

1. Read the introduction, install the batteries, and start to charge Omnibot. (Sections I, II, and III)
2. While Omnibot is charging, you can:
   - A—Program the Time of Day and Alarm Settings (Sections IV and V).
   - B—Read the Basic Cassette Operation (Section VI).
   - C—Try out Omnibot's Arms & Tray (Section XIV).
   - D—Find an appropriate place for Home Base (Section XV).
   - E—Read about Omnibot's Care, Maintenance, Safety, and Cautions Section XVI, and XVII).
   - F—Plan some ideas for Omnibot's use (Section XVIII).
3. When Omnibot is fully charged:
   - A—Try the different Modes (Sections VII, VIII, IX, and XI).
   - B—Check the Steering (Section X).
   - C—Program Omnibot (Section XII).

Omnibot's Instructions have been thoroughly written to cover everything. If you run into a problem, check and re-read the appropriate section. More than likely, you have forgotten a step.

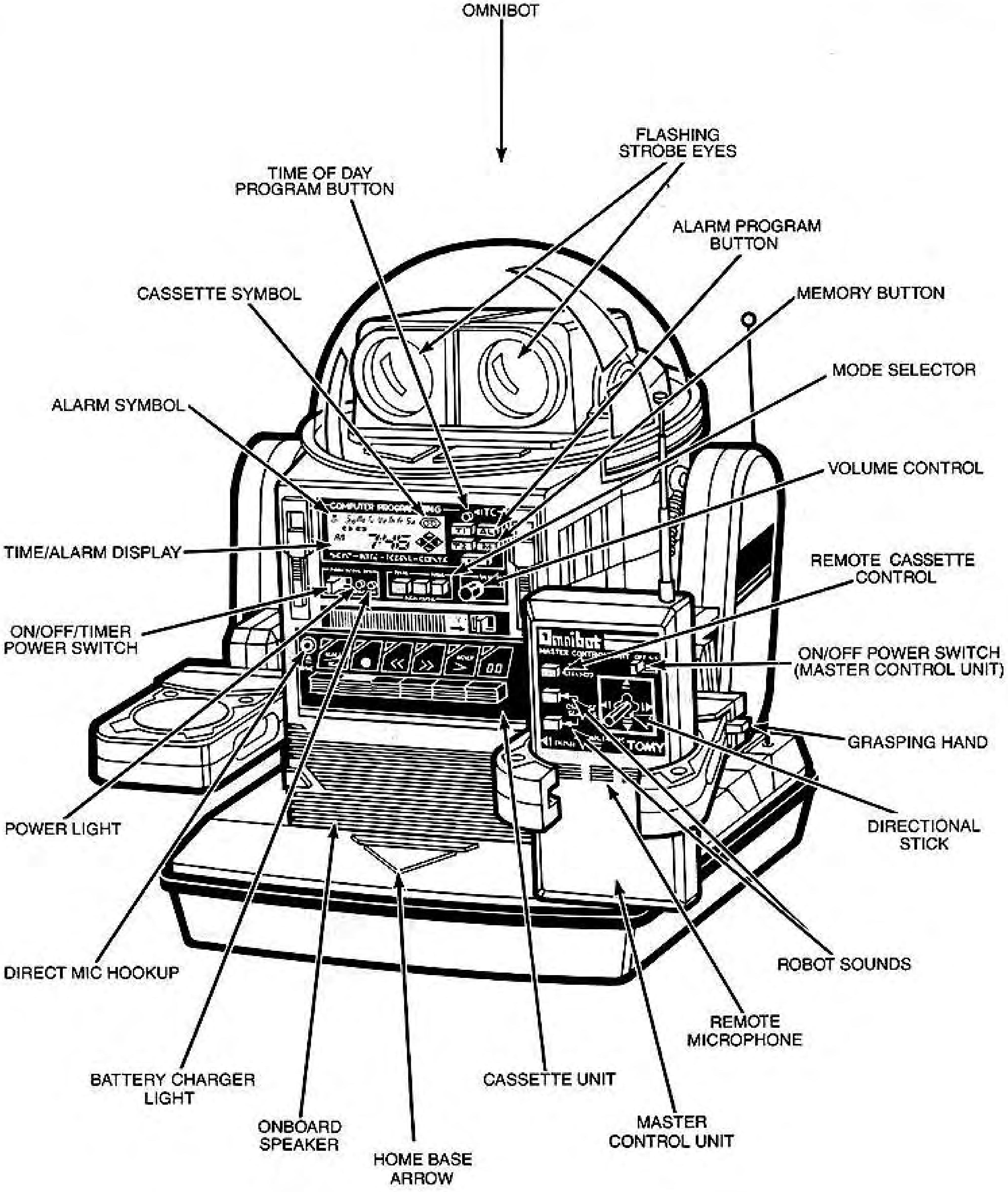
IF YOU HAVE ANY QUESTIONS, call toll free number for assistance:
(800) 421-5597 FOR OUTSIDE CALIFORNIA
(800) 421-8496 FOR CALIFORNIA RESIDENTS

To save time, be sure to have Omnibot and your instructions by the phone when you call our service assistant.

Omnibot Features:

- A built-in digital clock.
- A built-in cassette deck.
- A programmable alarm system with 3 different alarms.
- A programmable cassette system to start & stop tapes at any time.
- A memory capable of holding 7 different programs.
- An onboard speaker to project your voice.
- An onboard speaker to mix your voice with pre-recorded music.
- Remote control operation with the Master Control Unit.
- Program movement, voice and robot sounds onto tapes that can be time- tagged for later execution.
- A detachable tray for carrying and delivering objects.
- A Home Base to assist in programming functions.
- Flashing eyes strobe-synchronized to the sound level of the speaker system.
- A rechargeable power cell (and recharger).

INTRODUCTION & FEATURES (CON'T)


OMNIBOT
FLASHING STROBE EYES
TIME OF DAY PROGRAM BUTTON
ALARM PROGRAM BUTTON
CASSETTE SYMBOL
MEMORY BUTTON
MODE SELECTOR
ALARM SYMBOL
VOLUME CONTROL
TIME/ALARM DISPLAY
REMOTE CASSETTE CONTROL
ON/OFF/TIMER POWER SWITCH
ON/OFF POWER SWITCH (MASTER CONTROL UNIT)
GRASPING HAND
POWER LIGHT
DIRECTIONAL STICK
DIRECT MIC HOOKUP
ROBOT SOUNDS
REMOTE MICROPHONE
BATTERY CHARGER LIGHT
CASSETTE UNIT
ONBOARD SPEAKER
MASTER CONTROL UNIT
HOME BASE ARROW
7:45
Omnibot
TOMY

II. BATTERIES & FUSE

WARNING:

OMNIBOT SHOULD NOT BE OPERATED UNTIL HE HAS BEEN CHARGED. CHARGING WILL TAKE 12-16 HOURS—IN SOME CASES, IT IS POSSIBLE THAT OMNIBOT WILL OPERATE BEFORE CHARGING. IT IS VERY IMPORTANT THAT YOU DO **NOT** USE OMNIBOT AT THIS TIME—CHARGE HIM FIRST!

IF YOU DO NOT CHARGE OMNIBOT A FULL 12-16 HOURS BEFORE USE, YOU WILL SEVERELY SHORTEN BATTERY LIFE. THIS IS VERY IMPORTANT. AGAIN, BATTERY SHOULD BE CHARGED BY ADULTS ONLY.

Omnibot's power supply consists of:

A. One 6 Volt rechargeable battery (included).
NOTE: THE BATTERY IS MADE ESPECIALLY FOR OMNIBOT. DO NOT ATTEMPT TO USE ANY OTHER KIND OF BATTERY AS IT MAY CAUSE DAMAGE. SHOULD YOU NEED ONE, YOU CAN ALWAYS ORDER ANOTHER BATTERY WITH THE ORDER FORM.

B. 2 "AA" Alkaline Batteries for Clock/Alarm/Memory Display.

C. 4 "AA" Alkaline Batteries for Master Control Unit.

THE BATTERY SHOULD BE REPLACED BY AN ADULT.

SAFETY PRECAUTIONS

Batteries contain corrosive fluids and toxic materials. They should be handled with care. Do not mutilate, puncture, disassemble, or incinerate battery!

FIRST AID

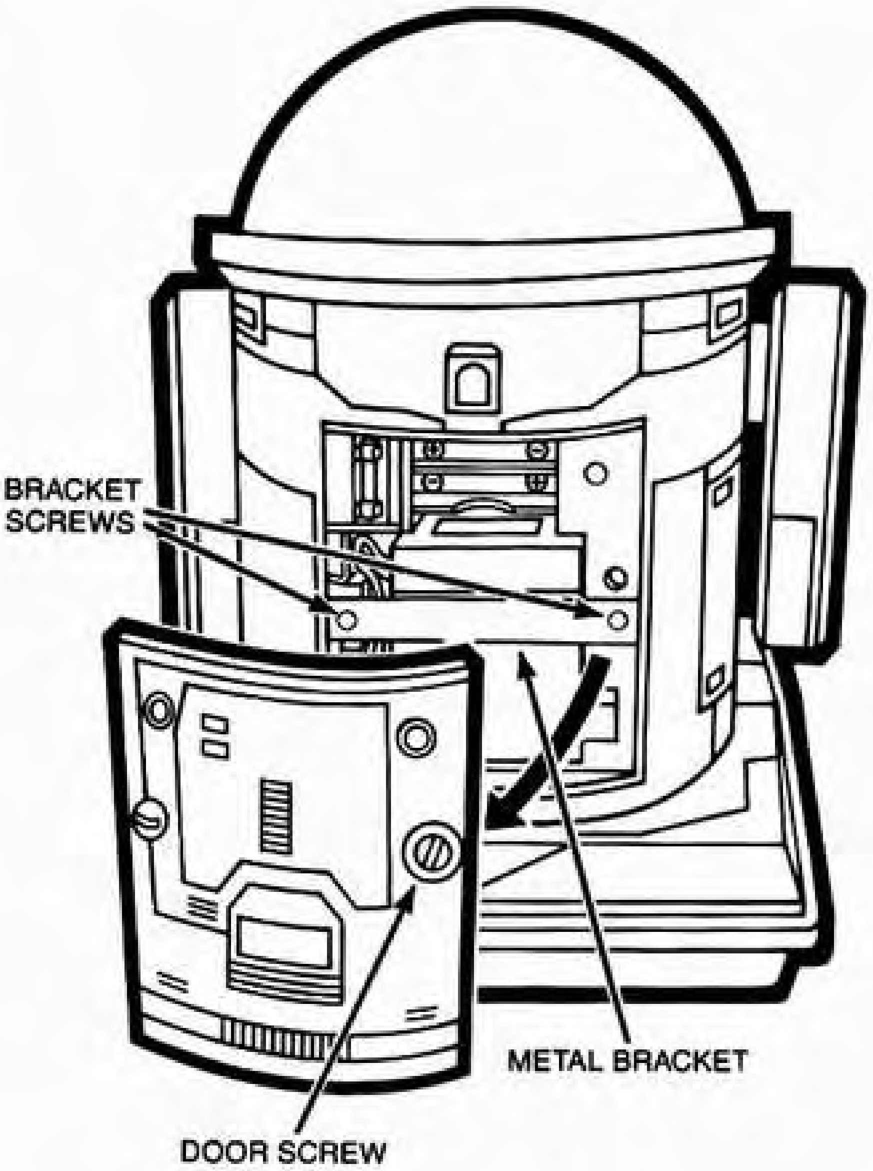
If the battery case cracks or breaks open, do not touch the gel under any circumstances. If the gel does come in contact with skin or clothing, follow these First Aid instructions:

EXTERNAL CONTACT—Immediately flush skin or eyes with water for at least 15 minutes. Call a physician.

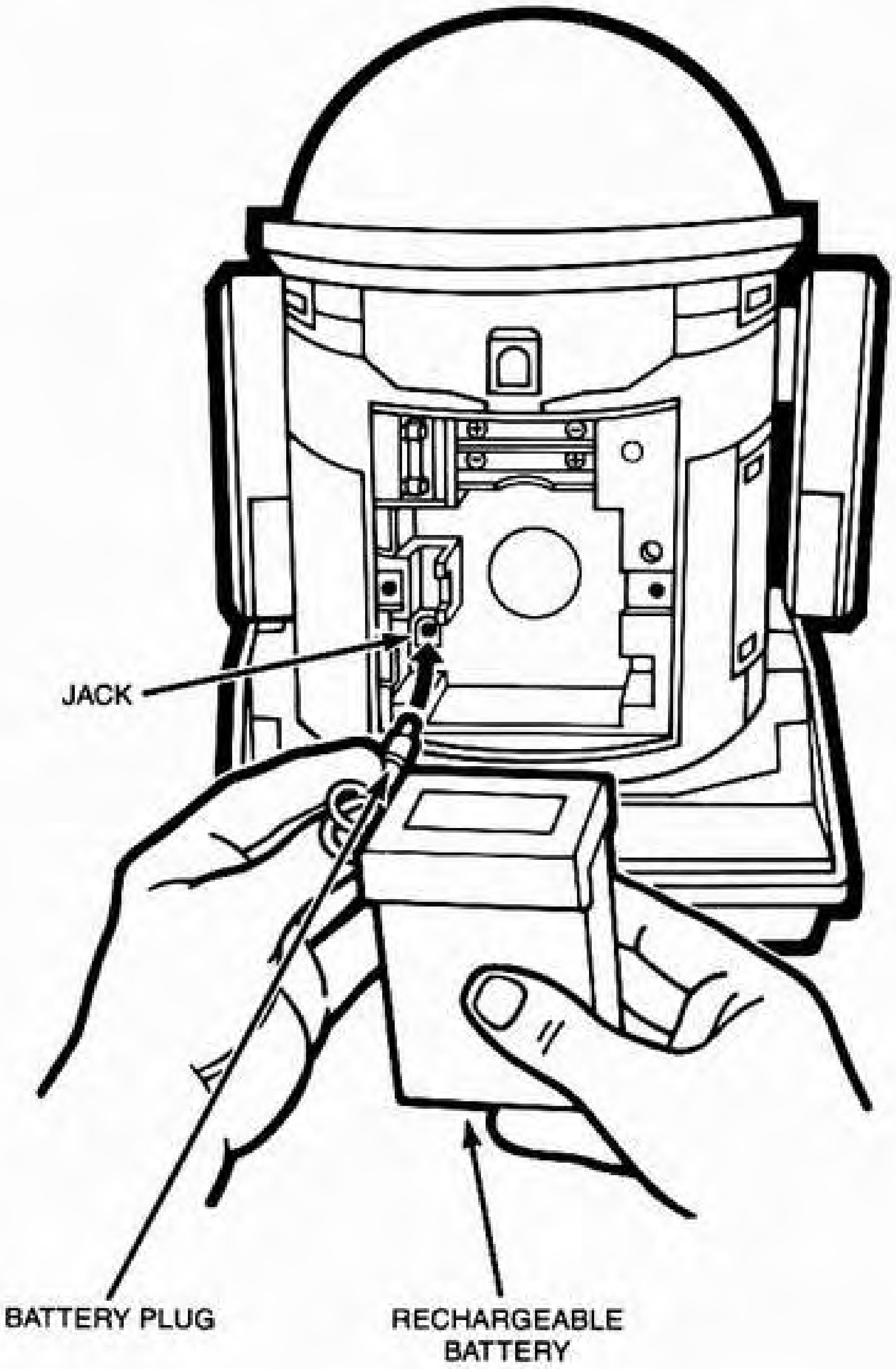
INTERNAL CONTACT—Give tap water, milk or milk of magnesia. Give whites of eggs. DO NOT INDUCE VOMITING. Call a physician.

NOTE: Make sure the ON/OFF/TIMER POWER SWITCH (see illustration on page 3) is in the "OFF" position.

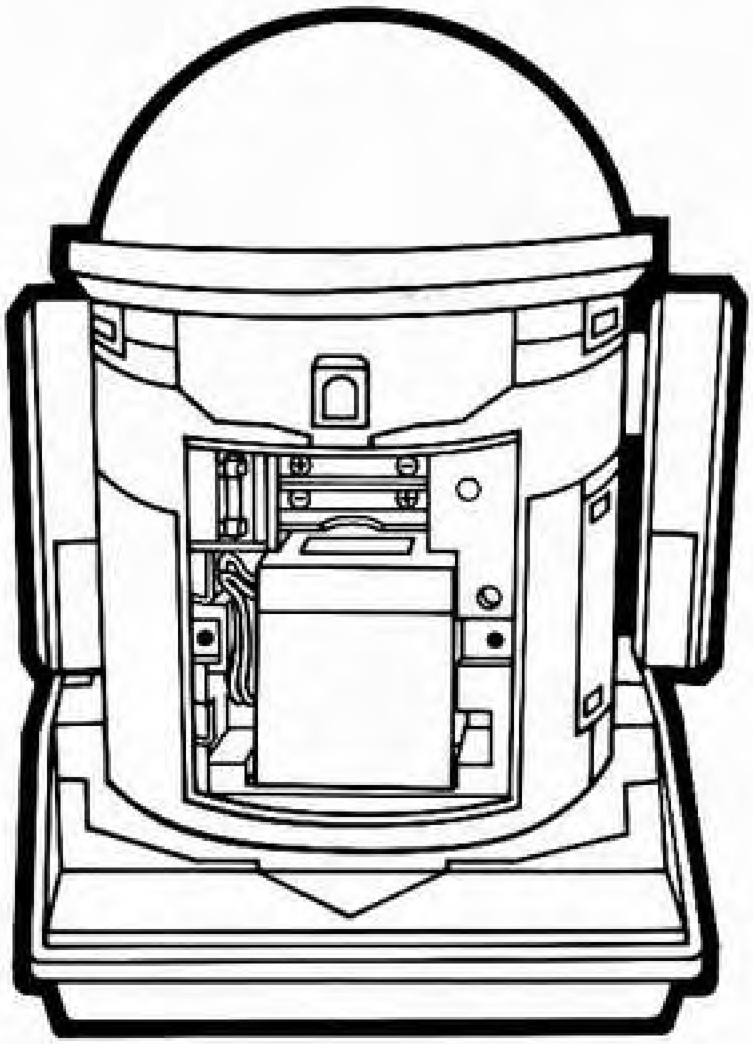
1. The battery compartment door is located on the back of Omnibot.
   - A) Use your screwdriver or a coin to remove the metallic Door screw.
   - B) Take off the battery compartment door.
   - C) Remove the Metal Bracket by taking out the 2 Bracket screws with your phillips screwdriver.



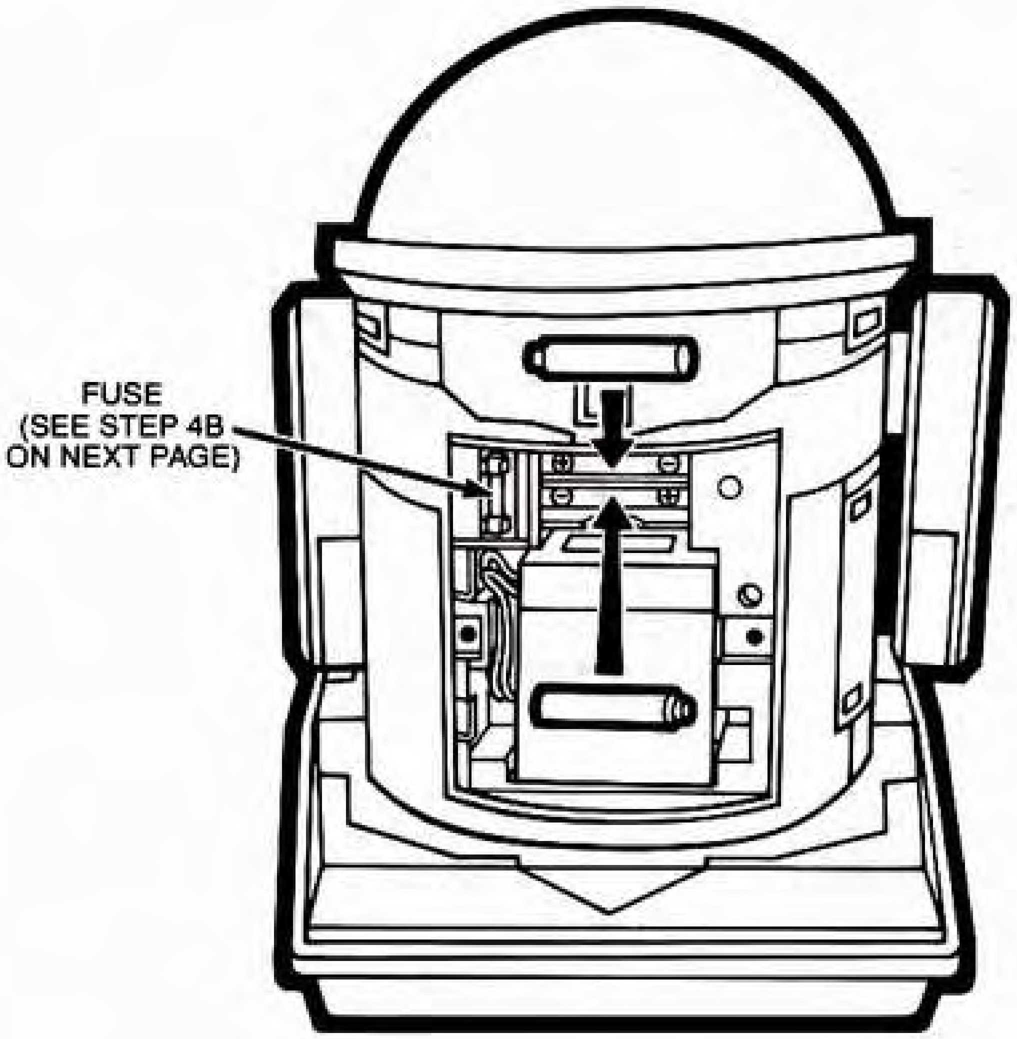
2. A) Carefully and slowly remove the rechargeable battery.
   B) Connect the Battery Plug securely into the jack.


JACK
BATTERY PLUG
RECHARGEABLE BATTERY

3. Replace the rechargeable battery making sure to place the wires as shown.

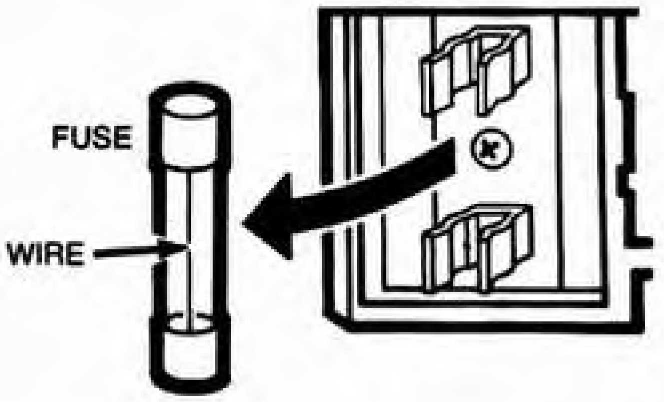


4. A) Insert 2 "AA" Alkaline Batteries (not included) as shown. These are the batteries that run the Clock/Alarm/Memory Display.

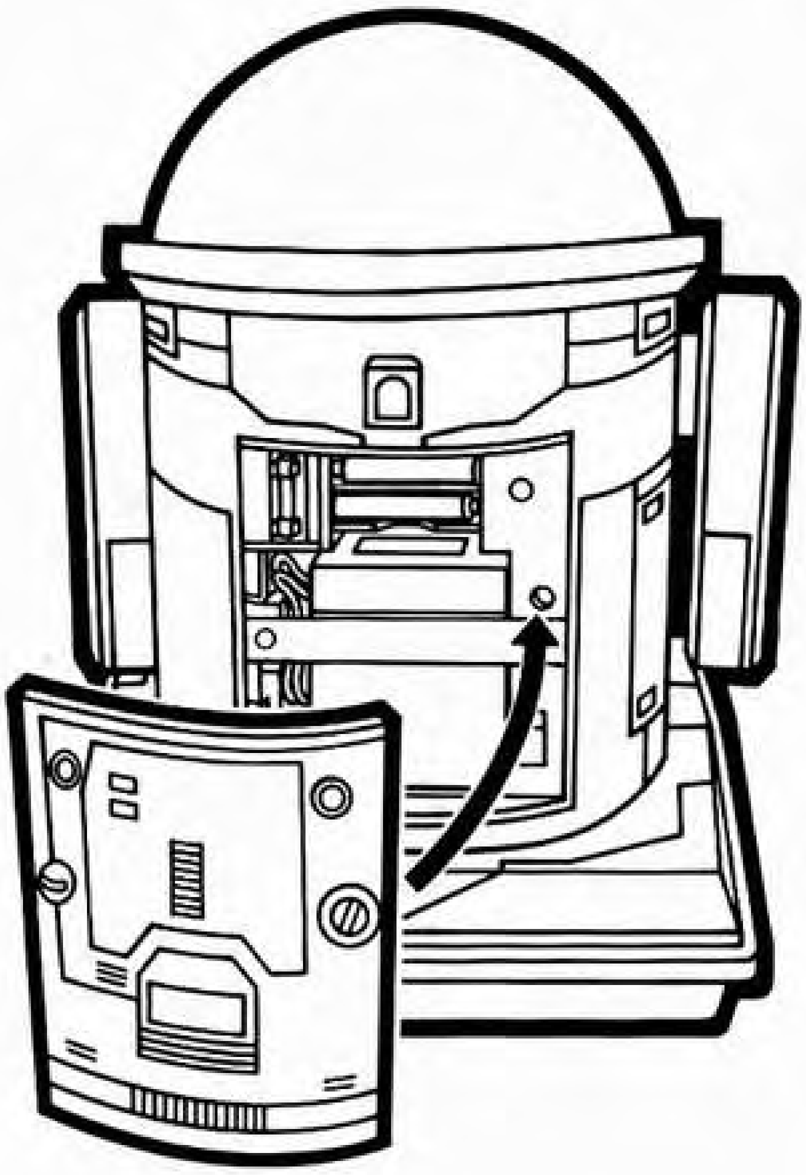

FUSE
(SEE STEP 4B
ON NEXT PAGE)

BATTERIES & FUSE (CONT'D)

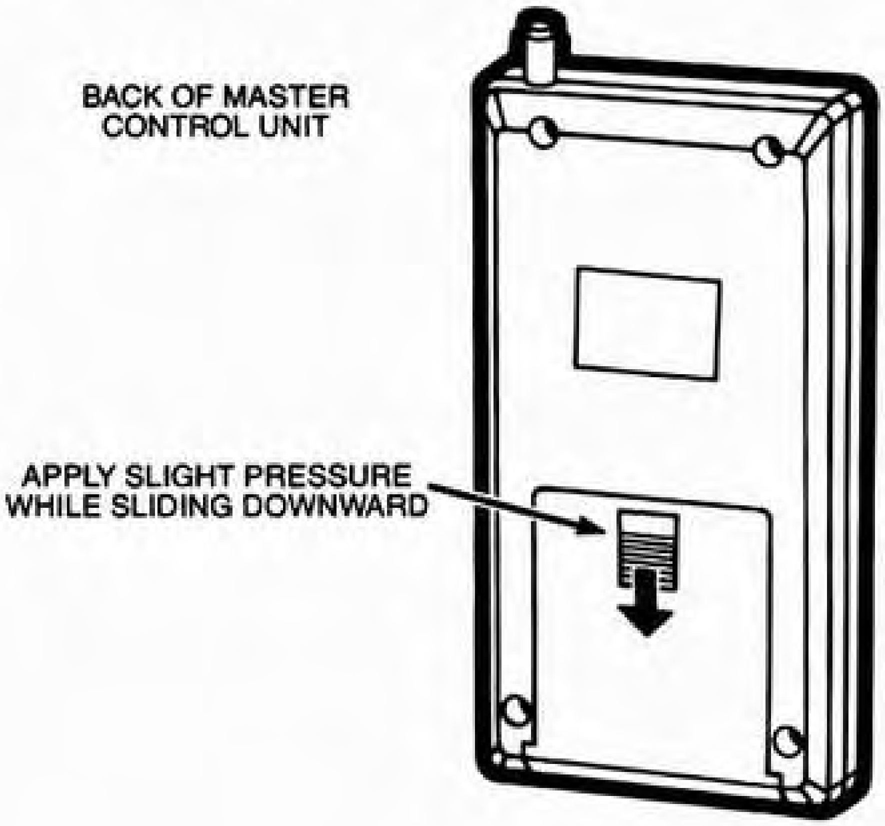
B) At this time make sure the fuse is okay. Simply snap it out and inspect the wire inside the fuse. If the wire is broken, the fuse needs to be replaced. Use a 6 Volt 5 Amp fuse.



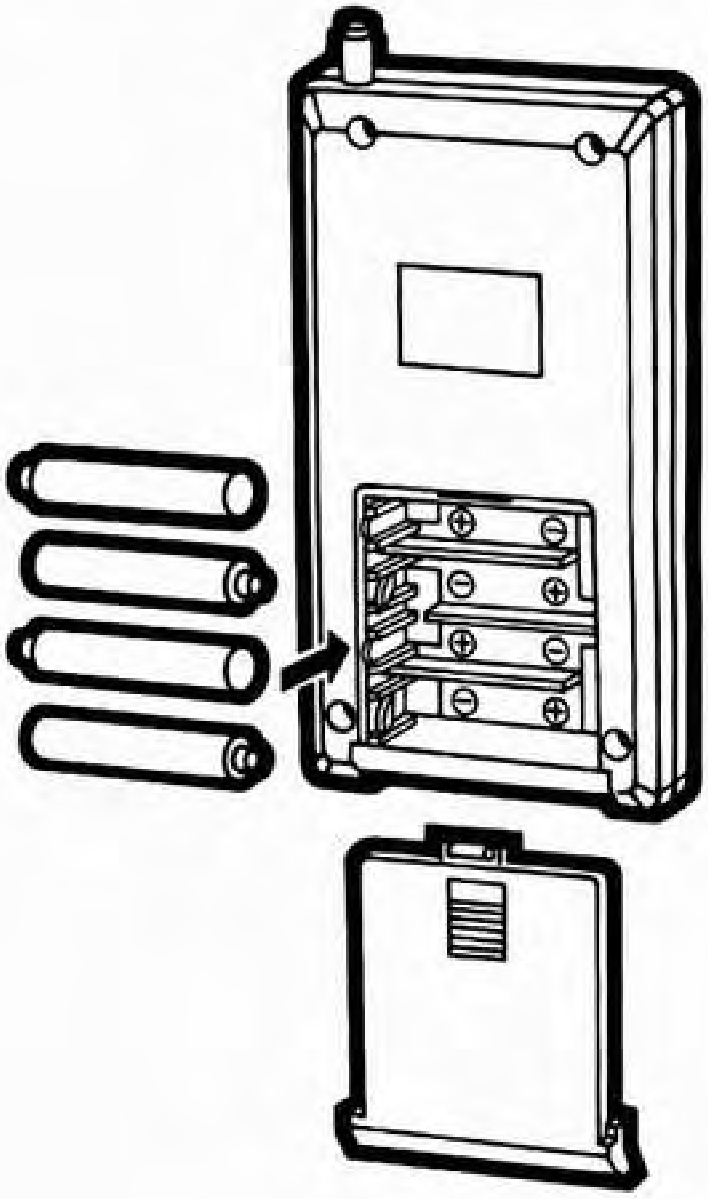
5. A) Replace the Metal Bracket and screw in the 2 Bracket screws with your phillips screwdriver.
   B) Replace the battery compartment door and use your screwdriver or a coin to replace the metallic Door screw securely. Do not over tighten.



6. Remove the battery compartment cover on the back of the Master Control Unit.

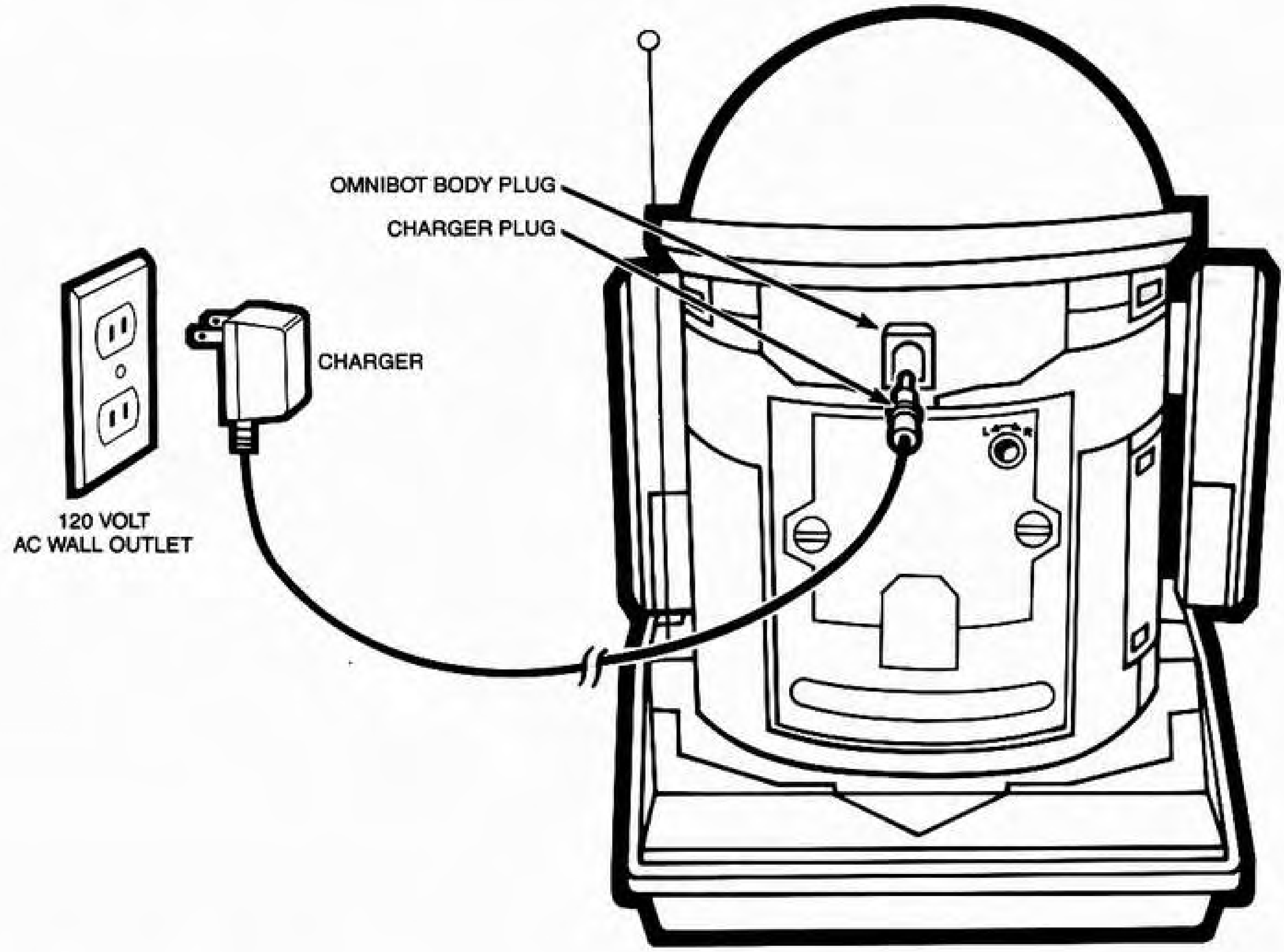

BACK OF MASTER CONTROL UNIT
APPLY SLIGHT PRESSURE WHILE SLIDING DOWNWARD

7. A) Insert the 4 "AA" Alkaline Batteries as illustrated.
   B) Replace the battery compartment cover.



III. CHARGING THE BATTERY

The battery will require charging for 12-16 hours before using it for the first time.


OMNIBOT BODY PLUG
CHARGER PLUG
CHARGER
120 VOLT
AC WALL OUTLET

NOTE: MAKE SURE THE ON/OFF TIMER POWER SWITCH (SEE ILLUSTRATION ON PAGE 3) IS IN THE "OFF" POSITION.

A) To charge Omnibot, place Charger Plug into Omnibot Body Plug.

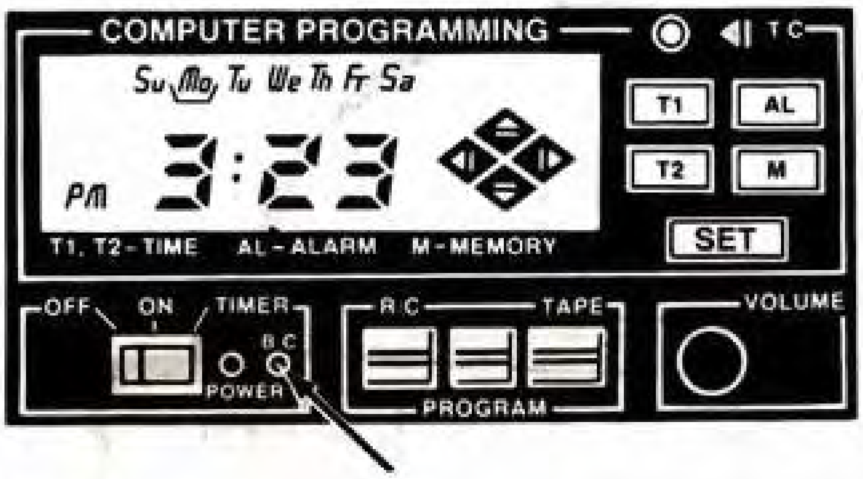
B) Plug Charger into wall outlet.

FULL CHARGING TAKES ANYWHERE FROM 12-16 HOURS. USE CHARGER INDOORS ONLY.

THE GOLDEN RULE: ALWAYS RECHARGE AFTER EACH USE AND WHEN OMNIBOT BEGINS TO SLOW DOWN. BATTERY SHOULD BE CHARGED BY ADULTS ONLY.

CHARGING THE BATTERY (CONT'D)

IF THE RED LIGHT (MARKED BC "BATTERY CHARGE" LOCATED BY THE POWER SWITCH) TURNS ON, OMNIBOT MUST BE CHARGED RIGHT AWAY. (see illustration)



WARNING:

Running Omnibot continually without recharging will severely shorten battery life. Use on steep inclines, and shag or pile carpets will require more frequent charging. It is therefore, highly recommended that you use Omnibot on hard, level surfaces. Always recharge after use.

Never recharge for more than 48 hours (overcharging will result).

The Tomy Charger included is specifically designed for the Omnibot. Do not use any other charging unit. Never pull on wires, pull on plugs only.

CHECKPOINTS:

If your Omnibot does not work after a full recharge (16 hours), check to make sure wall outlet works. Also check to make sure:

1) The Battery Plug is securely connected into the Jack.

2) The Fuse is okay. (See Batteries & Fuse Section)

If Omnibot still doesn't work, it is possible that you may have drained the battery dead. But don't panic—you can order a new battery (see Consumer Price List & Order Form).

STORING OMNIBOT:

If you plan to store your Omnibot, MAKE SURE YOU RECHARGE IT! A full recharge without use will keep the battery safely charged for up to SIX MONTHS.

NOTE: AFTER RECHARGING, AND BEFORE STORING OMNIBOT AWAY, unplug the rechargeable battery and take out the 6 "AA" Alkaline batteries. This will prevent possible battery leakage and damage to Omnibot.

When taking out of storage, recharge again before use.

Charger (Technical Specifications):
Input 120 Volt A.C. 60 HZ 10W
Output 6 Volt D.C. 300 mA

WHILE THE BATTERY IS CHARGING, THIS WOULD BE A GOOD TIME TO LEARN HOW TO PROGRAM OMNIBOT, SECTIONS IV (TIME OF DAY) AND V (ALARM PROGRAMMING).

PARENTS PLEASE NOTE:

PERIODICALLY EXAMINE CHARGER HOUSING AND CORD TO DETERMINE IF ANY DAMAGE HAS OCCURED OR HAZARD EXISTS. ANY CONDITION SHOULD BE CORRECTED IMMEDIATELY BEFORE USE. THE CHARGER SHOULD BE SAFELY STORED AWAY WHEN NOT IN USE AS WITH ALL ELECTRICAL APPARATUS. IT SHOULD NOT BE DROPPED OR ABUSED.

IV. TIME OF DAY

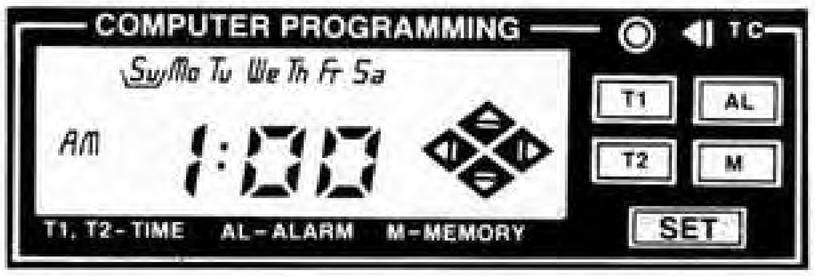
NOTE: IF YOU MAKE AN ERROR IN PROGRAMMING:

You can start over by removing and re-setting one of the two "AA" Alkaline batteries in Omnibot's rear battery compartment. This erases everything you have programmed and allows you to start from the beginning again.

TIME OF DAY

The first phase of programming Omnibot's digital time/alarm display is learning how to set and change the Time of Day.

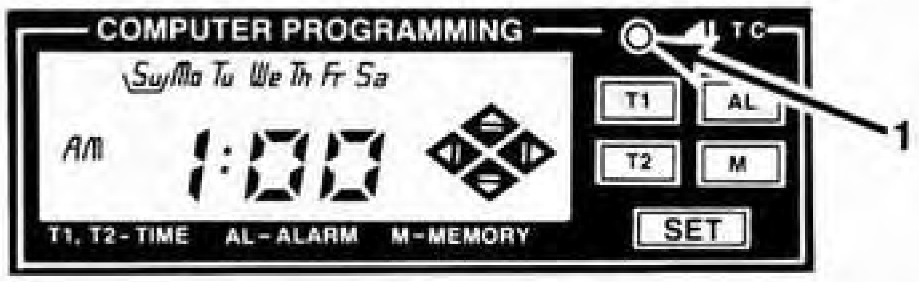
Note: When Omnibot's clock/alarm batteries are first hooked up, the screen will briefly flash all its symbols—before this appears on the screen:


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:00
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY

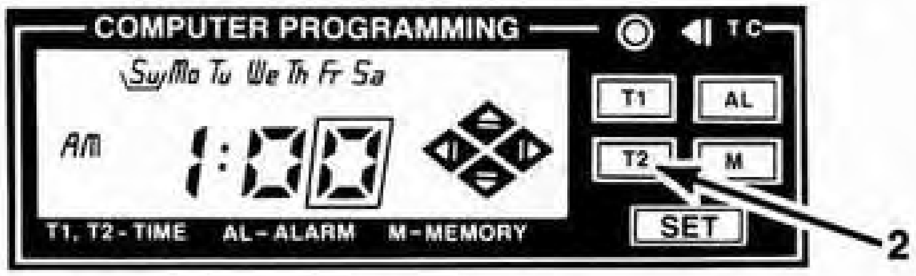
Example: Let's say the time is 3:22 pm Monday. We will set the time to 3:2**3** pm Monday. This allows us a minute to set the time to the exact second.

1. Push TC (time clear).

NOTE: You may have to use the point of a pencil, pen, or paper clip.

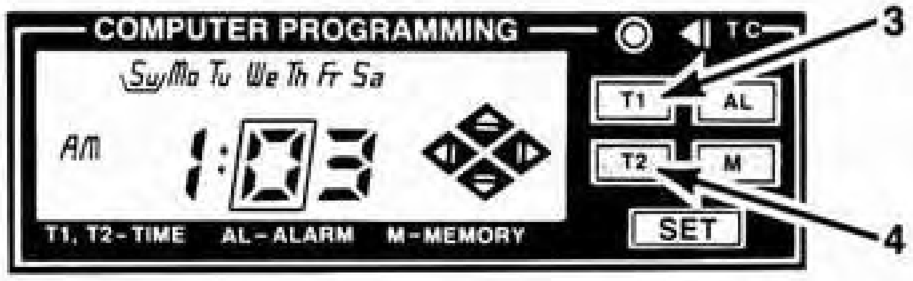

COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:00
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY
1

2. Change the blinking digit (to 3) by pushing T2.


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:00
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY
2

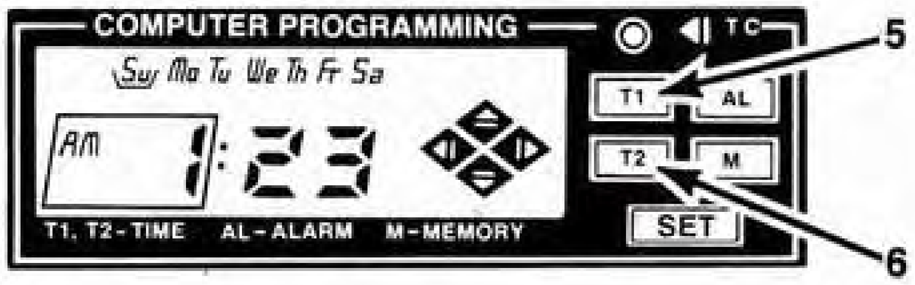
NOTE:
- A) Push once for each digit change.
- B) Hold button down for rapid digit change.
- C) Digits change in proper sequence and then repeat.

3. Push T1.
4. Change the next blinking digit (to 2) by pushing T2.

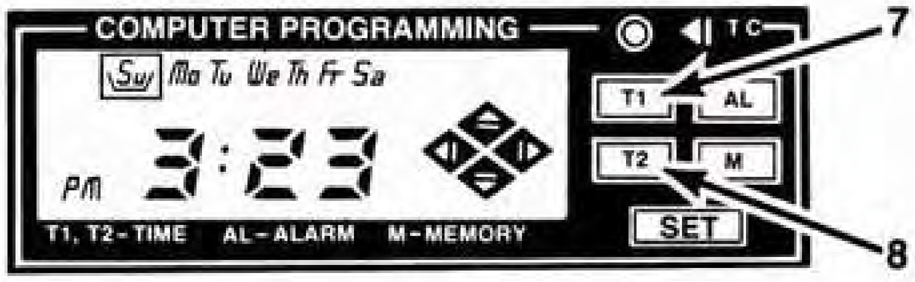

COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:03
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY
3
4

5. Push T1.
6. Change the blinking hour and am/pm by pushing T2.

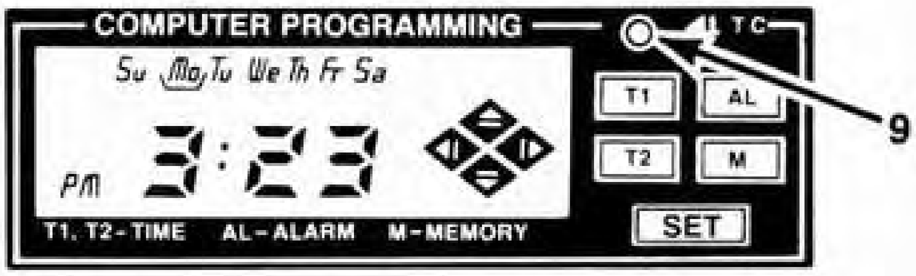
Note: To get from 1:00 am to 3:00 pm you must go 1-12 am, and then 1-3 pm, stopping at 3 pm.


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:23
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY
5
6

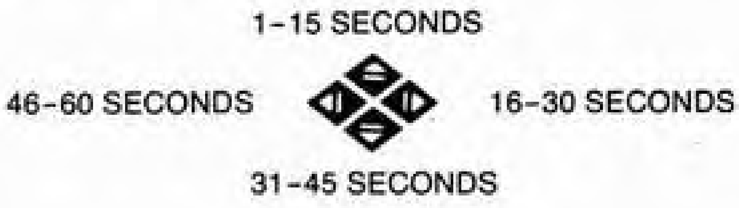
7. Push T1.
8. Change the line under the day of the week (to Monday, in this case) by pushing T2.


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
PM
3:23
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY
7
8

9. When you have finished programming, PUSH TC to lock in the Time of Day. (To get your time to the exact second: wait until the minute changes on your own watch or clock and then push TC on Omnibot.)


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
PM
3:23
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY
9

Note: The seconds are indicated on the right side of the screen by the flashing diamond shapes. They only appear when the Time of Day is on the screen. If you are in Alarm storage or Memory (AL or M) they will not be on the screen.


1-15 SECONDS
46-60 SECONDS
16-30 SECONDS
31-45 SECONDS

SUMMARY

TC = Time Clear. This is used for changing and setting the time of day only.
T1 = Moves the "flashing" to the next digit/day.
T2 = Changes the individual digit/day.

V. ALARM PROGRAMMING

NOTE: IF YOU MAKE AN ERROR IN PROGRAMMING:
You can start over by removing and re-setting one of the two "AA" Alkaline batteries in Omnibot's rear battery compartment. This erases everything you have programmed and allows you to start from the beginning again.

IF YOU HAVE ANY QUESTIONS, call toll free number for assistance:
(800) 421-5597 FOR OUTSIDE CALIFORNIA
(800) 421-8496 FOR CALIFORNIA RESIDENTS

Omnibot's Alarm System features the following:

1) Three distinct alarm sounds. We will call these AL-1, AL-2, and AL-3.
2) An alarm mechanism that allows you to start and stop the cassette unit at a pre-programmed time. We will call this CL (Cassette Lock).
   NOTE: We will discuss and illustrate this feature in the Cassette Programming section.
3) A memory with 7 Alarm Storages. Omnibot's memory will allow you to program and store up to 7 different alarm settings at once. We will call these storage 1, storage 2, etc. thru storage 7.

TO SET THE ALARMS (AL-1, AL-2, AL-3):

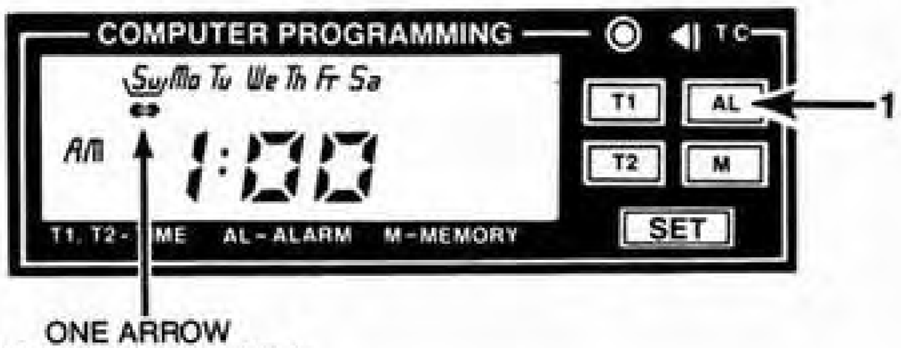
EXAMPLE: Let's set the alarm to go off at 4:35 pm Tuesday and choose AL-3 to be the desired alarm sound.

1. Push AL

   A time will now appear on the screen.
   This is the first alarm storage.
   Storage 1 is indicated by the one arrow under Sunday.

   NOTE: The number of arrows indicate the Storage # you are in. Arrows under Sunday and Monday would indicate Storage 2; arrows under Sunday, Monday and Tuesday = Storage 3, etc. thru 7 arrows = Storage 7.

   If a time has not been programmed into Storage 1, **the screen will flash** the following:

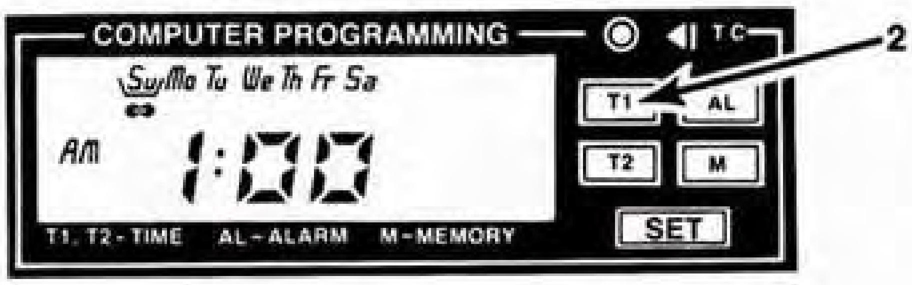

COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:00
T1
AL
T2
M
SET
T1, T2 - TIME
AL - ALARM
M - MEMORY
1

ONE ARROW
INDICATES STORAGE 1

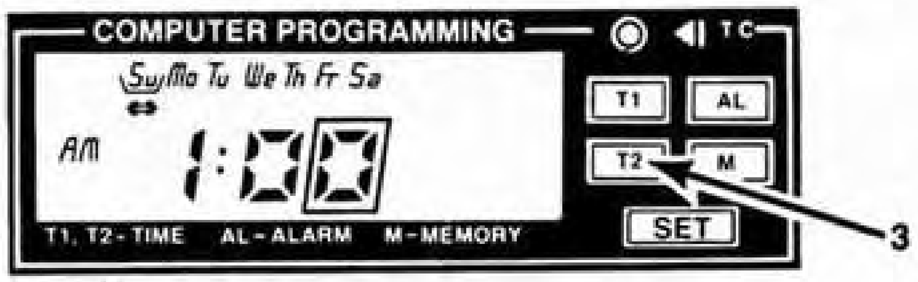
NOTE: If a time has been programmed into Storage 1 that time will appear on the screen and it **will not flash**.

2. Push T1

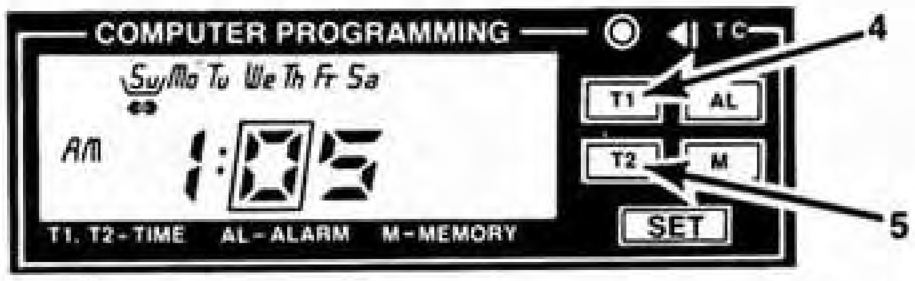
   Storage setting 1 will flash its far right digit so you can change it.


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:00
T1
AL
T2
M
SET
T1, T2 - TIME
AL - ALARM
M - MEMORY
2

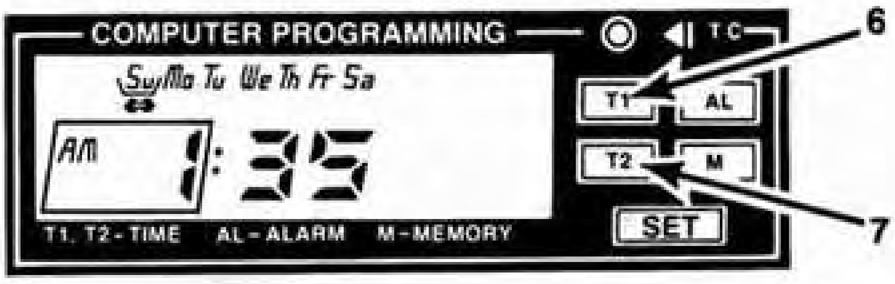
3. Push T2 to change the flashing digit.


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:00
T1
AL
T2
M
SET
T1, T2 - TIME
AL - ALARM
M - MEMORY
3

4. Push T1.
5. Push T2 to change the flashing digit.

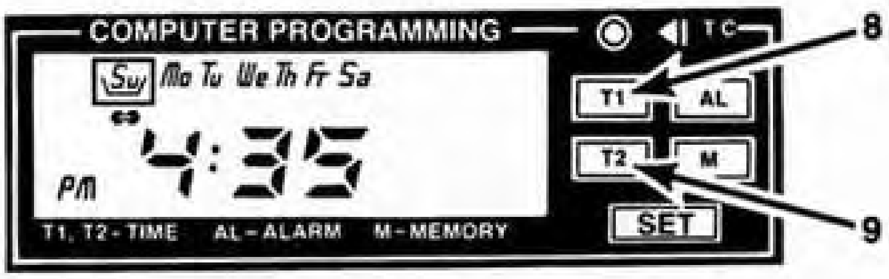

COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:05
T1
AL
T2
M
SET
T1, T2 - TIME
AL - ALARM
M - MEMORY
4
5

6. Push T1.
7. Push T2 to change the flashing hour and am/pm.

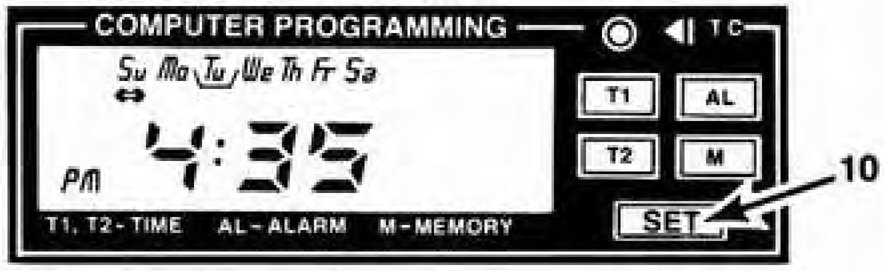

COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:35
T1
AL
T2
M
SET
T1, T2 - TIME
AL - ALARM
M - MEMORY
6
7

8. Push T1.
9. Push T2 to change the line under the day of the week.

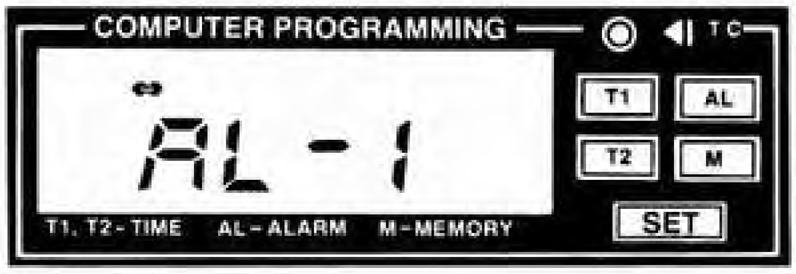
   You can select between having the alarm set on any one day or the full week. To select the full week, push T2 past Saturday. The lines will then flash under all seven days.


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
PM
4:35
T1
AL
T2
M
SET
T1, T2 - TIME
AL - ALARM
M - MEMORY
8
9

10. Push SET when the correct alarm time and day are programmed. (The alarm time and day will disappear from the screen and will automatically be stored in Omnibot's memory.)


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
PM
4:35
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY
10

If an alarm setting has not been programmed into storage 1 **the screen will now flash** the following:


COMPUTER PROGRAMMING
TC
AL - 1
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY

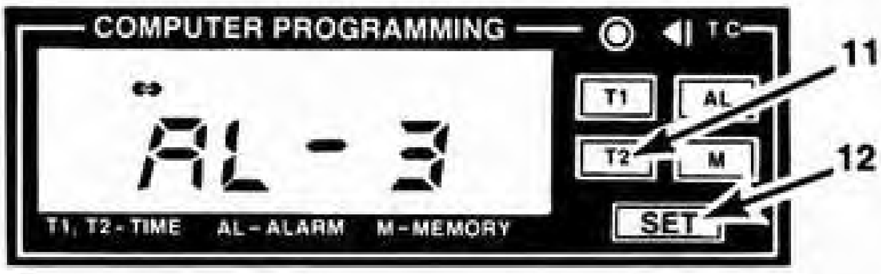
NOTE: If an alarm setting has already been programmed previously, that alarm setting will appear on the screen.

Now you may select the alarm sound (AL-1, AL-2, or AL-3).

(This is also where you would select CL for programming the cassette to start and stop. But we will not use that option in our example. This will be explained in a later section: CASSETTE PROGRAMMING).

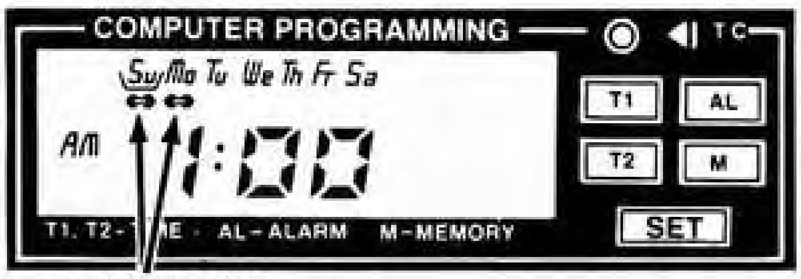
By pushing T2 you can now select between AL-1, AL-2, AL-3 or CL.

11. Push T2 to select which of the three alarm sounds you desire. (in this case, AL-3)
12. Push SET. (AL-3 will disappear from the screen and automatically be stored in Omnibot's memory.)


COMPUTER PROGRAMMING
TC
AL - 3
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY
11
12

Storage 2 will now appear on the screen.

If a time has not been programmed into storage 2, the screen will **flash the far right digit** of 1:00 am Sunday.


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:00
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY

TWO ARROWS
INDICATES STORAGE 2

NOTE: If a time has been programmed into storage 2, that time will appear on the screen.

You will know you are in Storage 2 by the arrows now appearing under Sunday and Monday. (2 arrows = storage 2, 3 arrows = storage 3, etc. thru 7 arrows = storage 7)

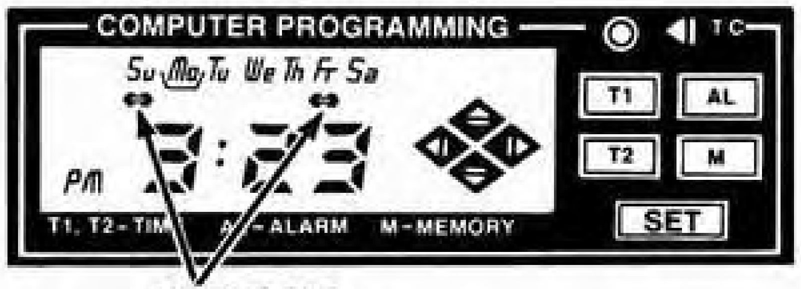
AT THIS TIME YOU CAN:

(PLEASE **READ** ALL YOUR OPTIONS: A, B and C BEFORE DECIDING WHAT TO DO.)

A) RETURN TO THE TIME OF DAY

To do this, simply push AL.

NOTE: In AL, the arrows under the days of the week tell you what storage you are in. However, when you return to the Time of Day, THE ARROWS NOW INDICATE WHAT DAYS OF THE WEEK YOU HAVE ALARMS PROGRAMMED TO GO OFF.


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
PM
3:23
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY

ALARMS SET
FOR SUNDAY AND FRIDAY.

The one exception is that if you program an alarm storage for a whole week (instead of one day) (see step 9) arrows will not show up for this program.

B) PROGRAM STORAGE 2 LIKE YOU DID STORAGE 1

NOTE: If you try to program the same time and day into more than one alarm storage, Omnibot will reject it. He will blink and flash a 1:00 am at you, and give you a "reject sound."

C) SKIP STORAGE 2 (ALTHOUGH IN THIS CASE, YOU MAY NOT)

When you enter Alarm Storage (by pushing AL), the SET button acts as a Skip button to the next storage.

1) If there is nothing programmed in the storage (1:00 am Sunday, flashing), push the SET button **ONCE** to get to the next storage.

AL ⟶ Storage 1 Time, Day ⟶
Storage 2 Time, Day ⟶
Storage 3 Time, Day ⟶
Storage 4 Time, Day ⟶ etc.

(continued)

ALARM PROGRAMMING (CONT'D)

2) If there is a program already in the storage, you will need to push the SET button **TWICE** to get to the next storage.—The first time you push the SET button will tell you which alarm you have programmed for that particular storage.

AL → Storage 1 Time, Day →
Storage 1 Alarm Choice →
Storage 2 Time, Day →
Storage 2 Alarm Choice →
Storage 3 Alarm Choice → etc.

HOWEVER, AS SOON AS YOU PROGRAM ONE OF THE ALARM STORAGES, YOU MAY NO LONGER SKIP OVER UNPROGRAMMED STORAGES (1:00 am SUNDAY, FLASHING).

The reason for this is that the SET button becomes a **Program** button as soon as you program an alarm storage. And when you attempt to skip over an unprogrammed storage (1:00 am Sunday, flashing) it automatically programs and sets that storage for 1:00 am Sunday (the flashing will stop when this happens).

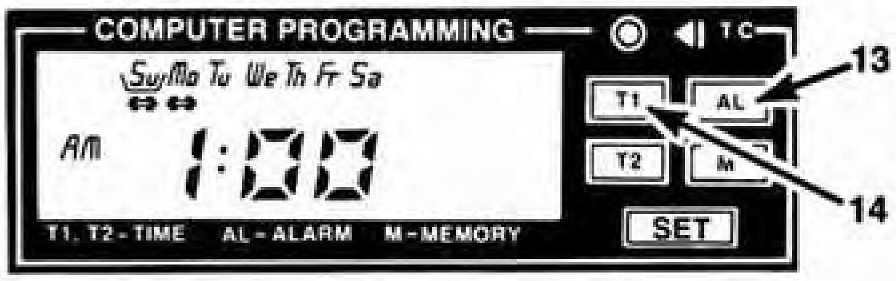
If you skip another unprogrammed storage in this manner—Omnibot will give you the "reject sound." Why? Because you have tried to program 2 storages to go off at the same time and day (1:00 am Sunday).

THE RULE

ONCE YOU HAVE PROGRAMMED AN ALARM STORAGE, YOU MAY NO LONGER SKIP OVER UNPROGRAMMED STORAGES—YOU WILL HAVE TO EXIT ALARM STORAGE (BY PUSHING AL) AND RE-ENTER ALARM STORAGE (BY PUSHING AL AGAIN). —THEN YOUR SET BUTTON WILL ACT AS A SKIP BUTTON AGAIN.

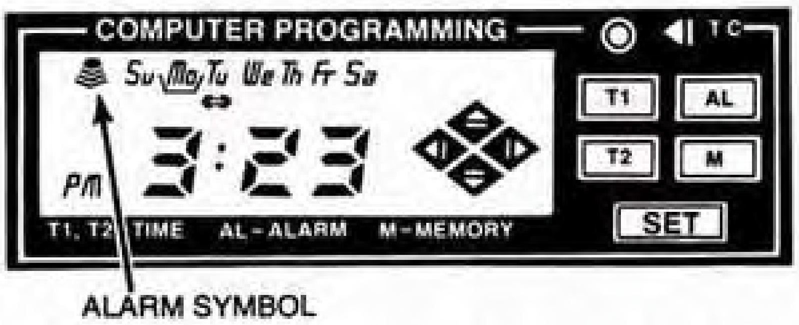
WHEN YOU ARE FINISHED PROGRAMMING:

13. Push AL to return to the Time of Day.
14. Push T1 to set the alarm.



The screen will now show the Time of Day (in this case, 3:23 pm Monday). The alarm time is no longer displayed—it is stored in Omnibot's memory.

AL-3 is now set to go off at 4:35 pm Tuesday. This should be indicated by the alarm symbol in the upper left corner of the screen. The arrow under Tuesday tells you that the alarm is set for Tuesday.



If the alarm symbol does not appear on the screen, push T1 and it should then appear.

NOTE: When times are programmed into alarm storage, T1 becomes an alarm on and off button

When the alarm symbol appears on the screen, all the alarms in your storage are set to go off. When the alarm symbol does not appear on the screen, none of your alarms in storage will go off

15. ALARM SHUT OFF

To shut off the alarm once it sounds—push SET.

If you do not shut it off manually, the alarm will continue for 4 minutes—before shutting off automatically.

16. TO ERASE AN ALARM

A) Push AL to get into Alarm Storage.
B) Push SET to get to the storage you want to erase.
C) First, push M. Then while holding M down, push SET at the same time. The display will now show 1:00 am Sunday, flashing.—Your alarm is erased.
D) Push AL to leave Alarm Storage.

SUMMARY

AL	= Alarm Storage. This is used for entering and leaving the Alarm Storage.
T1	= Moves the "flashing" to the next digit/day—when in Alarm Storage. Becomes an Alarm On/Off button—when out of Alarm Storage.
T2	= Changes the individual digit/day.
SET	= When in Alarm Storage: Sets the alarm time and day. Also sets your choice of alarms (AL-1, AL-2, or AL-3). Can also be used to skip from one alarm storage to another. When out of Alarm Storage: Shuts off the alarm sound when the alarm is running.
SET + M	= To erase an alarm. (First push M. Then while holding M down, push SET at the same time.)

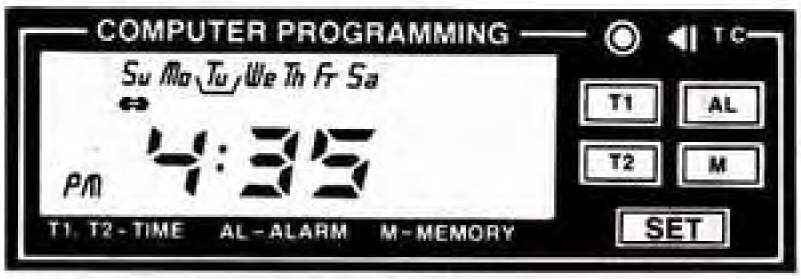
ALARM PROGRAMMING (CONT'D)

ALARM STORAGE MEMORY BUTTON

To check the times and alarms pre-programmed in the 7-storage memory:

1. Push M (memory) button.

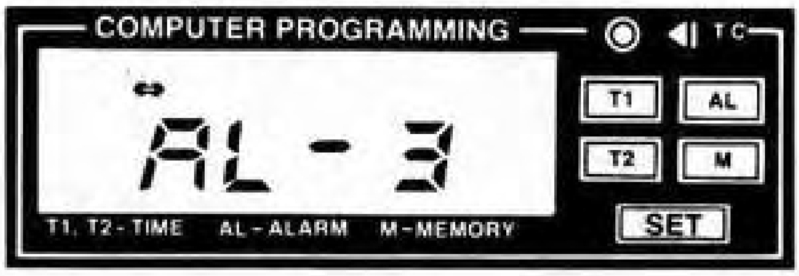
   This shows the storage 1 setting.


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
PM 4:35
T1
AL
T2
M
T1, T2 - TIME AL - ALARM M - MEMORY
SET

   NOTE: The arrow under Sunday indicates you are in Storage 1.

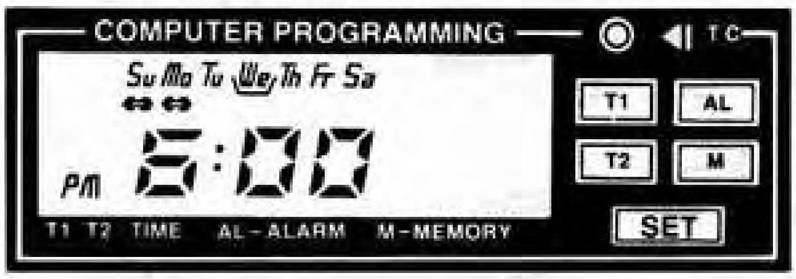
   (In this example storage 1 is programmed to go off at 4:35 pm, Tuesday.)

2. Push T2 to check which alarm is set to go off.


COMPUTER PROGRAMMING
TC
AL - 3
T1
AL
T2
M
T1, T2 - TIME AL - ALARM M - MEMORY
SET

   (In this example the programmed alarm in storage 1 is AL-3.)

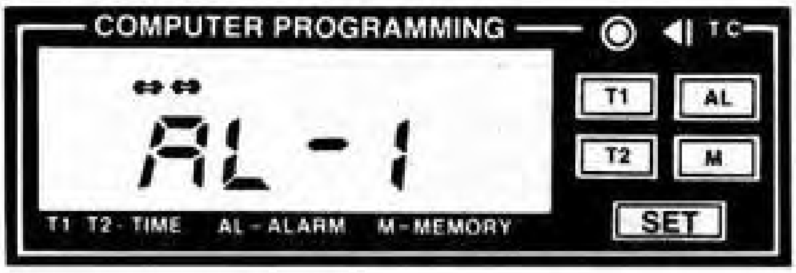
3. Push T1 to advance to storage 2.


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
PM 6:00
T1
AL
T2
M
T1 T2 TIME AL - ALARM M - MEMORY
SET

   NOTE: The arrows under the days of the week now indicate you are in storage 2.

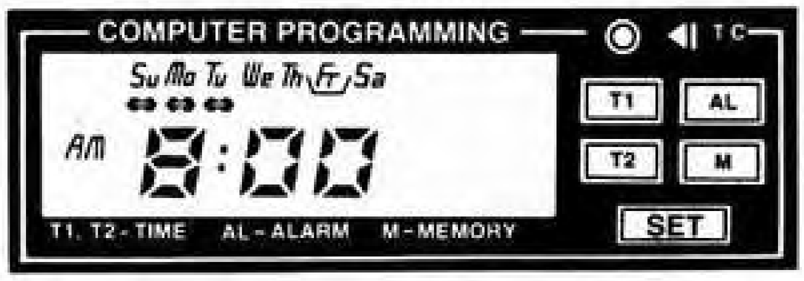
   (In this example storage 2 is programmed to go off at 6:00 pm, Wednesday.)

4. Push T2 to check which alarm is set to go off.


COMPUTER PROGRAMMING
TC
AL - 1
T1
AL
T2
M
T1 T2 - TIME AL - ALARM M - MEMORY
SET

   (In this example the programmed alarm in storage 2 is AL-1.)

5. Push T1 again.


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM 8:00
T1
AL
T2
M
T1, T2 - TIME AL - ALARM M - MEMORY
SET

   NOTE: The arrows under the first three days of the week now indicate you are in storage 3.

   (In this example storage 3 is programmed to go off at 8:00 am, Friday.)

6. Follow this action (T1, T2) to check all seven storage settings.

   If a storage setting has not been programmed: 1:00 am Sunday will flash on the screen to indicate the storage setting is empty··· also, the screen will not change when you push T2.

At any time you can push M again to return to the Time of Day.

You can not reset or program a time while in M.

M is for checking your memory only.

SUMMARY

M = Memory. This is used for entering and leaving Omnibot's Memory.
T1 = Moves to the next storage.
T2 = Checks which alarm is set to go off.

VI. BASIC CASSETTE OPERATION

Omnibot has a built in cassette deck. It plays standard tapes (blank and pre-recorded). The do's and don'ts of this section will help you protect and care for Omnibot and your tapes.

WARNING: BECAUSE THE CASSETTE UNIT IS BUILT INTO OMNIBOT, EXTREME CAUTION MUST BE OBSERVED. BE CAREFUL AND GENTLE AT ALL TIMES WITH ALL CASSETTE FEATURES. DO NOT USE FORCE OR DAMAGE MAY OCCUR.

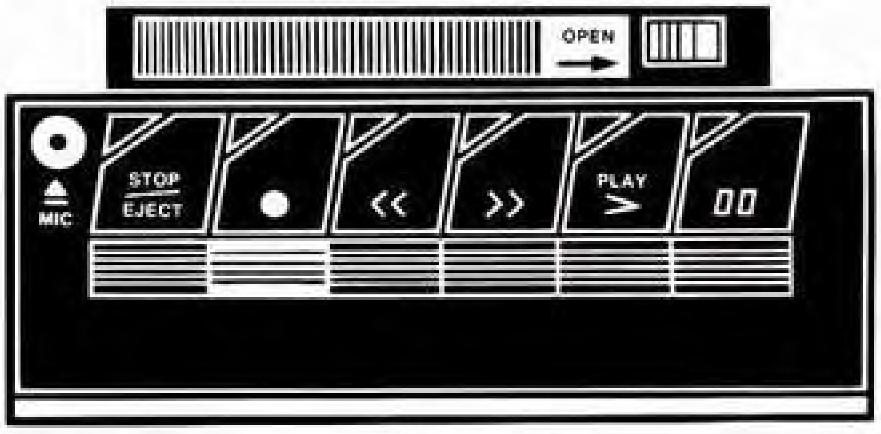
To ensure safe and long lasting care of your Cassette Unit:

A. Do not use metal tapes. Use normal bias tapes.

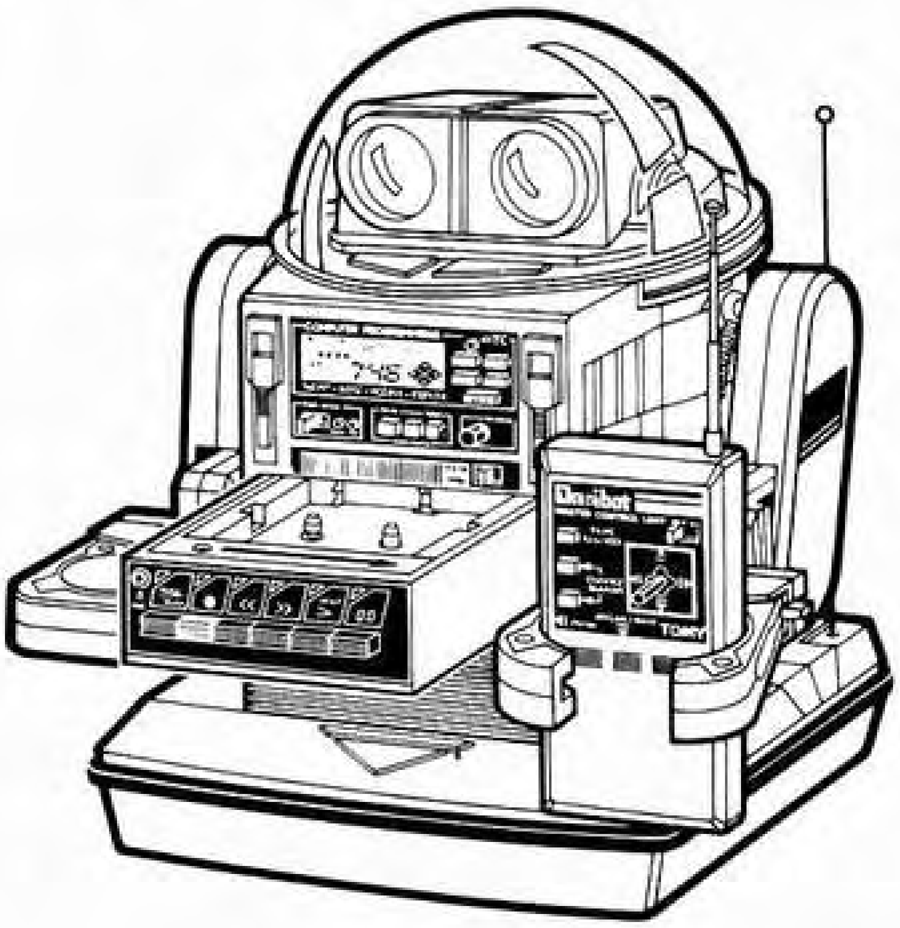
B. Do not use tapes longer than C-90. We recommend C-60's or shorter.

To insert a cassette:

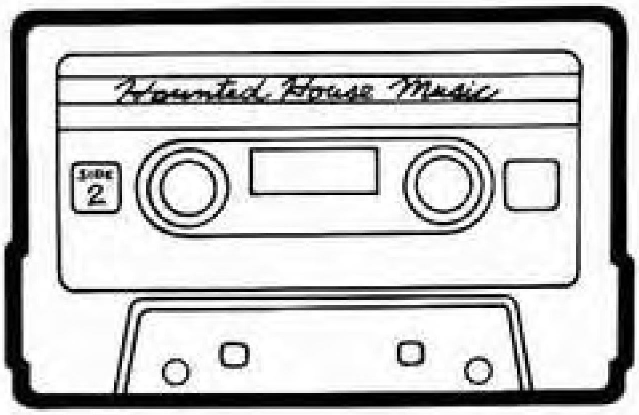
1. Cassette Unit should be off (no buttons pressed in). If any button is pressed in, press STOP/EJECT button until it snaps out.
2. Slide OPEN lever to the right.



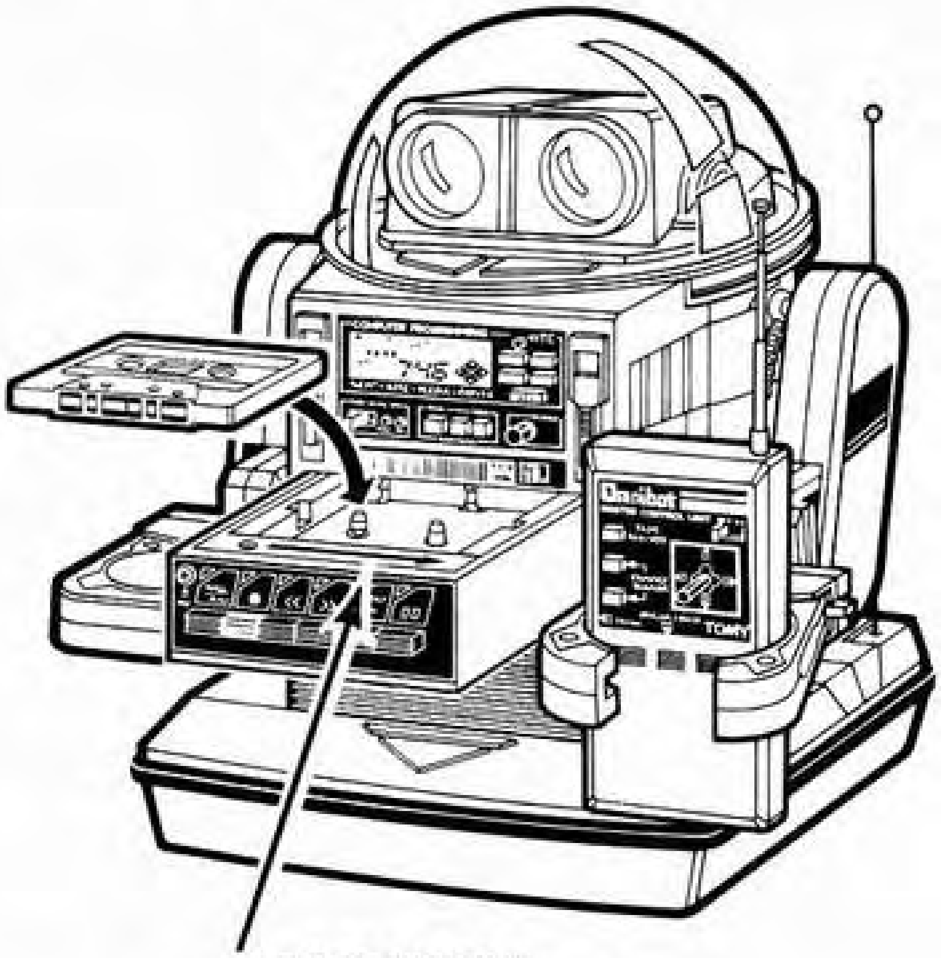
3. Gently pull Cassette Unit out like a drawer.



4. The exposed tape should be facing you, with the side you wish to play, facing up.



5. Place cassette into compartment, gently. Do not force, or damage may occur.



THE TAPE MOVES IN THE DIRECTION ILLUSTRATED.

NOTE: To play or record on your tape make sure the side with the full reel of tape is to your left. If it is not, make sure to rewind it before pushing PLAY.

6. Push Cassette Unit back into Omnibot.

WAIT UNTIL YOU READ "MODE SELECTOR-*TAPE*" SECTION TO OPERATE CASSETTE UNIT.

You will need additional information in order to make the Cassette Unit work.

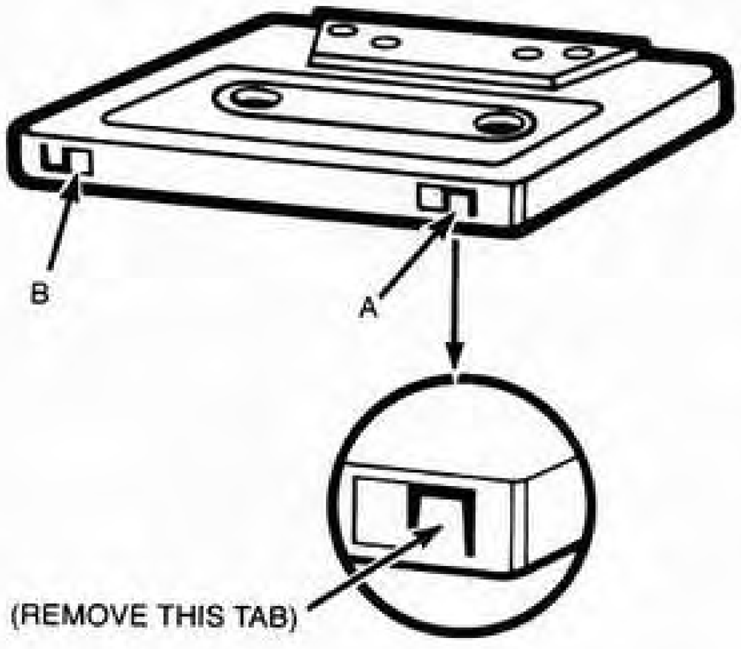
BASIC CASSETTE OPERATION (CONT'D)

To remove cassette:

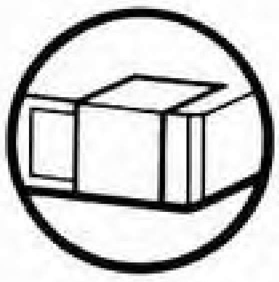
1. Cassette Unit should be off (no buttons pressed in).
2. Slide OPEN lever to the right.
3. Pull Cassette Unit towards you until you can see the whole cassette.
4. Push the EJECT button.
5. Remove cassette and push Cassette Unit back into Omnibot.

AS AN ADDITIONAL FEATURE, OMNIBOT'S FLASHING EYES ARE STROBE-SYNCHRONIZED TO THE SOUND LEVEL OF THE SPEAKER SYSTEM.

If you want to keep recordings on the cassette, snap off the little tab (on both A & B sides).



If you want to record something else on the cassette, stick a piece of cellophane tape back where the tab was.



It is a copyright violation to use your recordings on your cassette other than for your own pleasure and personal use. If the Cassette Unit is not working properly, check the following points.

RECORD BUTTON CANNOT BE PUSHED IN:
- Are you using a tape with the little tab snapped off?—Take out the cassette tape to check the tab. If it has been snapped off, stick a piece of cellophane tape where the tab belongs.

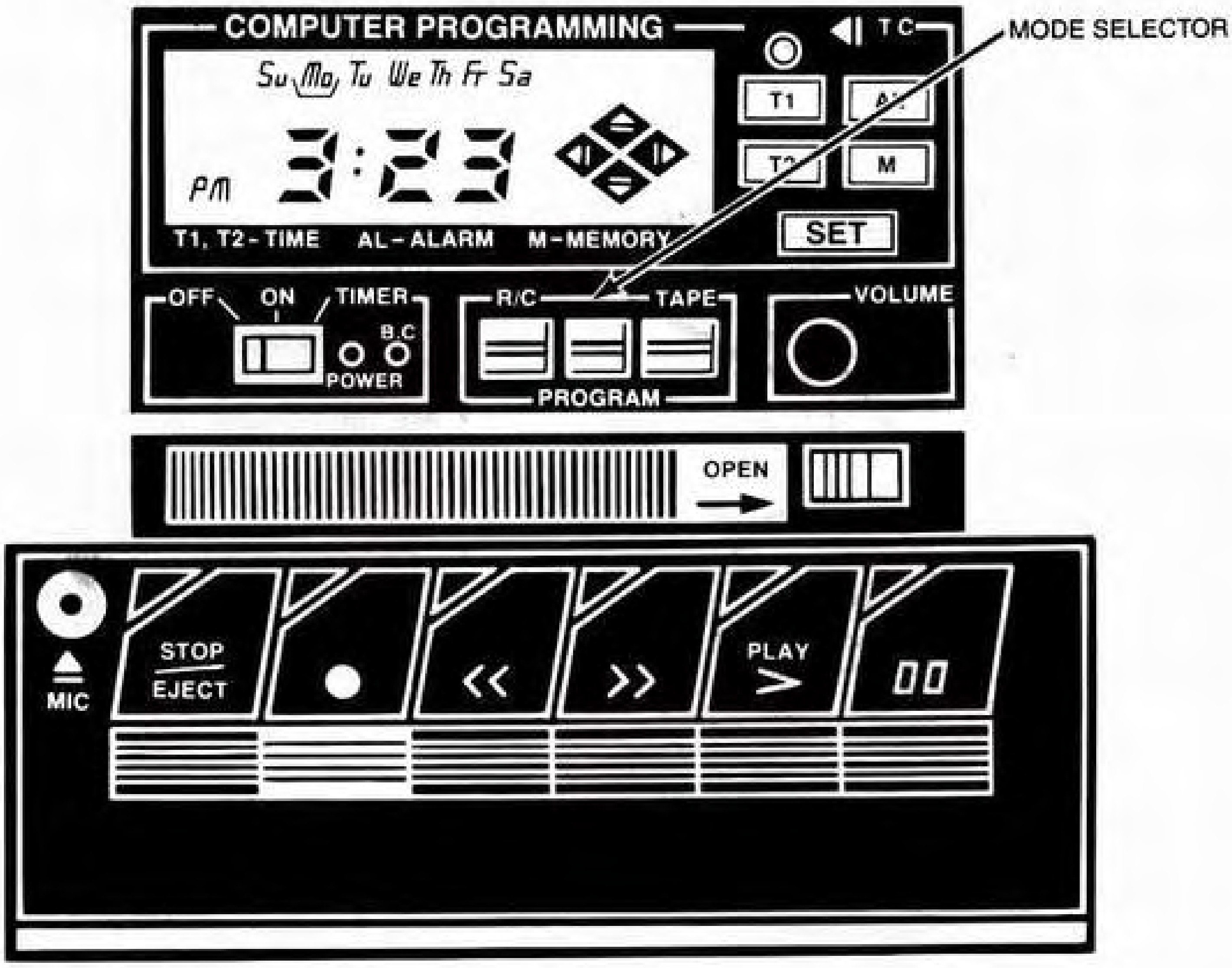
YOU CANNOT PUT IN A CASSETTE:
- Are you trying to put it in backwards? Place it with the tape facing toward you.
- Is PLAY button pushed in? First push STOP/EJECT button and then put the cassette tape in.
- Check to see if the cassette is damaged.

VII. MODES

There are three modes in which Omnibot will operate. They are TAPE, PROGRAM, and R/C.

You will find the Mode Selector underneath the time display. (see illustration)

We will discuss these modes and their functions, one at a time, beginning with the TAPE mode.



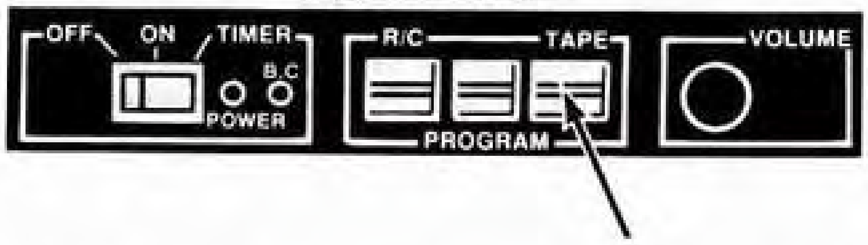
COMPUTER PROGRAMMING
Su Mo Tu We Th Fr Sa
PM 3:23
T1, T2 - TIME
AL - ALARM
M - MEMORY
TC
T1
AL
T2
M
SET
MODE SELECTOR
OFF
ON
TIMER
B.C
POWER
R/C
TAPE
PROGRAM
VOLUME
OPEN
MIC
STOP
EJECT
PLAY

VIII. MODE SELECTOR-*TAPE*

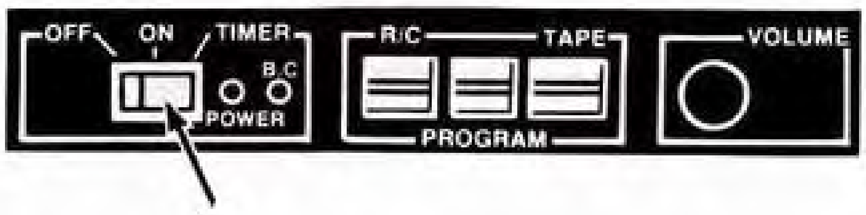
At this time we will teach you to operate the Cassette Unit while it is in TAPE mode.

1. To operate in TAPE mode, push TAPE button on the mode selector.

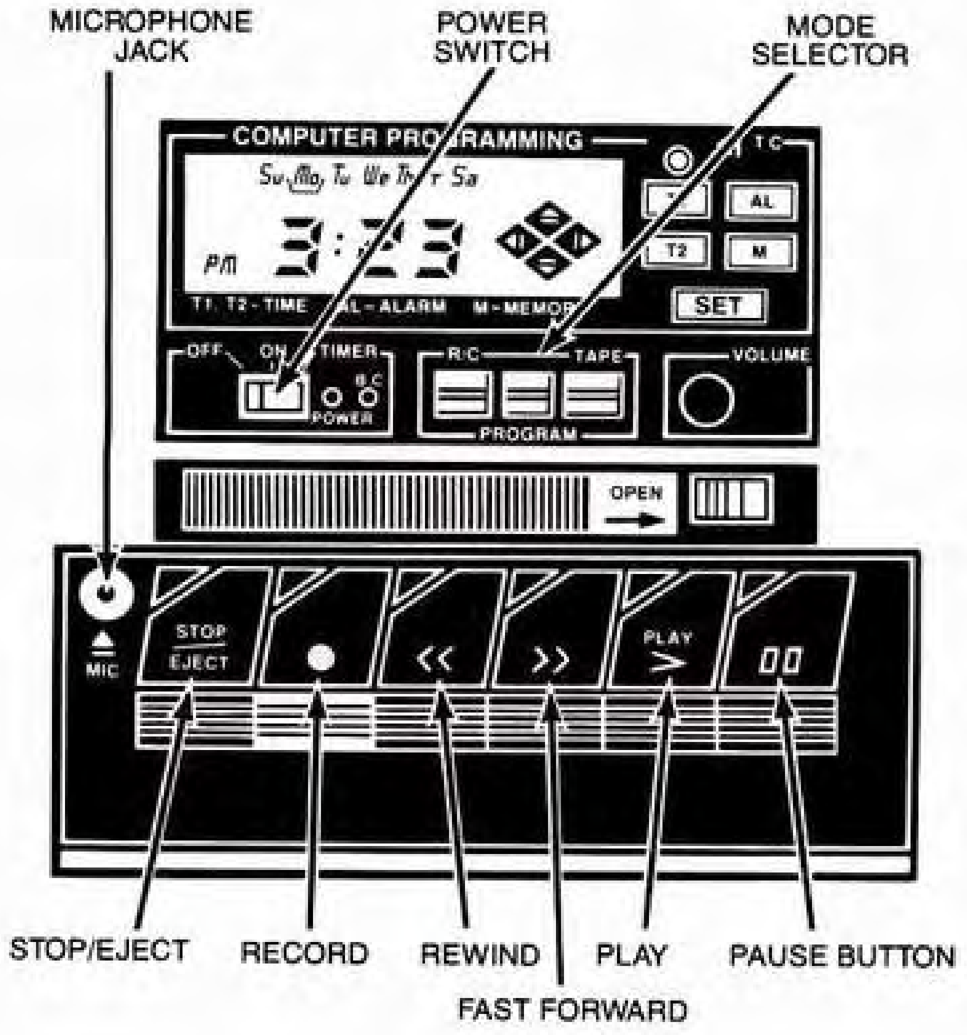
MODE SELECTOR


OFF
ON
TIMER
B.C
POWER
R/C
TAPE
PROGRAM
VOLUME

2. To turn Omnibot's power on, switch the power switch to ON position.


OFF
ON
TIMER
B.C
POWER
R/C
TAPE
PROGRAM
VOLUME

3. To play a tape, push the PLAY button.
4. To stop, push STOP/EJECT button.
5. Before you fast forward (▶▶) or rewind (◀◀), make sure to push STOP/EJECT button first or damage will result.
6. To record:
   A) Push the PAUSE button.
   B) Push the RECORD button.
   C) Simply release the PAUSE button when you are ready to begin recording.


MICROPHONE JACK
POWER SWITCH
MODE SELECTOR
COMPUTER PROGRAMMING
Su Mo Tu We Th Fr Sa
PM
3:23
T1
AL
T2
M
SET
T1, T2 - TIME
AL - ALARM
M - MEMORY
TC
OFF
ON
TIMER
B.C
POWER
R/C
TAPE
PROGRAM
VOLUME
OPEN
MIC
STOP
EJECT
PLAY
STOP/EJECT
RECORD
REWIND
PLAY
PAUSE BUTTON
FAST FORWARD

You can record from a microphone or other source by plugging into the jack located on the Cassette Unit.

(microphone specifications: See Technical Specifications section.)

NOTE: YOU CAN ALSO RECORD ONTO CASSETTE THROUGH YOUR MASTER CONTROL UNIT. WE WILL COVER THIS IN THE R/C AND PROGRAM MODE SECTIONS.

7. To playback your recording: REWIND, STOP and then PLAY.
8. To erase, new recordings will automatically erase the old ones. However, if tabs have been removed neither recording or erasing will be possible. Refer to section on BASIC CASSETTE OPERATION for **keeping** recordings on cassette.
9. As an added feature, a microphone (not included) plugged into the microphone jack will project your voice through Omnibot's onboard speaker. (This will only work when you are **not** recording.) The volume level to this speaker is located on Omnibot.

(continued)

MODE SELECTOR-TAPE (CONT'D)

IN TAPE MODE REVIEW

YOU CAN:	YOU CAN NOT:
1. Operate the cassette unit's basic functions: PLAY, RECORD, FAST FORWARD, REWIND, STOP, PAUSE.	• Operate Omnibot by his Master Control Unit. (The MCU works only in R/C Mode or when recording in PROGRAM Mode.)
2. Record onto cassette voice and/or music from a microphone (not included) or other source. Plug into the cassette unit jack (Located near the STOP/EJECT button.)	• Record onto cassette through the Master Control Unit microphone. (The MCU microphone works only in R/C or PROGRAM Mode.)
3. Project your voice through Omnibot's onboard speaker with plug-in microphone (not included). Microphone plugs into jack located on Cassette Unit.	• Have Omnibot obey movement programmed cassettes. He will only obey programs (movement signals) in PROGRAM Mode.

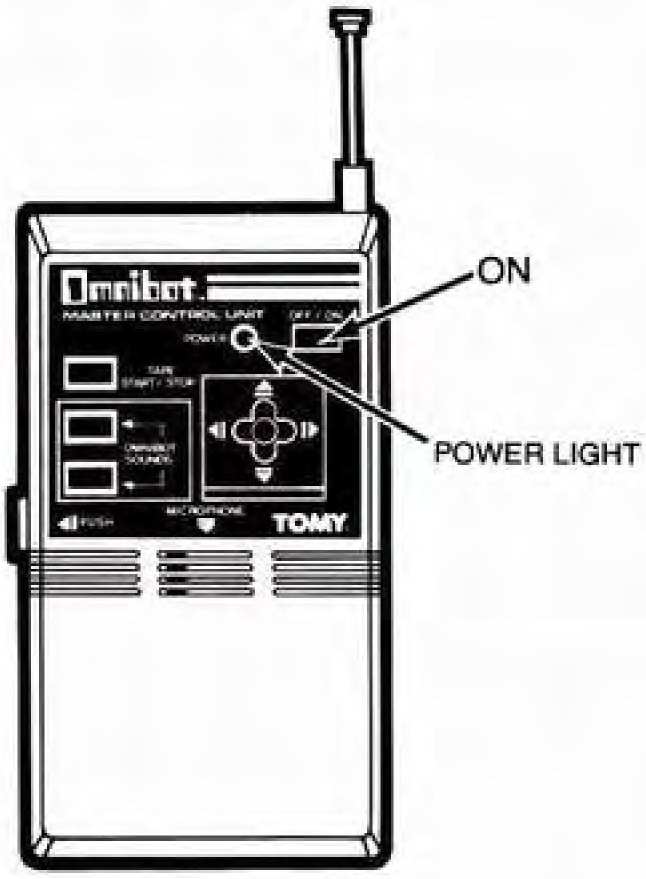
IX. MODE SELECTOR-*R/C* (REMOTE CONTROL)

TO OPERATE OMNIBOT BY REMOTE CONTROL:

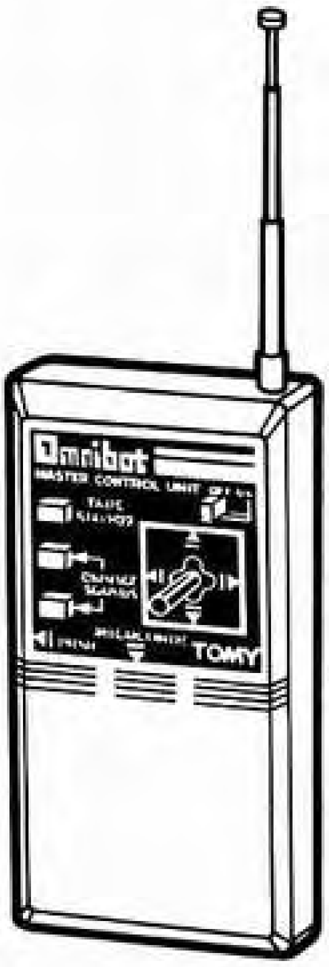
NOTE: Make sure the 4 "AA" batteries have been inserted in the Master Control Unit.

Refer to Battery section if you have not installed batteries.

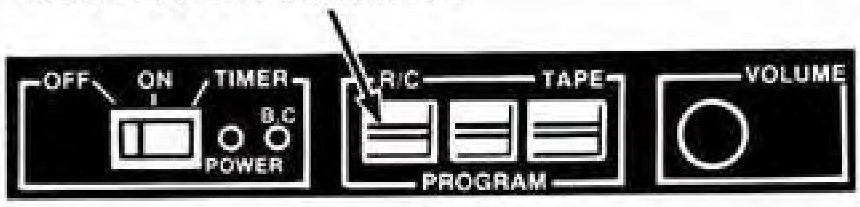
1. Master Control Unit: ON
   NOTE: The power light on the MCU indicates when the MCU is ON.


Omnibot
MASTER CONTROL UNIT
POWER
TOMY
ON
POWER LIGHT

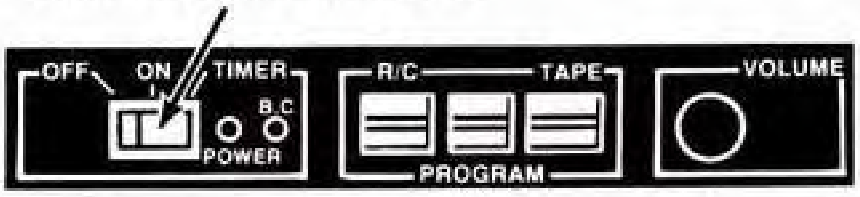
2. Antenna on Master Control Unit: Extended


Omnibot
MASTER CONTROL UNIT
TOMY

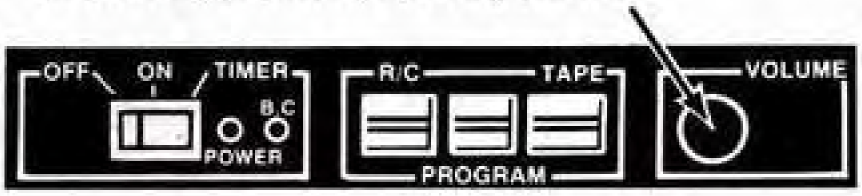
3. Mode Selector Switch: R/C


OFF
ON
TIMER
B.C
POWER
R/C
TAPE
PROGRAM
VOLUME

4. Omnibot Power Switch: ON


OFF
ON
TIMER
B.C
POWER
R/C
TAPE
PROGRAM
VOLUME

5. Volume: Adjusted to half way position.


OFF
ON
TIMER
B.C
POWER
R/C
TAPE
PROGRAM
VOLUME

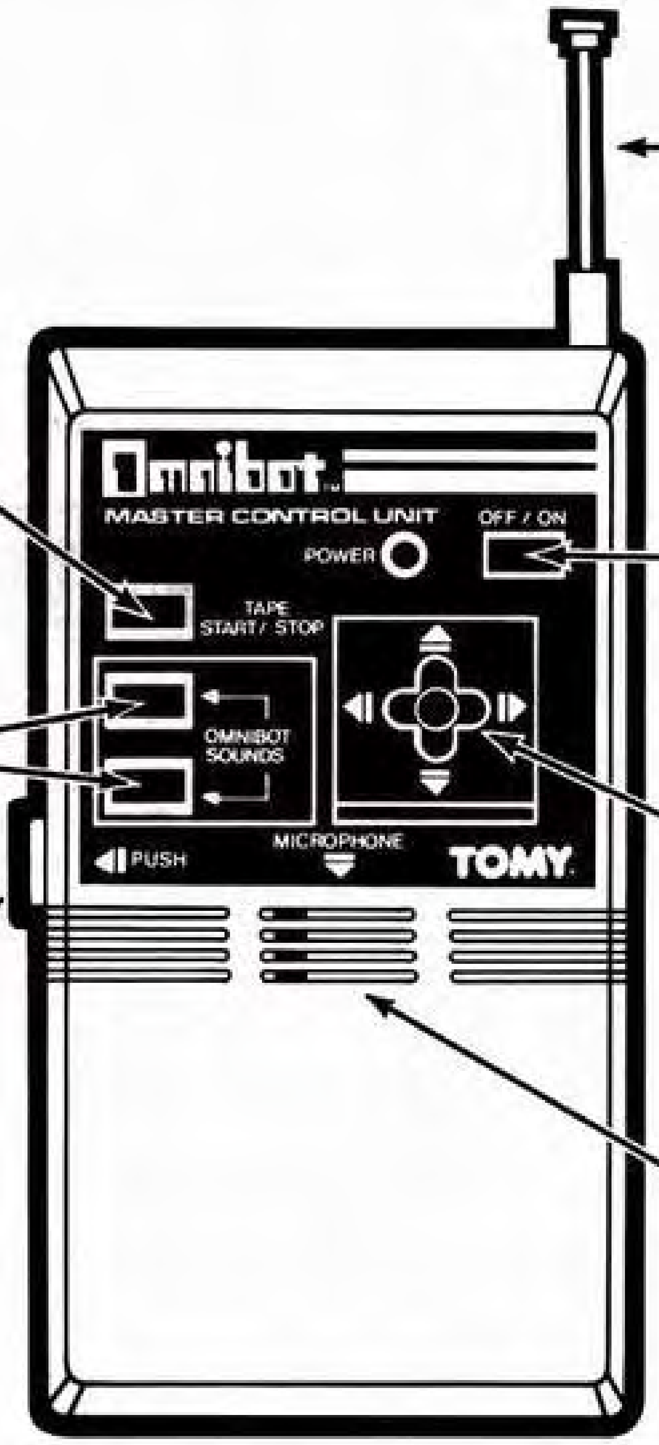
NOTE: If humming noise (which is feedback) occurs when operating in R/C mode:
A) adjust volume control on Omnibot.
B) try moving a little further away from Omnibot while operating his Master Control Unit.

6. You are now ready to operate Omnibot with your Master Control Unit (MCU).

(continued)

MODE SELECTOR-*R/C* (REMOTE CONTROL) (CONT'D)

OMNIBOT'S MASTER CONTROL UNIT (MCU)


Omnibot™
MASTER CONTROL UNIT
OFF / ON
POWER
TAPE START/ STOP
OMNIBOT SOUNDS
PUSH
MICROPHONE
TOMY

Antenna must be extended to operate.

To stop and start cassette by remote button: **onboard cassette PLAY or RECORD button must be pushed.**
Make sure:
1. Mode Selector is on R/C.
2. Omnibot's Power Switch is ON.

Master Control Unit ON/OFF switch must be ON to operate Omnibot in R/C or to record a program in PROGRAM mode.

Omnibot Sounds: each button operates a robot sound.

Omnibot's direction stick:

forward — stick upward
right — stick right
reverse — stick down
left — stick left

Microphone button: to speak through Omnibot's onboard speaker, push microphone button and speak into microphone.

MICROPHONE

NOTE:
CLOCK DISPLAY MUST BE IN TIME OF DAY (WITH DIAMONDS FLASHING)—NOT ALARM STORAGE OR MEMORY—FOR OMNIBOT SOUNDS AND TAPE START/ STOP BUTTON TO WORK.

MODE SELECTOR-*R/C* (REMOTE CONTROL) (CONT'D)

IN R/C MODE REVIEW

YOU CAN:	**YOU CAN NOT:**
1. Operate Omnibot's movements. 2. Operate Omnibot's two Robot Sounds. 3. Speak through MCU microphone and hear your voice through Omnibot's onboard speaker. 4. Start and Stop cassette when onboard Cassette Unit buttons are pushed. 5. Speak or sing into MCU microphone while cassette is playing—your voice will come out with the tape sound. 6. Record onto cassette from the MCU microphone. 7. Operate Omnibot's robot sounds and his travel at the same time (forward and reverse only). 8. Use a microphone (not included) and plug it into the Cassette Unit Jack. Now you can: A. Project through Omnibot's speaker when the Cassette Unit is in **PLAY**. B. Project through Omnibot's speaker when the Cassette Unit is in **RECORD**. (**Only when the MCU microphone button is pushed**) C. Record onto the cassette when the Cassette Unit is in RECORD. 9. Operate the plug-in microphone (not included) and the Master Control Unit microphone—both at the same time to record and/or project your voice.	• Record movement signals onto cassette. Likewise, Omnibot will not obey movement signals already programmed on cassettes. (see: PROGRAM MODE section) • Make Omnibot travel and speak through his onboard speaker at the same time. If he is traveling and you start to speak through him, he will stop moving until you release the MCU microphone button. • Operate Omnibot sounds and TAPE START/STOP button with the Master Control Unit if the clock display is in ALARM STORAGE or MEMORY—you must return to TIME OF DAY to operate Omnibot sounds and TAPE START/STOP button on Master Control Unit.

X. STEERING ADJUSTMENT

Now that you can operate Omnibot's Master Control Unit, you should check Omnibot's steering.

Omnibot should travel in a straight path, when the MCU directional stick is pressed forward. If he does not, Omnibot needs a steering adjustment. Adjust on a hard, clean surface.

TO CORRECT OMNIBOT'S DIRECTION:

1. Correct him only when he is **not moving**.
2. Insert a screwdriver (INCLUDED IN CONTENTS) into the Steering Corrector (see illustration).
3. Turn screwdriver slightly in the direction needed to correct Omnibot's course.
4. Test again until Omnibot travels in a straight path. Adjust on a hard, clean surface.

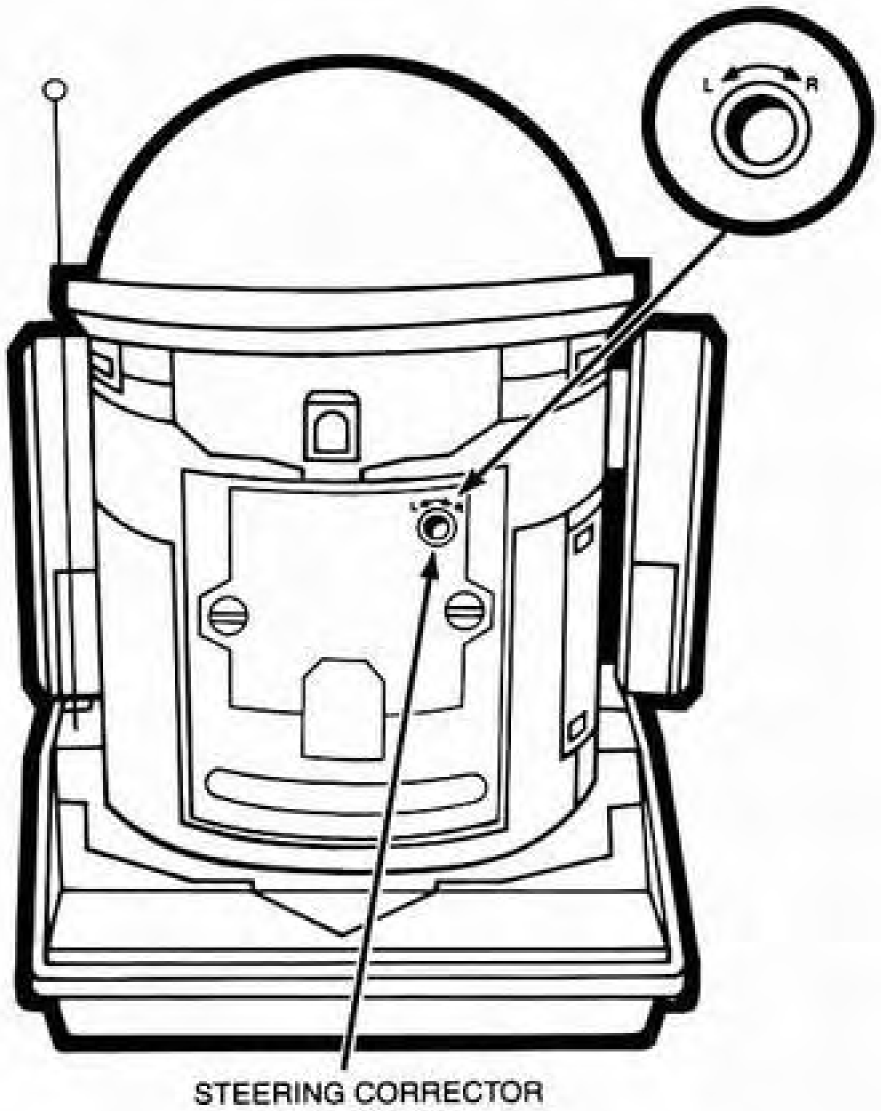
Once you make the initial steering adjustment, Omnibot should not require any further adjusting.

NOTE: IF YOU MAKE A STEERING ADJUSTMENT IN THE FUTURE:

After reading the whole Instruction Manual, you will see that you are able to record Omnibot's movements onto a cassette. When you play that cassette back, Omnibot will repeat those exact movements on the cassette.

HOWEVER, when you make a steering adjustment Omnibot will **not** be able to repeat those movements exactly as programmed...because you have changed the steering.

Thus...WHENEVER YOU MAKE A STEERING ADJUSTMENT, YOU WILL HAVE TO **RE-RECORD** ANY MOVEMENT PROGRAMS YOU HAVE ON FILE.



XI. MODE SELECTOR-*PROGRAM*

One of Omnibot's unique features is that you can create a program onto a cassette tape and then have Omnibot play it back. You can record into his memory (onto cassette)...movements, robot sounds, and your own voice all through the Master Control Unit.

There are two parts to this section:
A—How to create a program onto cassette.
B—How to playback the program you've created.

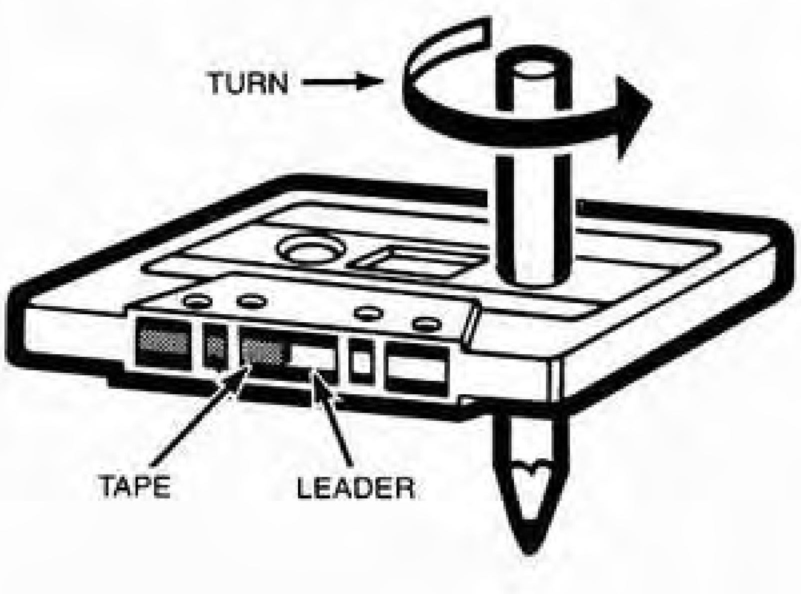
A. TO CREATE A PROGRAM ONTO CASSETTE:

NOTE: When programming it is important to remember Omnibot's starting place and position. To help you do this Omnibot comes with his own Home Base. If you program Omnibot's movements and forget to put him exactly where he started, his movements could lead him elsewhere.

1. Master Control Unit: ON
2. Antenna on Master Control Unit: Extended
3. Mode Selector Switch: PROGRAM
4. Omnibot Power Switch: ON
5. Volume: Adjusted to desired level.
6. Cassette Unit: Rewind cassette to beginning and insert.

   NOTE: Every cassette tape has what is called a "leader" at both ends. This is a non-magnetic tape which you can **not** record on. It looks different from the recording tape. (leader can be clear or a color such as white or yellow, etc.) Thus, your program will not actually start recording or playing until the cassette winds past the leader and gets to the magnetic tape.

   If you want Omnibot to perform EXACTLY on cue (to ensure that you are past the leader):
   a. rewind your cassette completely
   b. remove your cassette from the Cassette Unit
   c. insert a pencil or similar object (as illustrated) and turn the leader until the tape appears. Position the leader/tape as pictured below.
   d. Place the cassette back into the Cassette Unit. Now the magnetic tape will begin exactly on cue when you start the Cassette Unit.



7. Cassette Unit:
   A) Push the PAUSE button (00).
   B) Push the RECORD button (•).
   C) Release the PAUSE button when you are ready to start.

Now you are ready to program Omnibot through the Master Control Unit.

Omnibot will record into his memory (onto cassette) all the movements, robot sounds and your voice through the MCU microphone.

Stay more than 5 feet away from Omnibot while programming to make sure he gets clear signals.

NOTE: Master Control Unit's tape STOP/START button will NOT work in PROGRAM mode.
You must stop and start the cassette by operating the onboard Cassette Unit Buttons.

Also, Clock Display must be in Time of Day (not Alarm Storage or Memory) in order to operate Omnibot sounds from the Master Control Unit.

When you have finished programming, stop and rewind your cassette tape. Don't forget to turn off Omnibot's power switch and the Master Control Unit.

B. TO PLAYBACK A PROGRAM:

1. Mode Selector Switch: PROGRAM
2. Omnibot's Power Switch: ON
3. Volume: adjusted to desired level.
4. Cassette Unit: rewind programmed cassette to beginning of program. (If you want the program to start exactly on cue, wind past the leader as you did when programming. (see illustration)
5. Omnibot: in exact place where he started the program (Home Base).
6. Cassette Unit: PLAY button pushed.

NOTE: When you have created a program onto cassette that you wish to keep:

Mark it for your records and file it. This way you can build your own customized library of taped programs for Omnibot. (example: include in your library such things as Omnibot's wake up path for the entire family, his kitchen to living room deliveries, room to room messenger service, etc...).

To stop Omnibot in the middle of a taped program, push the cassette STOP or PAUSE button.

YOU CAN ALSO PLAYBACK A PROGRAM BY SETTING THE CASSETTE (LIKE AN ALARM) TO START AT A PROGRAMMED TIME...TO DO THIS, SEE NEXT SECTION—"CASSETTE PROGRAMMING."

(continued)

MODE SELECTOR-*PROGRAM* (CONT'D)

IN PROGRAM MODE REVIEW

YOU CAN:	**YOU CAN NOT:**
1. Operate the Master Control Unit when the Cassette Unit is in RECORD. 2. Operate everything on the Master Control Unit except the tape start/stop button. 3. Operate Omnibot's robot sounds and his travel at the same time (forward and reverse only): 4. Record movement signals as well as voice. Omnibot will repeat them when played back. 5. Playback programmed tapes. 6. Set a pre-programmed tape to come on at a pre-set time by setting the cassette alarm storage. (see CASSETTE PROGRAMMING section).	• Make Omnibot travel and speak through his onboard speaker at the same time. If he is traveling and you start to speak through him he will stop moving until your hand is off of the MCU microphone button. • Operate the Master Control Unit tape start/stop button. This button only works in R/C Mode. • Operate Omnibot sounds with the Master Control Unit if the Clock Display is in Alarm Storage or Memory—you must return to Time of Day in order to operate Omnibot sounds with the Master Control Unit. • Operate Omnibot by the Master Control Unit when the Cassette Unit is in PLAY or OFF.

XII. CASSETTE PROGRAMMING

IF YOU HAVE ANY QUESTIONS, call toll free number for assistance:
(800) 421-5597 FOR OUTSIDE CALIFORNIA
(800) 421-8496 FOR CALIFORNIA RESIDENTS
To save time, be sure to have Omnibot and your instructions by the phone when you call our service assistant.

TO SET A CASSETTE (PROGRAMMED OR REGULAR) TO PLAY AT A PRE-PROGRAMMED TIME.

NOTE: CASSETTE PROGRAMMING IS DIFFERENT FROM THE ALARM PROGRAMMING IN THAT A SHUT-OFF TIME MUST ALSO BE PROGRAMMED. IF YOU DO NOT PROGRAM A SHUT-OFF TIME, OMNIBOT WILL REJECT THE PROGRAM.

The shut-off time should not be longer than 45 minutes after your cassette start time.

DON'T use any tapes longer than C-90. C-60's or shorter are best for your tape machines' care.

The Cassette Unit has an automatic shut-off feature which stops the cassette at its end. **However, even with this feature a *stop time must be programmed after each start time*. If you fail or forget to program a stop time, Omnibot will blink at you and give you a reject sound.**

IF YOU GET A REJECT SOUND, YOU MUST FOLLOW THIS PROCEDURE:

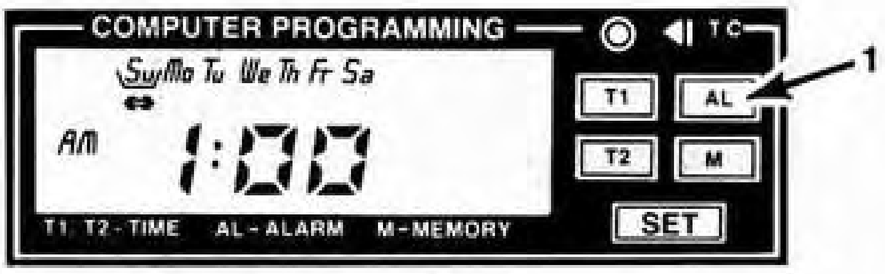
A. Push SET (if you get another reject sound, ignore it and continue).
B. Push AL to return to the Time of Day.
C. Push AL to reenter Alarm Storage.

Now, begin again to program your cassette start and stop times.

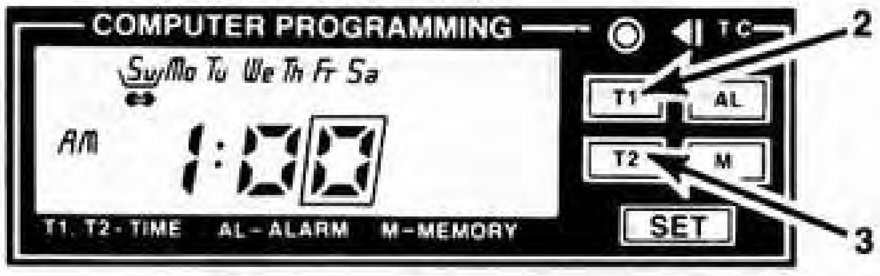
Example: Let's say we want the cassette to start playing at 5:42 pm Saturday and to stop at 6:00 pm Saturday.

1. Push AL.

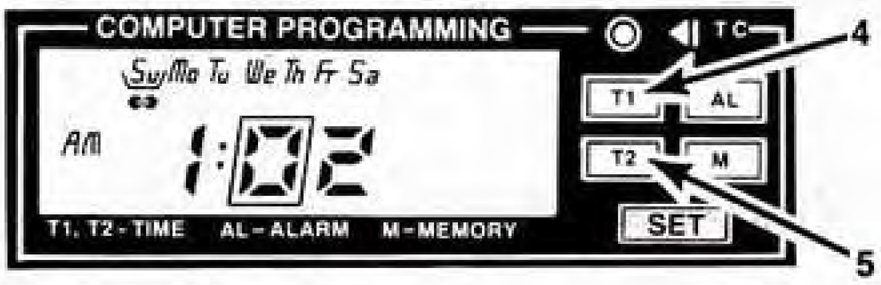
   (Note: In our example we show 1:00 am Sunday. However, your storage 1 time may be different if you have already programmed it.)


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:00
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY
1

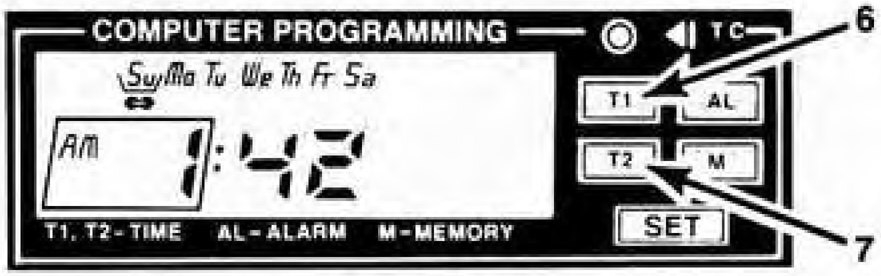
2. Push T1.
3. Push T2 to change the flashing digit (to 2).


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:00
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY
2
3

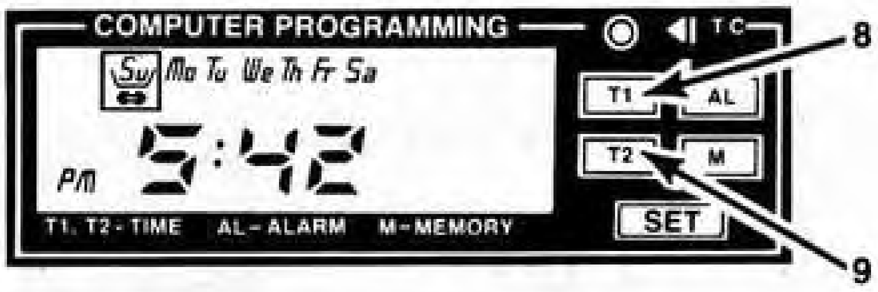
4. Push T1.
5. Push T2 to change the flashing digit (to 4).


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:02
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY
4
5

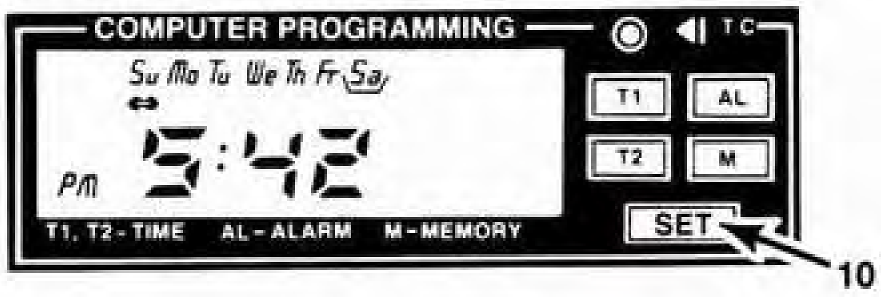
6. Push T1.
7. Push T2 to change the flashing hour and am/pm (to 5 pm).


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:42
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY
6
7

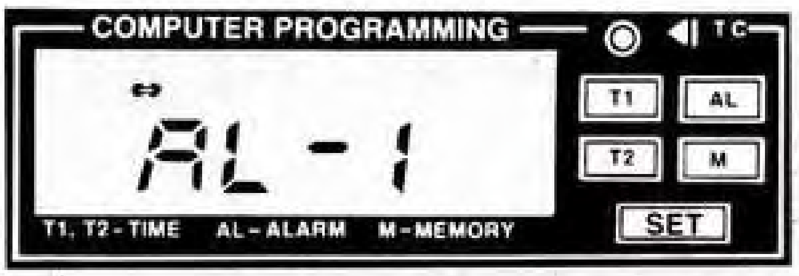
8. Push T1.
9. Push T2 to change the flashing line under the day of the week (to Saturday).


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
PM
5:42
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY
8
9

10. When cassette starting time and day are programmed push SET.


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
PM
5:42
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY
10

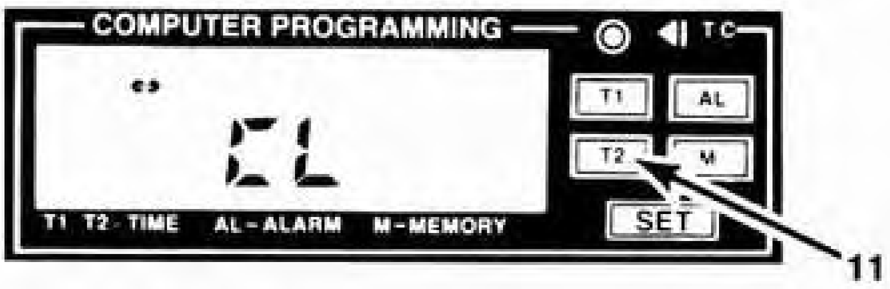
10a. At this time your screen will show AL-1.


COMPUTER PROGRAMMING
TC
AL - 1
T1
AL
T2
M
SET
T1, T2-TIME AL-ALARM M-MEMORY

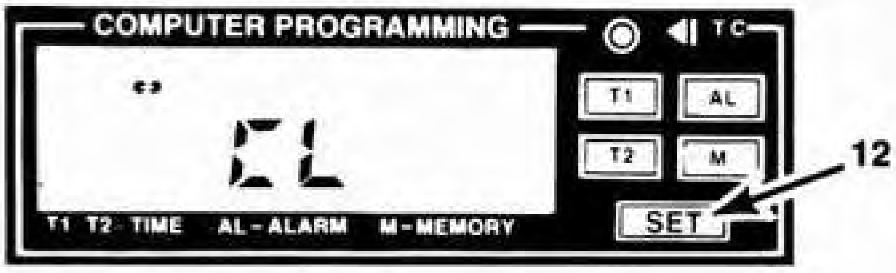
NOTE: If an alarm or cassette setting has already been programmed previously, that alarm or cassette setting will appear on the screen.

CASSETTE PROGRAMMING (CONT'D)

11. Push T2 until CL appears on the screen. (CL = Cassette Lock)


COMPUTER PROGRAMMING
TC
CL
T1
AL
T2
M
SET
T1 T2 - TIME AL - ALARM M - MEMORY
11

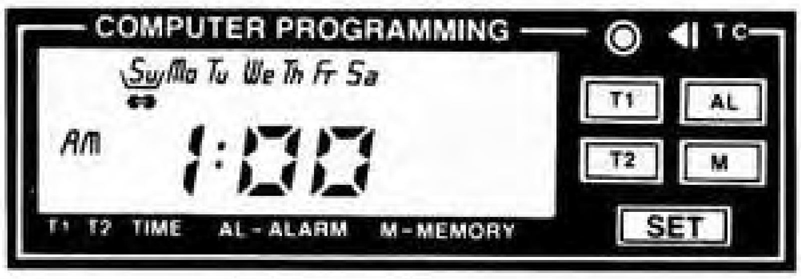
12. Push SET again.


COMPUTER PROGRAMMING
TC
CL
T1
AL
T2
M
SET
T1 T2 - TIME AL - ALARM M - MEMORY
12

13. A time will now appear on the screen. You must now program the cassette shut-off time (in this case 6:00 pm Saturday).

    NOTE: In our example we show 1:00 am Sunday. However, your shut-off time may be different if you have already programmed it.

    If you forget or fail to program a shut-off time, Omnibot will blink at you and give you a reject sound.

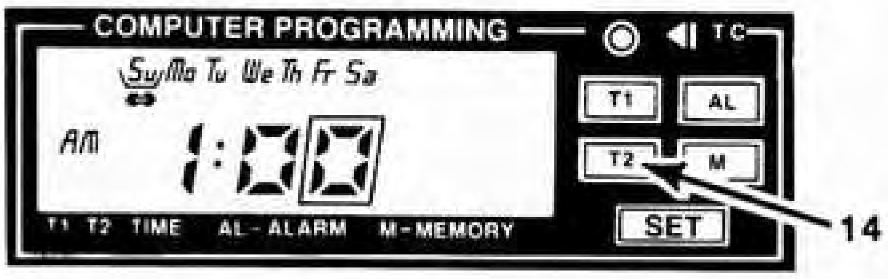

COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:00
T1
AL
T2
M
SET
T1 T2 TIME AL - ALARM M - MEMORY

NOTE: IF YOU GET A REJECT SOUND, YOU MUST FOLLOW THIS PROCEDURE:

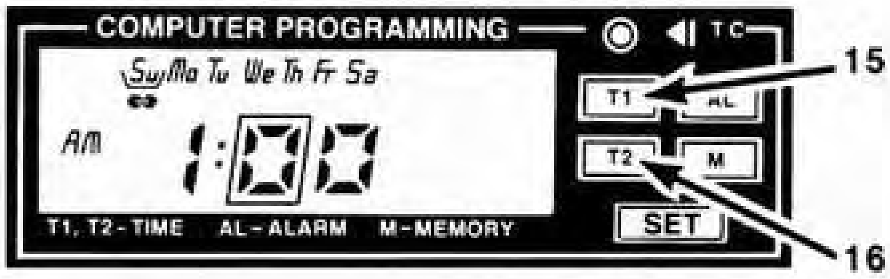
A. Push SET (if you get another reject sound, ignore it and continue.)
B. Push AL to return to the Time of Day.
C. Push AL again to reenter Alarm Storage.

Now, go back to step 2 to begin programming again.

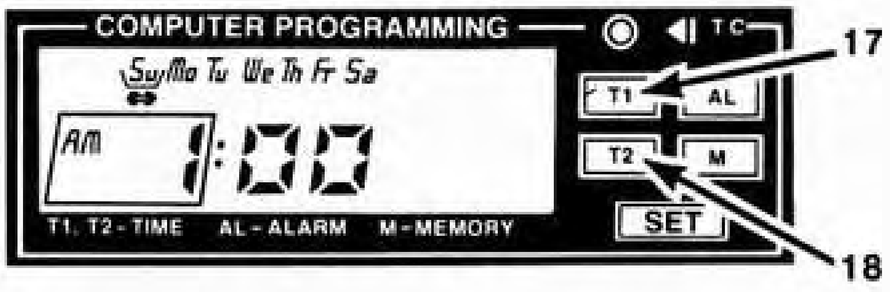
14. Push T2 to change the flashing digit (in this case it should stay at 0).


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:00
T1
AL
T2
M
SET
T1 T2 TIME AL - ALARM M - MEMORY
14

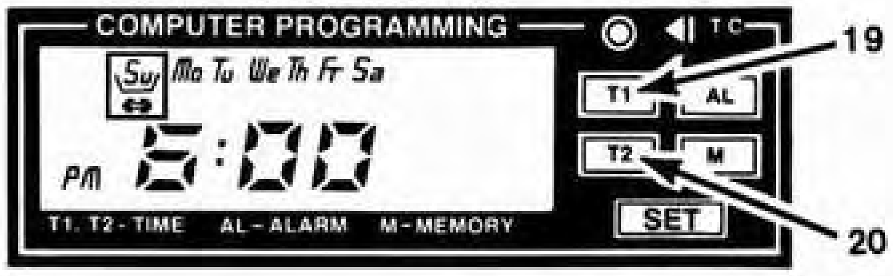
15. Push T1.
16. Push T2 to change the flashing digit (to 0).


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:00
T1
AL
T2
M
SET
T1, T2 - TIME AL - ALARM M - MEMORY
15
16

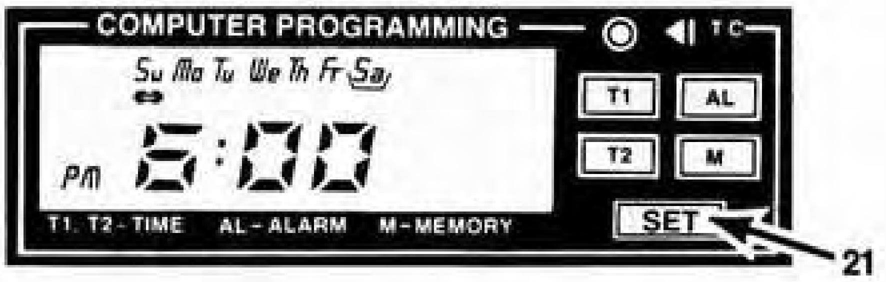
17. Push T1.
18. Push T2 to change the flashing hour and am/pm (to 6 pm).


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:00
T1
AL
T2
M
SET
T1, T2 - TIME AL - ALARM M - MEMORY
17
18

19. Push T1.
20. Push T2 to change the flashing line under the day of the week (to Saturday).

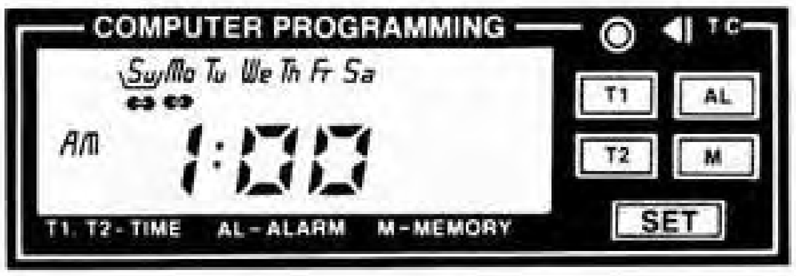

COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
PM
6:00
T1
AL
T2
M
SET
T1, T2 - TIME AL - ALARM M - MEMORY
19
20

21. When the shut-off time and day are correctly set (NO MORE THAN 45 MINUTES AFTER THE CASSETTE START TIME) push SET button.


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
PM
6:00
T1
AL
T2
M
SET
T1, T2 - TIME AL - ALARM M - MEMORY
21

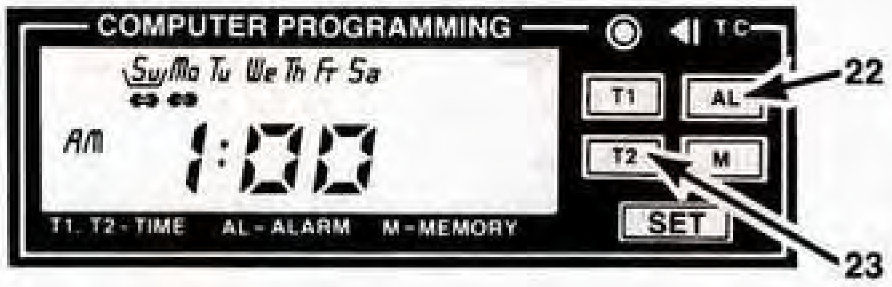
Storage 2 will now appear on the screen. (The shut-off time and day will automatically be stored in Omnibot's memory.)

If a cassette or alarm time has not been programmed into Storage 2, **the screen will flash** the far right digit of 1:00 am Sunday.


COMPUTER PROGRAMMING
TC
Su Mo Tu We Th Fr Sa
AM
1:00
T1
AL
T2
M
SET
T1, T2 - TIME AL - ALARM M - MEMORY

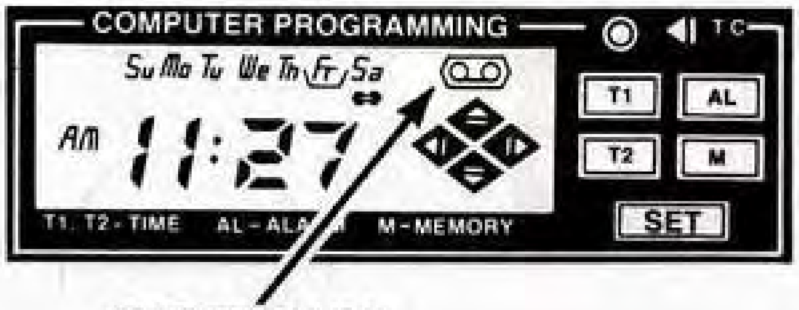
NOTE: If a cassette or alarm time has been programmed into Storage 2 that time will appear on the screen.

22. Push AL to return to Time of Day.
23. Push T2 to set the cassette programmed time.



In our example:

The cassette is now programmed to start at 5:42 pm Saturday and to stop at 6:00 pm Saturday. The cassette symbol in the upper right hand corner of the screen will confirm this.



CASSETTE SYMBOL

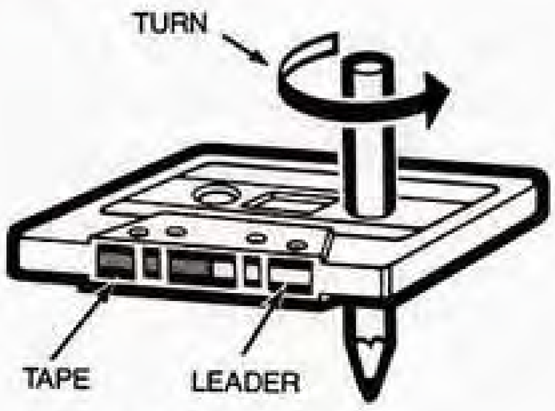
NOTE: The illustration now indicates the Time of Day (in this case, 11:27 am Friday). The cassette start and stop time have already been stored in Omnibot's memory.

T2 will now operate as a cassette program on and off button. When the cassette symbol is on your screen, all your cassette programs are set to run as programmed. When the cassette symbol is not on the screen, then all your cassette programs are shut off.

24. TO ERASE A PROGRAMMED TIME
    A) Push AL to get into Alarm Storage.
    B) Push SET to get to the Storage you want to erase.
    C) First, push M. Then while holding M down, push SET at the same time.
    The display will now show 1:00 am Sunday, flashing—Your programmed time is now erased.
    D) Push AL to leave Alarm Storage.

THE NEXT STEPS FOR CASSETTE PROGRAMMING ARE AS FOLLOWS:

1. Load Cassette Unit with your cassette. If you want Omnibot to perform EXACTLY on cue.
    a. Rewind your cassette completely.
    b. Remove your cassette from the Cassette Unit.
    c. Insert a pencil or similar object (see illustration) and turn until the leader is in position pictured below.
    d. Place the cassette back into the Cassette Unit. Now the tape will begin exactly when you start the Cassette Unit.



2. Set Omnibot Mode Selector to:
   TAPE—for voice or music only (NO MOVEMENT)
   or
   PROGRAM—playback pre-recorded tapes with voice and MOVEMENT.
   Be sure to place Omnibot on his Home Base or starting point so he can follow exactly what he is programmed to do.
3. Set Omnibot's power switch to TIMER position.
4. Adjust VOLUME control to your desired level.
5. Push PLAY button.

NOTE: Cassette will not play because it is in TIMER position and set to run at your programmed time.

To turn cassette off manually before it is programmed to shut-off, push cassette STOP button first, then push SET.

NOTE: YOU MUST PUSH "SET" OR OMNIBOT'S TIME DISPLAY WILL NOT RESPOND TO YOUR COMMANDS UNTIL THE TIME DISPLAYED ON THE SCREEN REACHES THE SHUT-OFF TIME. SO, REMEMBER TO PUSH "SET".

SUMMARY

AL = Alarm Storage. This is used for entering and leaving the Alarm Storage. (The Alarm Storage holds both Alarm Programming and Cassette Programming.)

T1 = Moves the "flashing" to the next digit/day—when in Alarm Storage.

T2 = Changes the individual digit/day—When in Alarm Storage.
Becomes a Cassette Programming On/Off button—when out of Alarm Storage.

SET = When in Alarm Storage:
Sets the Cassette Programming time and day. Also sets (CL) Cassette Lock. Can also be used to skip from one alarm storage to another.
When out of Alarm storage:
Shuts off the cassette programming when the cassette is running.

SET + M = To erase a Cassette Programming time and day. (First push M. Then while holding M down, push SET at the same time.

XIII. SING-A-LONG

How to have your VOICE and CASSETTE RECORDED MUSIC come from the same speaker:

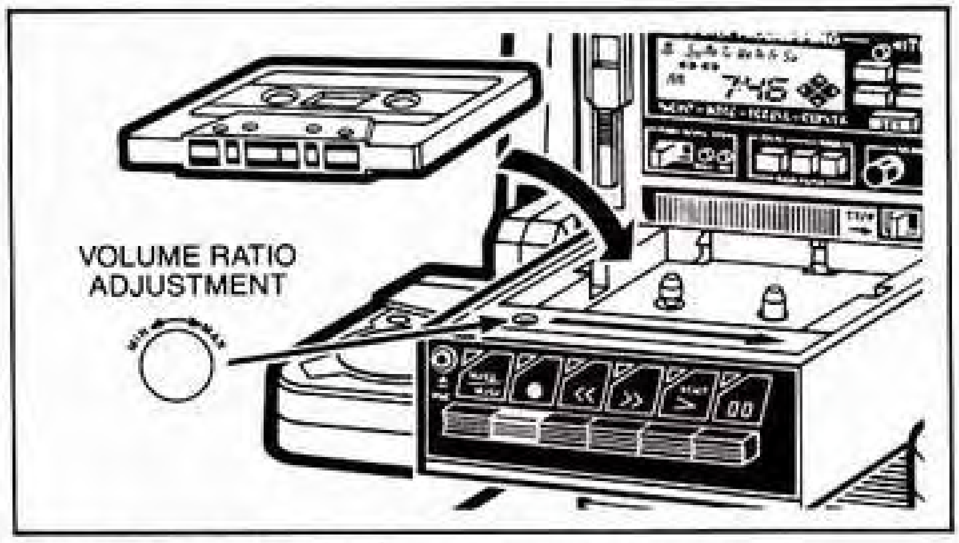
PLUG-IN MICROPHONE (NOT INCLUDED) *See Technical Specifications Section on what kind of microphone to get.	**MASTER CONTROL UNIT**
1. Omnibot's Mode Selector must be on TAPE.	1. Master Control Unit power switched ON. MCU antenna extended.
2. Omnibot's power switch must be ON.	2. Omnibot's Mode Selector must be on R/C.
3. Volume control adjusted to desired level. (usually set at half way)	3. Omnibot's power switch must be ON.
4. Microphone (not included) plugged into Cassette Unit jack (located to the side of STOP/EJECT button).	4. Volume control adjusted to desired level. (usually set at half way)
5. Cassette Unit loaded with your music tape.	5. Cassette Unit loaded with your music tape.

WHEN YOU PLAY YOUR CASSETTE TAPE, YOU CAN NOW SING-A-LONG INTO YOUR MICROPHONE (plug-in or Master Control Unit).

BOTH YOUR VOICE AND THE CASSETTE RECORDED MUSIC WILL PROJECT FROM THE SAME OMNIBOT ONBOARD SPEAKER!

To control which is louder, the voice or the cassette music:

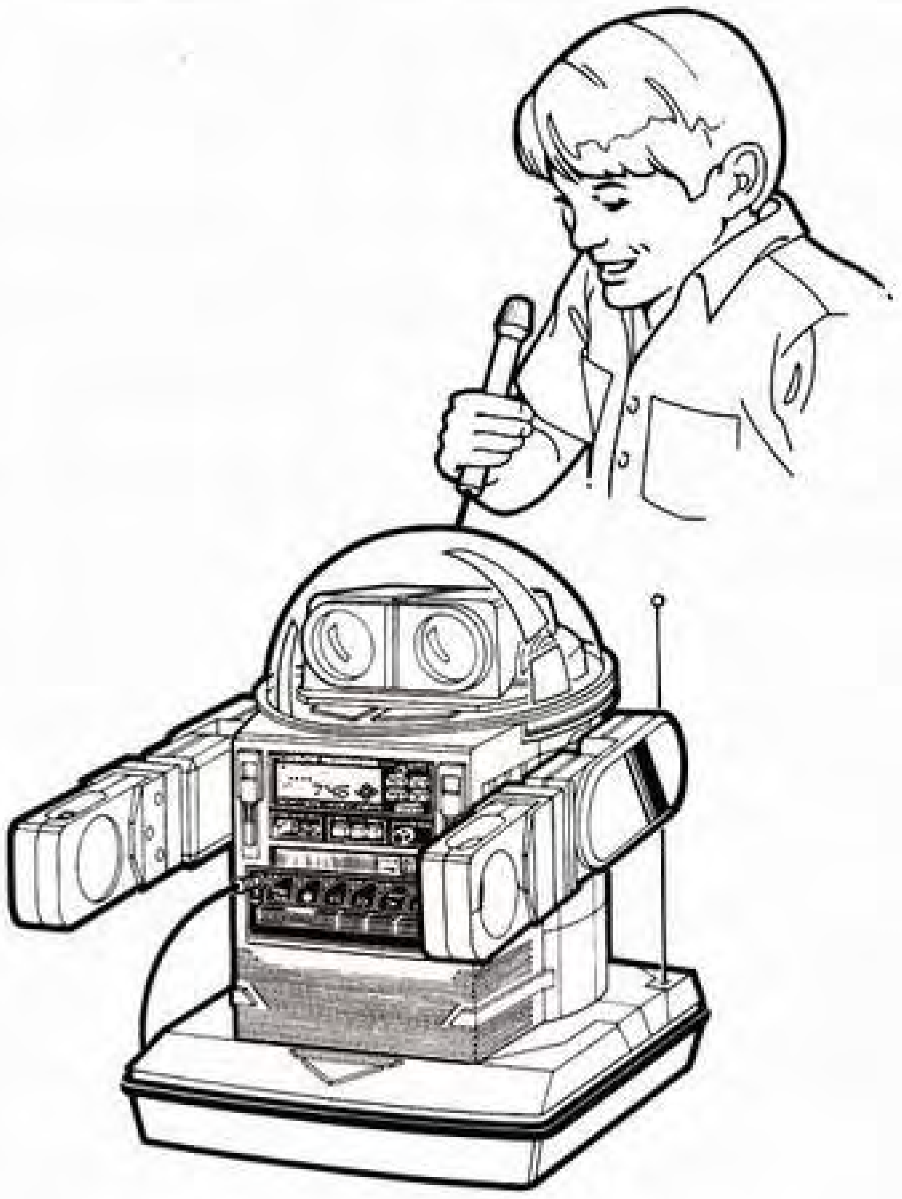
1. Pull out Cassette Unit (slide OPEN lever to do this).
2. Find volume ratio adjustment (see illustration).
3. Insert a screwdriver and turn:
    - A) To the right (maximum) to increase the microphone volume.
    - B) To the left (minimum) to increase the cassette music volume.



NOTE: Recording level can be adjusted with Volume Ratio Adjustment.

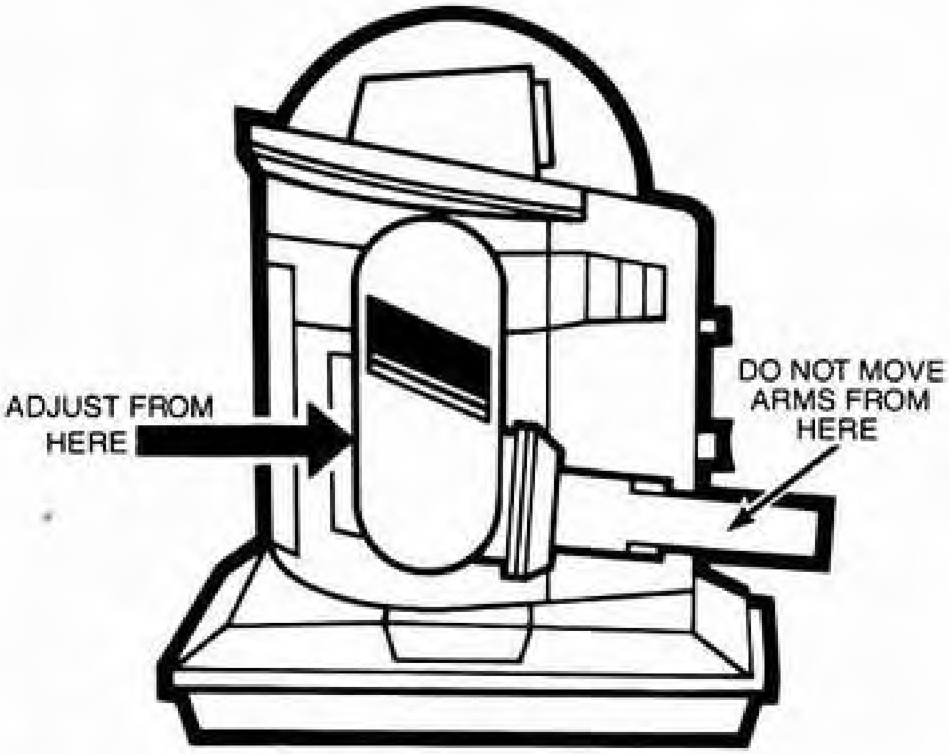
OMNIBOT'S FLASHING EYES ARE STROBE SYNCHRONIZED TO THE SOUND LEVEL OF THE SPEAKER SYSTEM!

WELCOME TO OMNIBOT'S SING-A-LONG FEATURE!



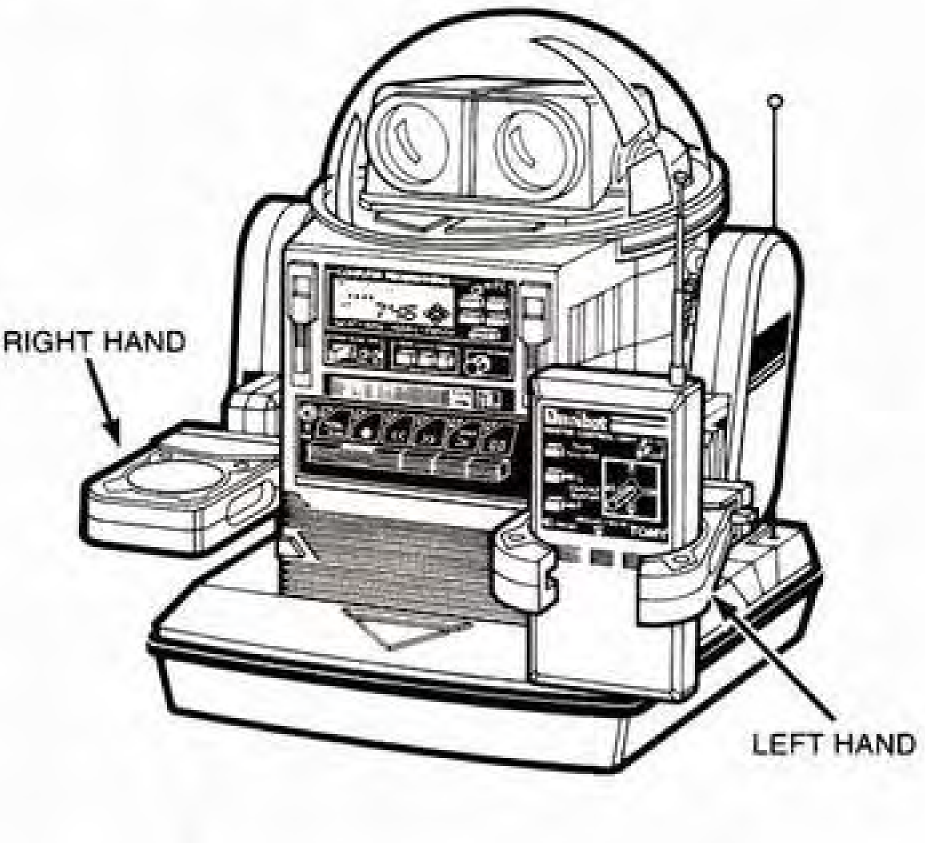
XIV. OMNIBOT'S ARMS AND TRAY

Omnibot has adjustable arms, a removable tray, and two hands for carrying and delivering objects.

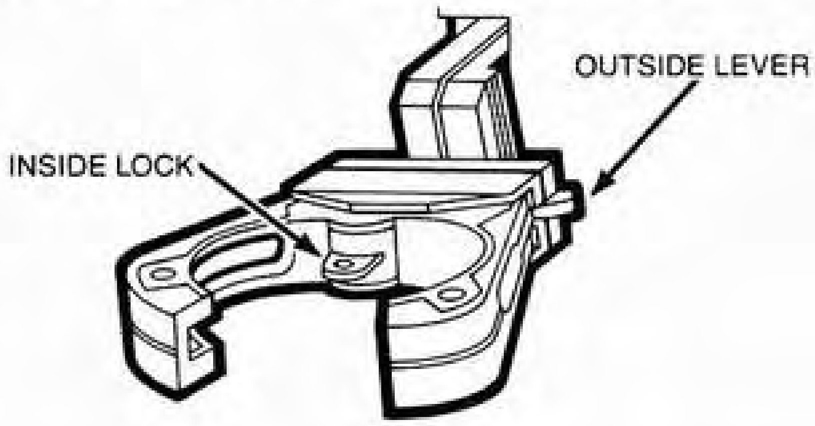


Always adjust Omnibot's arms from the elbow up. Do not pull his arms from his hands or his forearms.

Omnibot's hands are different from each other. His right hand acts as a receptical. His left hand has a grip function.

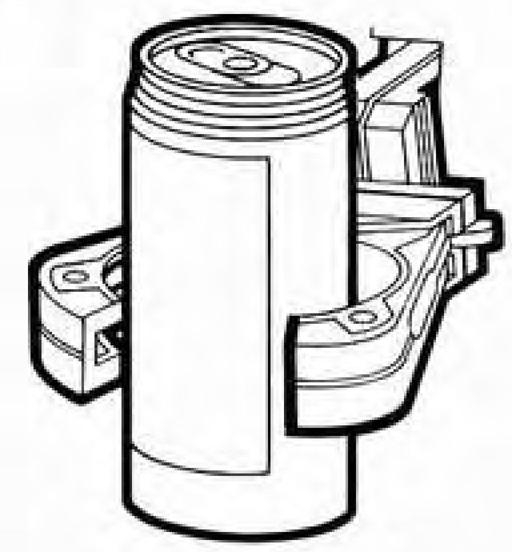


The left hand grip function works by moving the outside lever to the "Open" direction. This opens the hand.

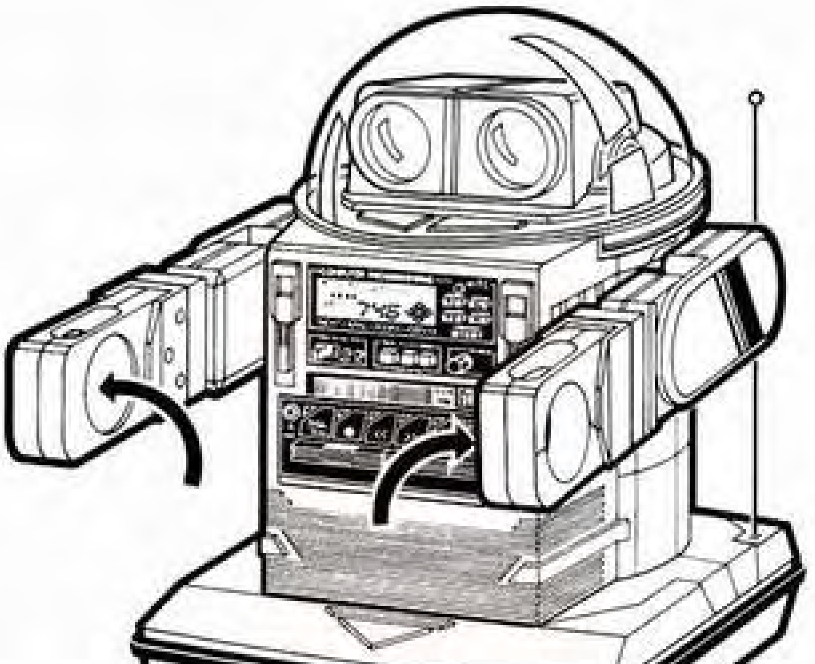


There are two ways to close the hand:

1. Move the outside lever to the "Close" position.
2. Apply pressure to the inside lock.
   A) You can push the inside lock by hand.
   B) You can push the inside lock with an object you want Omnibot to close his hand on and hold. Example: Hand Omnibot a soda can and when the lock is touched off, he will grab the can and hold it.

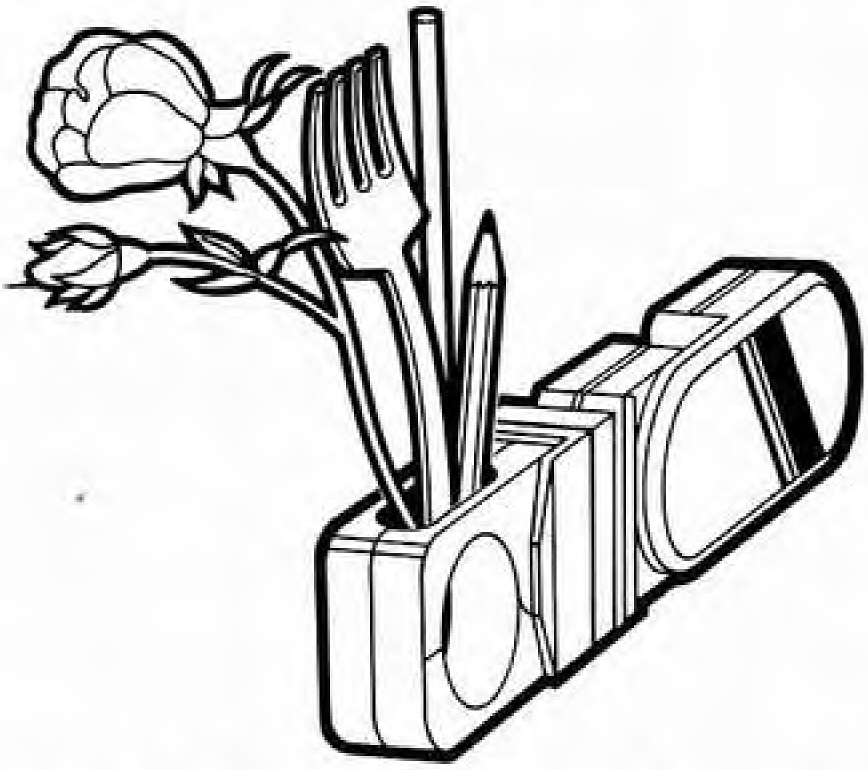


Omnibot's hands have two positions. Never force his hands when turning them. See illustration for hand movement directions.



OMNIBOT'S ARMS AND TRAY (CONT'D)

The hands when turned vertical have oval openings for carrying objects like: pencils, flowers, folded or rolled papers, eating utensils, tools, straws, etc.

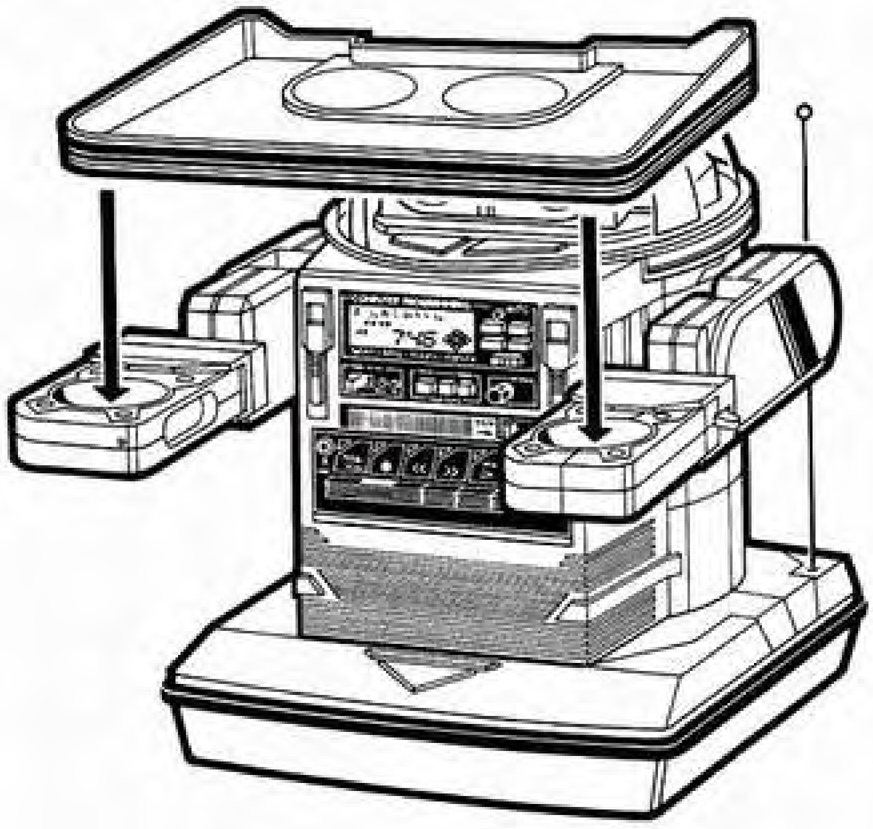


The hands when turned to their horizontal position can hold drinking glasses and similar containers.

Do not place too heavy an object in his hands or on his tray or Omnibot may drop or spill the object. 2.2 pounds is the maximum weight allowance on Omnibot's tray.

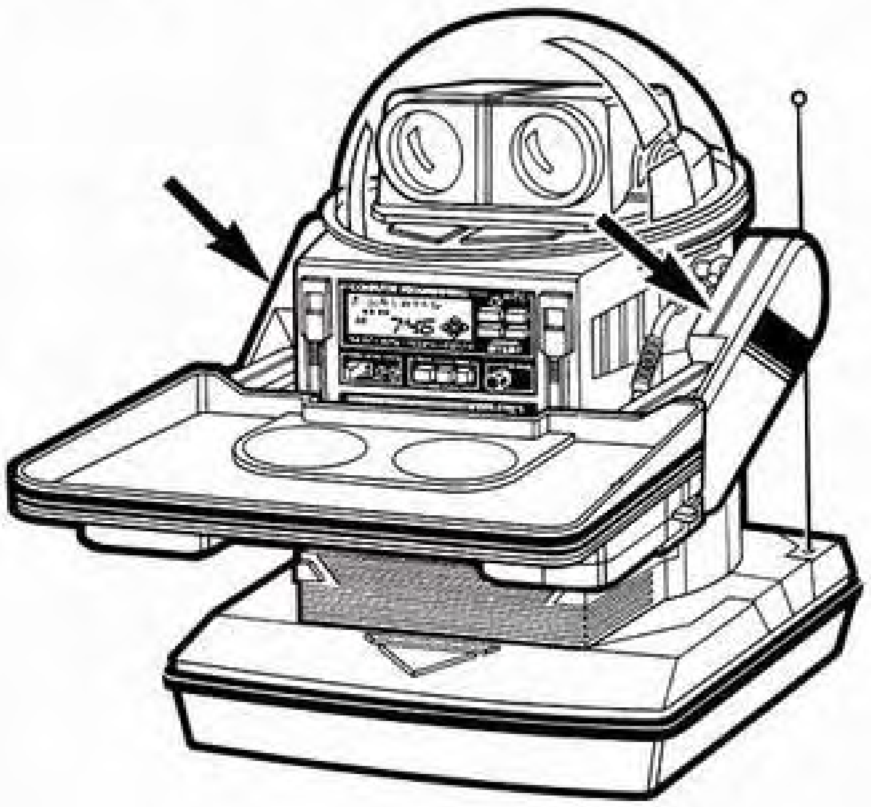
To insert Omnibot's tray:

1. Extend his arms straight out in front of him as pictured.
2. Place the tray so that it fits securely into Omnibot's hands as illustrated.



3. Once tray is secure, gently hold Omnibot's arms above his elbows and push them down. This will bring the tray into position as illustrated.

   The tray should now rest on Omnibot's chest.



To remove Omnibot's tray:

Simply reverse the above steps.

Replace Omnibot's hands in the position you wish. Never pull or push his arms from his hands or forearms. Always make arm adjustments from above his elbows.

XV. HOME BASE

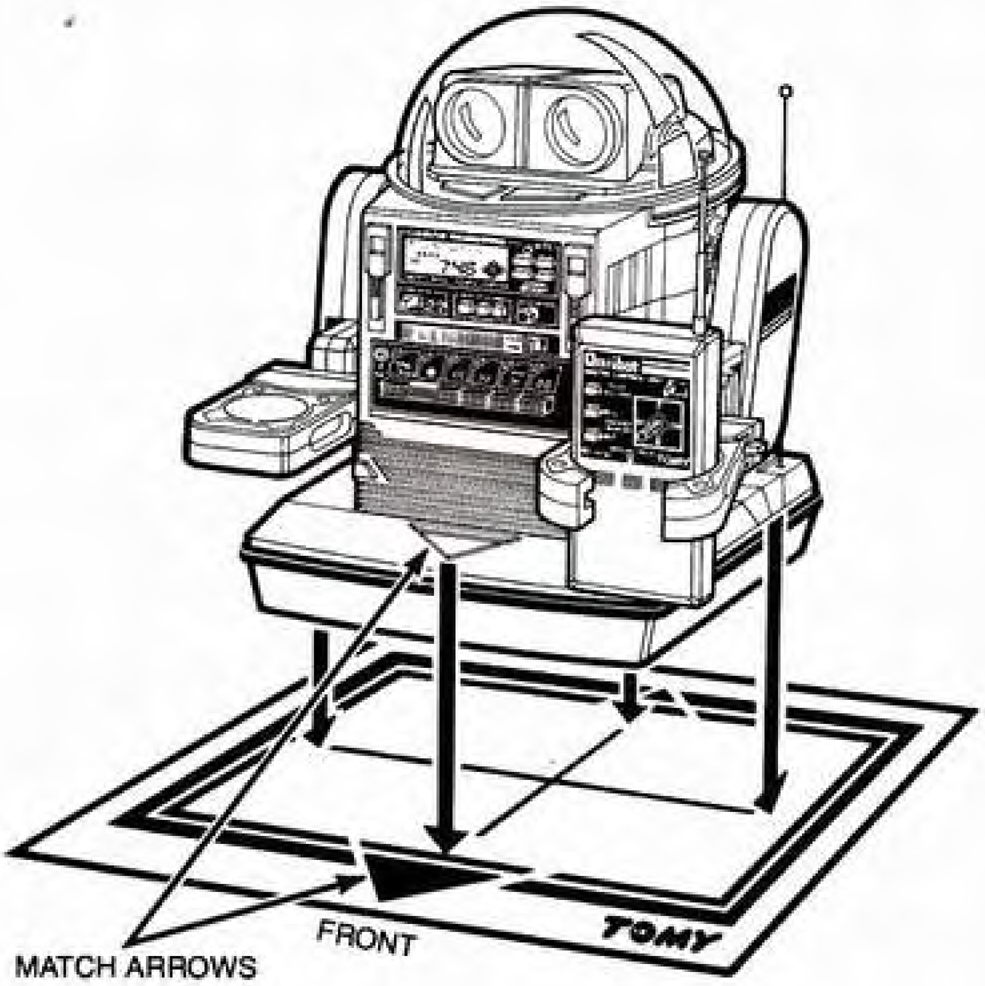
In order for Omnibot to repeat his programmed cassettes exactly as recorded, he must start in the same place and direction.

To help you, Omnibot comes with his own Home Base.

This is the place where you should begin all programs.

1. Set Home Base on the floor where you intend to store and keep Omnibot. It should be away from direct sunlight and extreme temperatures.
2. Secure Home Base to the floor with tape.
3. Center Omnibot on Home Base so that the arrows on his front and back line up exactly with the front and back arrows on Home Base. (see illustration)
4. When Omnibot is properly centered on Home Base, there will be equal distance between Omnibot and every edge of Home Base.
5. Always start Omnibot from this exact same position on Home Base to ensure his accuracy.

NOTE: If you do not secure Home Base to the floor with tape or adhesive, Home Base may gradually move from its proper place. This would keep Omnibot from carrying out his programs exactly as recorded.



XVI. CARE & MAINTENANCE

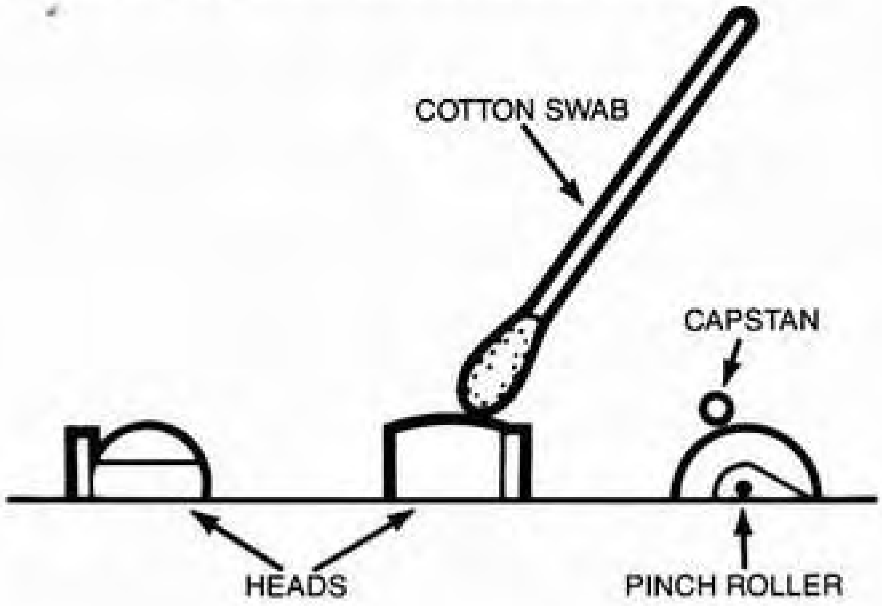
When Omnibot and/or the Master Control Unit get dirty, surface wash them with a damp cloth. DO NOT USE LIQUIDS OR CLEANSERS OF ANY KIND TO CLEAN AS THIS MAY CAUSE DAMAGE.

To clean tires, use a damp cloth.
DO NOT USE OIL OR ANY OTHER LUBRICATION ON ANY MOVING PARTS.

CASSETTE DECK:

For best performance, you should clean the cassette deck once a month or after 30 hours use.

To clean heads/capstan/pinch roller:
These parts easily collect dust by direct-tape contact, which results in incorrect playing and recording. After long use, these parts should be thoroughly cleaned.



To clean:
1. Slide open cassette unit.
2. Remove cassette if one is inside.
3. Push PLAY button.
4. Carefully clean heads/capstan/pinch roller with a cotton swab.

To clean caked dirt, use a cotton swab dipped in rubbing alcohol.

CASSETTE TAPES:

How to store cassette tapes:
Use a plastic storage case to avoid direct sun, extreme heat, high humidity, dusty places and magnetism. Don't place near a TV set or magnet.

XVII. SAFETY/CAUTIONS

CAUTION—ELECTRIC TOY:

NOT RECOMMENDED FOR CHILDREN UNDER NINE YEARS OF AGE. AS WITH ALL ELECTRIC PRODUCTS, PRECAUTION SHOULD BE OBSERVED DURING HANDLING AND USE TO PREVENT ELECTRIC SHOCK.

Do not operate Omnibot in or around water or liquid.

Do not operate Omnibot around swimming pools.

Do not drop or shake Omnibot or his Master Control Unit.

Do not take Omnibot apart.

Do not expose Omnibot to extreme temperatures.

Do not hold, bend or twist the antennas on Omnibot or his Master Control Unit.

DO NOT USE LIQUIDS OF ANY KIND TO CLEAN OMNIBOT OR THE MASTER CONTROL UNIT AS THIS MAY CAUSE DAMAGE. When Omnibot and/or his Master Control Unit get dirty, surface wash them with a damp cloth.

Do not operate two or more Omnibots in the same location at the same time. Their radio signals will interfere with each others performance.

Do not stall Omnibot. If he bumps into a wall or obstacle or cannot climb an incline STOP HIM IMMEDIATELY. If he is not stopped or moved, his fuse may burn out.

Do not move Omnibot's arms by pulling his hands or forearms. Always adjust his arms from his elbows upward.

Avoid spilling liquid onto Omnibot.

When charging Omnibot, make sure the POWER SWITCH is in the "OFF" position.

Do not use oil or any other lubrication on any moving parts.

When operating Omnibot by his Master Control Unit:

a) stay more than 5 feet away from Omnibot while programming to make sure he gets clear signals.
b) there can be a greater distance between you and Omnibot when in R/C mode.

If humming or feedback occur when operating Omnibot by his Master Control Unit: adjust volume control on Omnibot and try to move further away.

Do not place stored cassettes near a TV set or magnet. When storing tapes: use a plastic storage case to avoid direct sun, extreme heat, high humidity, dusty places and magnetism.

Do not use loosely wound tapes. It will cause tangling and the tape can be damaged.Press rewind briefly to tighten tapes.

If tangled, use a pencil to slowly and carefully rewind the tape.

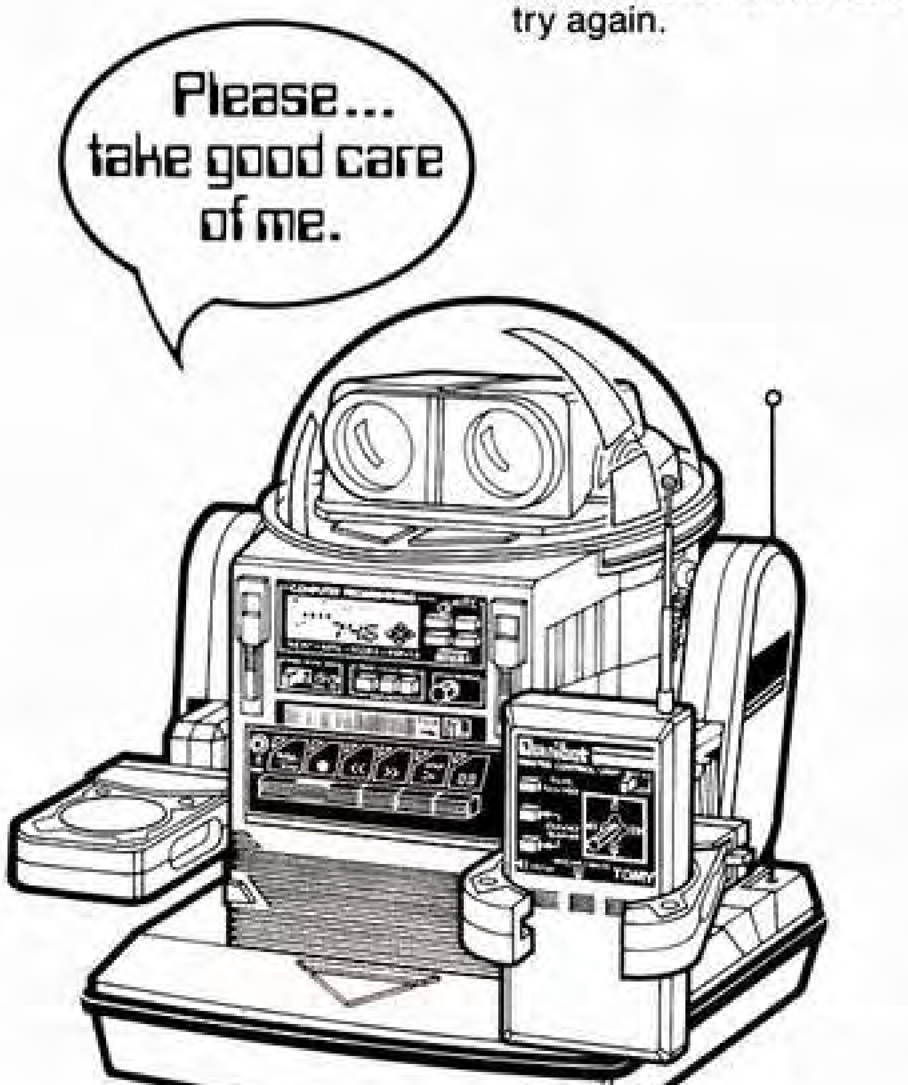
The best place to operate Omnibot is indoors, on a flat surface (tiled floors, hardwood floors, vinyl floors, etc.)

RADIO FREQUENCY INTERFERENCE

Interference from other sources (indoors and outdoors) may have an effect on the performance and distance it takes to effectively transmit a command to Omnibot. Interference may be caused by a number of factors:

1. Change in temperature
2. Obstructions (walls, structures, etc.)
3. Other waves in the vicinity (cordless telephones, personal computers, large motorized appliances, etc.)

These factors do not indicate that Omnibot is out of order. If you suspect that any of these conditions is present, take Omnibot to a different location, and try again.


Please... take good care of me.

XVIII. OMNIBOT-IDEAS AND USES

BEGINNER LEVEL

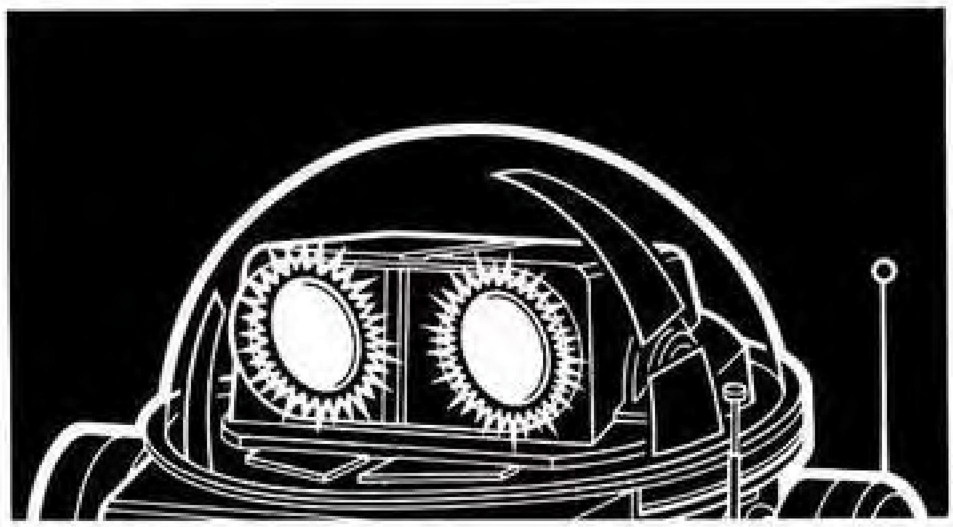
1. Set up an obstacle course. See who can get Omnibot from start to finish the fastest. Take turns using the Master Control Unit.

2. Amplify your voice at a presentation.

3. Deliver a recorded speech to go along with a home slide show using Omnibot. You can start and stop along the way for questions or comments using the Tape Start/Stop button on the Måster Control Unit.

4. Omnibot is great for playing musical chairs. You can start and stop the music playing on the cassette deck with the Tape Start/Stop button on the Master Control Unit.

5. Record a ghost story with scary sounds. Then, turn out the lights, start the tape, and watch Omnibot's eyes flash in the dark as the story is told.



6. Create a stir, take Omnibot for a walk indoors or outdoors using the Master Control Unit.

7. Sing-a-long with your favorite superstar through Omnibot's speaker while the music is playing on the cassette deck.

8. Listen to any standard cassette tapes of music, stories or lectures.

INTERMEDIATE LEVEL

1. Leave a message for your roommate to clean up his/her side of the room.

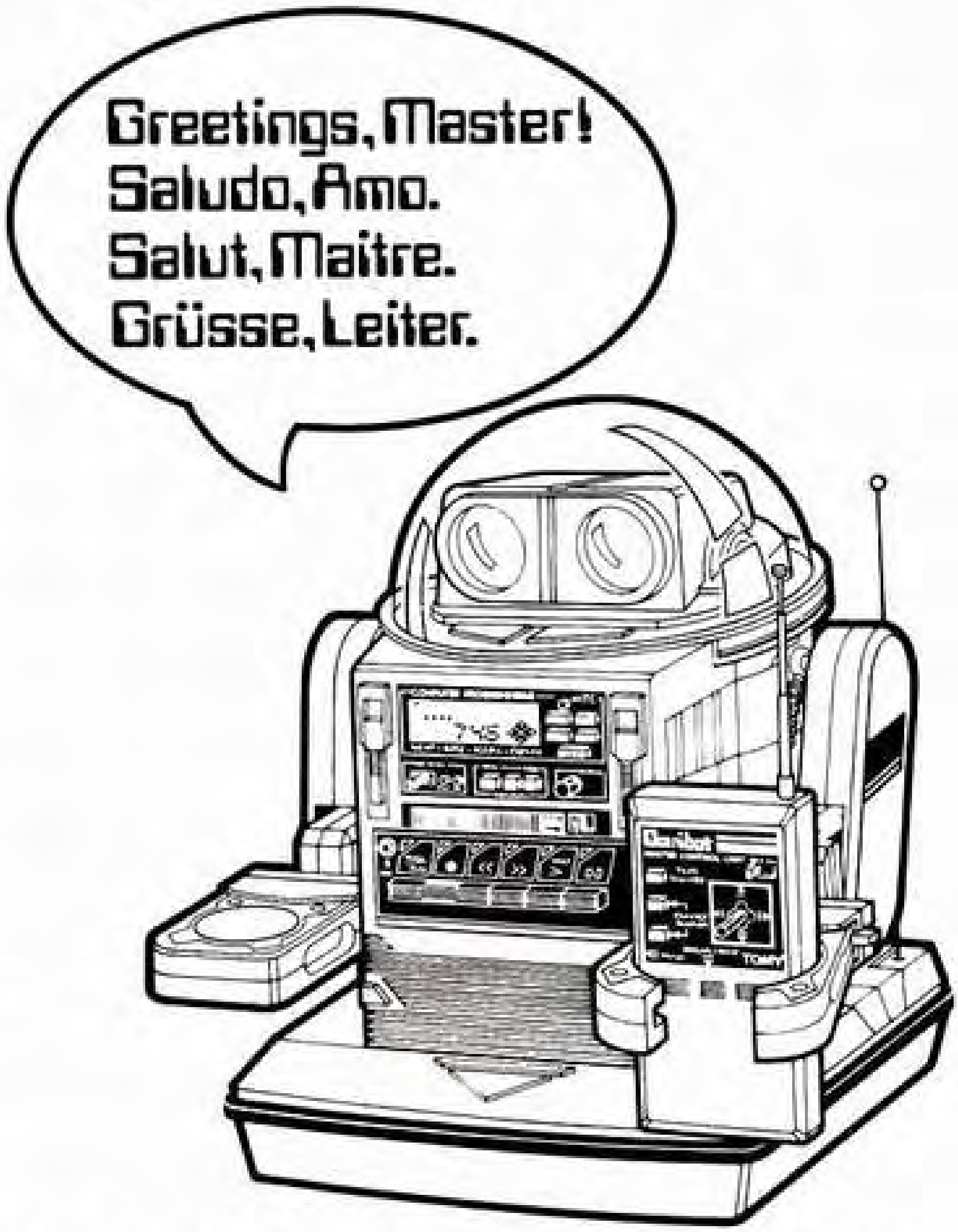
2. Record your schedule for the next day. Then program Omnibot to remind you while you have breakfast the next morning.

3. Set Omnibot's alarms to remind you of things throughout the day. Example: softball practice at 2:00 pm, your favorite TV show at 8:00 pm, etc.

4. Create your own program library to send Omnibot to various rooms in the house from Home Base. Pop in a tape and Omnibot can deliver things anywhere in the house.

5. Teach your parrot to talk! Position Omnibot by your bird and play recorded words over and over again at pre-programmed times during the day.

6. Study a foreign language. Set Omnibot's alarm storages to play recorded words and phrases throughout the day. Exercise your memory skills each time you hear the tape.


Greetings, Master!
Saludo, Amo.
Salut, Maitre.
Grüsse, Leiter.

7. Record two voices at once. One person can use the direct microphone, at the same time someone else uses the remote microphone, for a duo sing-a-long.

8. Omnibot can be a kitchen timer. Program a path between the kitchen and the living room. Then set the alarm storage for the desired baking time. Go into the living room and relax. Omnibot will come into the room and remind you when it's ready.

ADVANCED LEVEL

1. The robot pick-up challenge! Place a suitable object against the wall, in line with Omnibot's grasping hand. See who can get Omnibot to pick-up the object fastest by remote control.

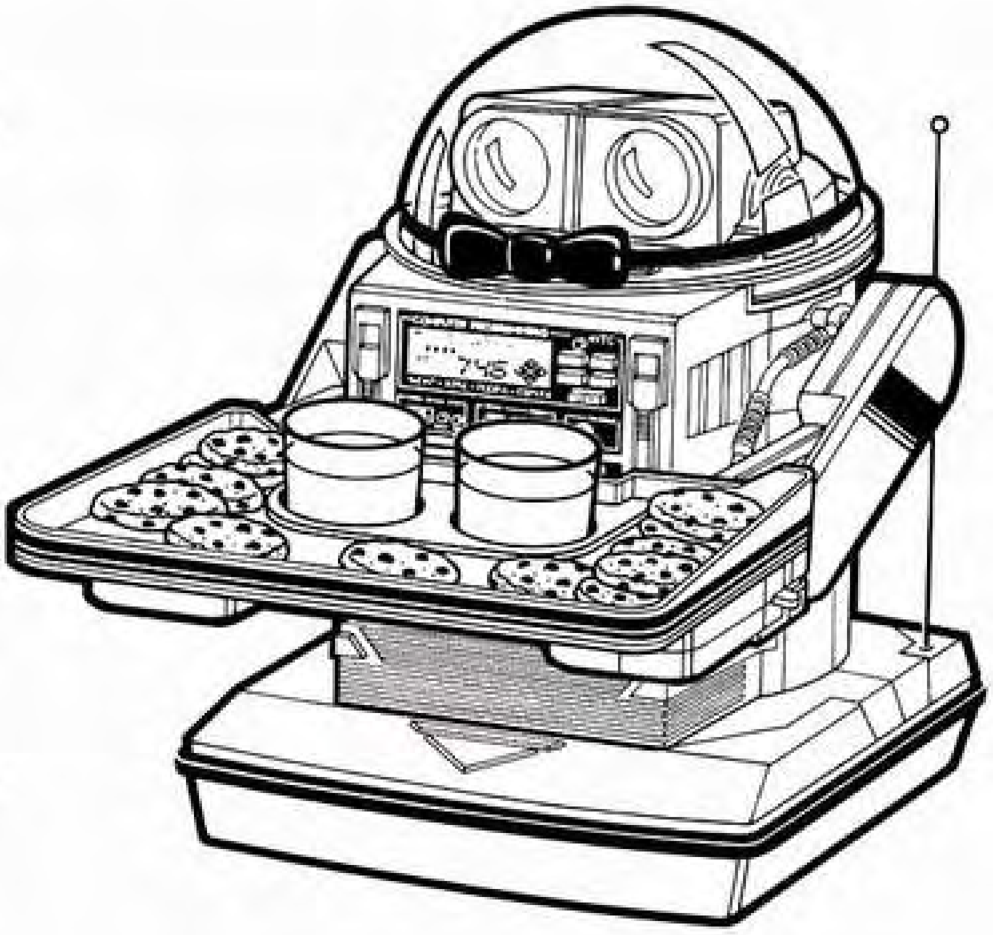
2. With accurate timing, you create a program that sounds like Omnibot is really talking with you. Make up the dialogue. Record Omnibot's lines with enough time between each line to say your own lines. To the amazement of everyone in the room, Omnibot will come up to you at a pre-set time and begin the conversation.

3. Omnibot can wake up the whole family, even Uncle Harry who is visiting for the weekend. Won't Uncle Harry be surprised when Omnibot rolls in with wake up words and good cheer.

4. Create scenarios for Omnibot to add spice to your parties or family get togethers.

   Allow Omnibot to be your electronic butler for the evening. Omnibot greets your guests at the door with flashing eyes and a warm welcome. Pop in another program tape, to have Omnibot ask each guest to write down what they would like to drink before dinner and return to the kitchen with their orders.

   While he's in the kitchen, change program tapes and arrange an after-dinner snack on his tray. Omnibot will automatically roll into the room, announce snack-time and serve the goodies to your guests at a pre-programmed time.



XIX. TROUBLESHOOTING

PROBLEM:	**POSSIBLE REASONS:**
Omnibot does not move with Master Control Unit.	1. Omnibot power switch ON? 2. MCU power switch ON? 3. MCU antenna extended? 4. Wrong Mode selected? (check Mode Review) 5. Check fuse. 6. Check Alkaline Batteries (Omnibot & MCU) 7. 6-Volt Battery charged?
There is feedback when operating in R/C or PROGRAM.	1. Volume too high. 2. MCU too close to Omnibot.
Omnibot does movements you did not program. (In Program mode playback).	1. Clean Heads/Capstan/Pinch Roller. (see Care & Maintenance section). 2. Radio Frequency Interference? (see Safety/Cautions section).
When programming, Omnibot blinks 1:00 am Sunday at you and gives you a reject sound.	1. You already have a program in another storage for that exact time and day. 2. You forgot to program a shut-off time for Cassette Programming (see Cassette Programming section). 3. You skipped two unprogrammed storages after programming another storage (see Alarm Programming section).
Omnibot does not travel in a straight line.	See Steering Adjustment section.
Omnibot does not repeat exact movements on programmed cassette.	You made a steering adjustment and did not re-program the cassette (see Steering Adjustment section).
No robot sounds.	Clock Display must be in Time of Day (with diamonds flashing)—not Alarm Storage or Memory.
Tape won't start from Master Control Unit.	Clock Display must be in Time of Day (with diamonds flashing)—not Alarm Storage or Memory.
Omnibot's Time Display won't respond when you push TC, T1, T2, AL, or M.	You turned the cassette program off manually (before the shut-off time) and failed to push SET. (See NOTE on page 27) - To remedy, push SET.

IF YOU HAVE ANY QUESTIONS, call toll free number for assistance:

(800) 421-5597 FOR OUTSIDE CALIFORNIA
(800) 421-8496 FOR CALIFORNIA RESIDENTS

XX. TECHNICAL SPECIFICATIONS

1. CASSETTE RECORDER

   Type: 2 track monaural
   Tape Selection: normal bias only
   Tape Speed: ± 0.3%
   Wow & Flutter: within 0.3%

2. ALARM CLOCK

   Display: liquid crystal display
   Accuracy: ± 3 sec/day
   Power Supply: 1.5 V alkaline size AA, 2 required
   Battery Life: 5,000 hours typical

3. BATTERY CHARGER, (U.L. LISTED)
   Type: plug-in AC adapter with 6 foot cord and coaxial "barrel type" connector, (negative center pole)
   Input: 120 VAC, 60 HZ, 10 WATTS
   Output: 6 VDC, 300 mA

4. RECHARGEABLE BATTERY

   Type: sealed lead acid
   Output Rating: 6 V, 4.0 Ah
   Physical Size: 2¾" L x 1¾" W x 4" H
   Terminals/Connectors: lead wires with coaxial "barrel type" connector (negative center pole)

5. GENERAL

   Battery Life: 4 hours continuous at 5.5 Volts (normal)
   Battery Indicator: red light indicates when discharged to 5.7 Volts
   Operating Temperatures: 5°C ~ 40°C (41°F ~ 104°F)

6. ACCESSORIES

   Detachable Tray (included): 2.2 lbs maximum weight allowance

   External Auxiliary Microphone: Dynamic Microphone, ⅛" mini-plug, 300 ~ 600 OHM impedance (not included)

7. OPERATING FREQUENCY: 49.860 MHz

XXI. MODE REVIEW

	MODE SELECTION			**POWER SWITCH**				
DESIRED FUNCTION	**R/C**	**PROGRAM**	**TAPE**	**POWER ON**	**POWER TIMER**	**MASTER CONTROL UNIT ON**	**CASSETTE PLAY Button Pushed**	**CASSETTE RECORD Button Pushed**
To operate by remote (Master Control Unit) Omnibot's movement & onboard speaker	X			X		X		
To operate by remote Omnibot's movement & onboard speaker...AND start & stop PLAY of Cassette Unit.	X			X		X	X	
To operate by remote Omnibot's movement & onboard speaker...AND start & stop RECORD of Cassette Unit.	X			X		X		X
To program voice and movements onto cassette (for Omnibot's memory).		X		X		X		X
To playback a program on cassette.		X		X			X	
To set a program to come on automatically at a pre-set time.		X			X		X	
To set a tape (voice or music only) to come on at a pre-set time.			X		X		X	

XXII. WARRANTY INFORMATION

OMNIBOT™ Warranty

Limited 90-day warranty on Omnibot™ Product (valid in U.S. only)

TOMY Corporation warrants to the original consumer purchaser that this Omnibot shall be free from any defects in materials or workmanship for a period of 90 days from the date of purchase. This limited warranty does not apply to cassette tapes and accessories purchased by the consumer. Should you find, during the warranty period, that this Omnibot Product is defective, TOMY will repair or replace the Product, at its option, free of charge.
To receive this warranty service you must do the following:

1. Notify the Tomy Corporation of the problem requiring warranty service by calling either one or the other of the following numbers:
   Outside California (800) 421-5597
   Inside California (800) 421-8496
2. Send the Tomy Corporation the product and reasonably acceptable proof of the date of the purchase of the product prepaid at your risk of damage during shipment addressed as follows:

   Tomy Corporation
   Omnibot Customer Service
   901 East 233rd Street
   P.O. Box 6252
   Carson, CA 90749

During your phone call the Tomy Corporation's representative will discuss the problem you are having with the Omnibot. Frequently this representative will be able to suggest to you a way to avoid returning the product to the Tomy Corporation.

This warranty shall not apply if Omnibot has been damaged by negligence, accident, unreasonable use, or by other causes unrelated to defective materials or workmanship. This warranty is also void if the serial number has been altered, defaced or removed.

Any applicable implied warranties arising out of the sale of this unit, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase. TOMY's liability is limited to the repair or replacement of the defective unit in its sole discretion. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

TOMY shall have no liability or responsibility to a purchaser, customer or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by any cassette tapes. This includes, but is not limited to, any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of such cassette tapes.

The provisions of the foregoing warranty are valid in the United States only. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts and/or do not allow the exclusion of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

Out of warranty repair: If your Omnibot Product requires service other than under warranty, please contact TOMY CORPORATION for repair information at the following address:

TOMY CORPORATION
Omnibot Division
Customer Service
901 E. 233rd Street
P.O. Box 6252
Carson, CA 90749.

For warranty information or service call toll-free:
(800) 421-5597
In California, call
(800) 421-8496

IF YOU HAVE ANY QUESTIONS, call toll free number for assistance:

(800) 421-5597 FOR OUTSIDE CALIFORNIA
(800) 421-8496 FOR CALIFORNIA RESIDENTS

IF YOU HAVE ANY QUESTIONS,

call toll free number for assistance:

(800) 421-5597 FOR OUTSIDE CALIFORNIA

(800) 421-8496 FOR CALIFORNIA RESIDENTS

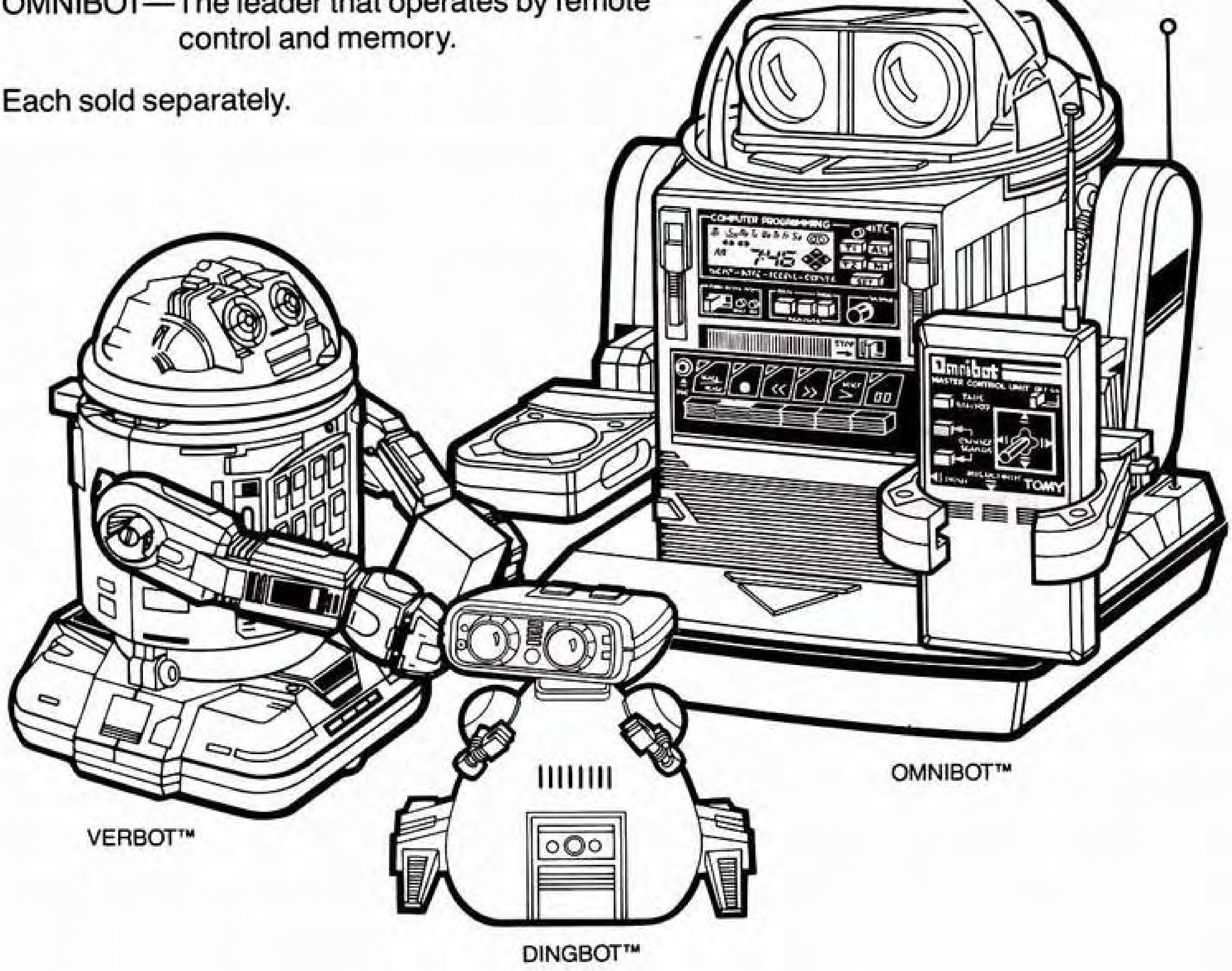
To save time, be sure to have Omnibot and your instructions by the phone when you call our service assistant.

HOME ENTERTAINMENT ROBOTS!

The Robot Age is here, and Tomy is three steps ahead...

DINGBOT—The non-stop comedian.
VERBOT—A voice-control robot.
OMNIBOT—The leader that operates by remote control and memory.

Each sold separately.



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